

2003 NCAA Football Rules Changes

- Rule 1-2-4-b The team area shall be limited to squad members in full uniform and a maximum of 60 other individuals directly involved in the game. The individuals not in full uniform shall wear a credential marked 'Team.' Credentials should be numbered 1 through 60. No other credential is valid for the team area.
- Rule 3-2-5 Start the game clock on all kickoffs when the ball is legally touched in the field of play. (Current rule is the game clock starts when the ball is kicked, except in the last two minutes of each half, when it starts when the ball is legally touched in the field of play)
- Rule 6-4-1-a and
Rule 6-4-1-d Delete the two-yard restricted area around a player positioned to catch a free or scrimmage kick.
- Rule 6-5-1 When a valid fair catch signal is made, the unimpeded opportunity to catch a free or scrimmage kick is extended to a player who muffs a kick. This protection terminates when the kick touches the ground.
- Rule 6-5-3 Delete all references to illegal fair catch signals.
- Rule 8-3-6 Delete the option allowing a team that a touchdown is scored upon to kick.
- Rule 8-4-2-a Delete the option allowing a team that a field goal is scored upon to kick.
- Rule 9-1-2-e-1-(a) Offensive linemen at the snap positioned more than seven yards in any direction from the middle lineman of the offensive formation are prohibited from blocking below the waist toward the original position of the ball in or behind the neutral zone and within 10 yards beyond the neutral zone.
- Rule 9-1-2-e-1-(b) Backs at the snap positioned outside the normal tackle position in either direction toward a sideline, or in motion at the snap, are prohibited from blocking below the waist toward the original position of the ball in or behind the neutral zone and within 10 yards beyond the neutral zone.
- Rule 10-2-2-g-1 Enforce all penalties for unsportsmanlike acts (as defined in Rule 9-2-1-a) occurring during or after a down that ends in a touchdown and before a try, either on the try or on the succeeding kickoff (Exception: During extra period[s]).
- Rule 10-2-2-g-3 Enforce all penalties for personal fouls committed after a touchdown play and before a try, either on the try or on the succeeding kickoff (Exception: During extra period[s]).