

League Discipline

In addition to the discipline that your club may impose (see *Maximum Club Discipline Schedule* elsewhere in this playbook), you are subject to the separate authority of the Commissioner for violations of National Football League rules and policies.

The Commissioner may impose fines and other appropriate discipline, up to and including suspension or banishment from the League, for certain misconduct on the playing field, as well as for conduct detrimental to the integrity of or public confidence in the NFL or the game of professional football. Discipline involving unnecessary roughness or unsportsmanlike conduct on the playing field with respect to opposing players will be determined initially by a person appointed by the Commissioner.

Some of the types of offenses which fall under the sole disciplinary authority of the Commissioner or, where appropriate, his designee are: betting on NFL games, associating with gamblers or engaging in gambling activities, accepting a bribe or failing to promptly report a bribe offer (see the page entitled *Gambling* elsewhere in this playbook); improper use or circulation of drugs or other drug-related misconduct (see *NFL Substance Abuse Policies* elsewhere in this playbook); engaging in criminal activity (see *Personal Conduct Policy* elsewhere in this playbook); commission of flagrant fouls, fighting or unnecessarily entering the area of a fight; or other game-related misconduct.

Repeated and/or egregious violations may entail higher fines, ejection, and/or suspension.

Sportsmanship

All of the player safety and on-field conduct rules that follow can be summarized in one word—"sportsmanship." Sportsmanship is a cornerstone of the game of football and of vital concern to everyone involved in the game, including players, coaches, officials, and League personnel. The term sportsmanship conveys respect for the game, respect for opponents, respect for the game officials, and respect for the fans.

The League will not tolerate unsportsmanlike conduct. This applies to any act which is contrary to the generally understood principles of sportsmanship. Unsportsmanlike conduct, discussed previously in this section and detailed in Rule 12, Section 3 of the *Official Playing Rules of the National Football League* ("Official Playing Rules"), is a foul under NFL rules and will be called by game officials (15-yard penalty). In addition, the player may be fined.

Officials will *immediately* call a foul if any unsportsmanlike conduct occurs *anywhere* on the field.

It is important to note that the unsportsmanlike conduct rules apply to all personnel in the team area, including players, coaches, team employees, and officials. Lack of respect or other unsportsmanlike conduct will not be tolerated during games or at other times, including postgame interviews. This includes abusive, threatening, insulting, or profane language or gestures, and physical acts by coaches, players, and other club personnel directed at opponents, officials, game personnel, or fans.

Coaches and players should keep in mind that every NFL game is broadcast on radio and television, and that there are open microphones near the playing field as well as close-up camera shots that permit easy lip-reading by viewers. The League and its participants are severely criticized whenever obscene or profane language or obscene gestures are carried or shown on the air. Serious incidents of this kind will warrant disciplinary action by the League.

(a) Game-Related Player Safety Rules

Game-related safety presents special challenges to the League, because it requires dealing with the playing rules in a manner that not only offers optimum player protection and prohibits gratuitous violence, but also maintains the intense action and physical contact which are part of football's broad appeal. It also requires recognition that NFL players are uniquely talented, trained, and conditioned, with year-round preparation now the norm. Player safety is a top priority for the League in ensuring that the game is played as fairly as possible without significant unnecessary risk to its participants. It should also be a top priority for all NFL players. Remember, many of the player safety rules are designed to protect not only the player who gets hit, but also the player who does the hitting.

Illegal acts that jeopardize the safety of players will not be tolerated. The League will continue to stress enforcement of the personal foul rules, with special emphasis on the unnecessary roughness and roughing the passer rules, and rules that prohibit hits on players in defenseless positions, including passers in the act of passing, receivers in the

process of attempting to catch a pass or who have completed a catch and have not had time to protect themselves or have not clearly become runners, a runner whose forward progress has been stopped and is already in the grasp of a tackler, a kickoff or punt returner attempting to field a kick in the air, a player on the ground at the end of a play, a kicker/punter during the kick or during the return, a quarterback at any time after a change of possession, and a player who receives a "blindside" block when the blocker is moving toward his own endline and approaches the opponent from behind or from the side. You should also pay special attention to the rule concerning low hits on the quarterback where the defensive player had an opportunity to avoid forcible contact. These hits are illegal and will result in both on-field penalties and discipline by the League. Officials will continue to be instructed that, if there is any doubt as to the potential for a foul, they should lean toward player safety and call the foul.

To help NFL players understand their responsibility regarding player safety, this section contains clarifications and illustrations highlighting several of the League's unnecessary roughness and roughing the passer rules that are in effect. **This is not a complete list of the rules.** You are strongly advised to familiarize yourself with the more detailed and comprehensive descriptions contained in the Official Playing Rules and in particular the acts constituting unnecessary roughness and roughing the passer, detailed in Rule 12, Section 2, Articles 8, 9, and 13.

Rule 12, Section 2 also contains other important player safety rules that are not specifically illustrated or clarified in this section. Included in Rule 12, Section 2 of the Official Playing Rules, and also of vital player safety importance, are the illegal chop block rules (Rule 12, Section 2, Article 16). In addition, it is not legal to clip in close line play, unless the block from behind is above the knees. Also, if a blocker in close line play rolls up from behind on the back of a defender's legs, it is a foul for unnecessary roughness (Rule 12, Section 2, Article 10). For this reason, it is vitally important that you become familiar with all the Player Conduct rules found in Rule 12 of the Official Playing Rules.

The League recognizes that safety cannot be promoted exclusively through interpretation of existing rules or adoption of new legislation, and that the participants on the field must assume responsibility for making it work. Accordingly, to give further force and effect to player safety rules, the League will impose fines and/or other discipline for rule violations.

Discipline may be imposed for a first offense and without any prior warning. A player who is a repeat offender should expect more severe discipline, and fines for third offenses and beyond in the same season or based on prior seasons' violations will be established on a case-by-case basis, and may increase substantially. In addition, suspension without pay may be imposed when deemed appropriate.

Discipline is not based solely on situations where game officials call fouls. In some cases a violation may be detected in postgame review of video. **If a postgame review establishes an egregious violation, particularly involving safety-related issues such as hits on a defenseless player, the offender may be subject to suspension.**

(b) Clarifications of Hits on Defenseless Players and Roughing the Passer Fouls

Hits on Defenseless Players

Defenseless players are defined as (a) a player in the act of or just after throwing a pass; (b) a receiver attempting to catch a pass, or who has completed a catch and has not had time to protect himself or has not clearly become a runner. If the receiver/runner is capable of avoiding or warding off the impending contact of an opponent, he is no longer a defenseless player; (c) a runner already in the grasp of a tackler and whose forward progress has been stopped; (d) a kickoff or punt returner attempting to field a kick in the air; (e) a player on the ground at the end of a play; (f) a kicker/punter during the kick or during the return; (g) a quarterback at any time after a change of possession; and (h) a player who receives a "blindside" block when the blocker is moving toward his own endline and approaches the opponent from behind or from the side.

1. Use of Helmet and Hits to Head. NFL rules provide special protection to defenseless players, by prohibiting (a) hits delivered to their head or neck area by an opponent with his helmet (including facemask), forearm, or shoulder, regardless of whether the defensive player also uses his arms to tackle the defenseless player by encircling or grasping him, and (b) hits delivered by an opponent with the top/crown and forehead/"hairline" parts of his helmet against any part of the defenseless player's body (i.e., "butting, spearing, or ramming" a defenseless player).

These provisions do not prohibit incidental contact by the mask or helmet in the course of a conventional tackle on an opponent.

2. "Launching." In addition, a defensive player must not illegally launch into a defenseless opponent. It is an illegal launch if a player (a) leaves both feet prior to contact to spring forward and upward into his opponent, and (b) uses any part of his helmet (including the top/crown and forehead/"hairline" parts) to initiate forcible contact against any part of his opponent's body. (Note: This does not apply to contact against a runner, unless the runner is still considered to be a defenseless player.)

Roughing the Passer

Because the act of passing often puts the quarterback in a position where he is particularly vulnerable, special rules against roughing the passer apply.

1. 1-Step Rule. Pass rushers are responsible for being aware of the position of the ball in passing situations. If a pass rusher clearly should have known that the ball had already left the passer's hand before contact was made, unnecessary roughness will be called. The Referee will use the release of the ball from the passer's hand as his guideline that the passer is now fully protected. Once a pass has been released by a passer, a rushing defender may make direct contact with the passer only up through the rusher's first step after such release (prior to second step hitting the ground); thereafter the rusher must be making an attempt to avoid contact and must not continue to "drive through" or otherwise forcibly contact the passer. Incidental or inadvertent contact by a player who is easing up or being blocked into the passer will not be considered significant.

2. Stuffing the Passer. A rushing defender is prohibited from committing such intimidating and punishing acts as “stuffing” a passer into the ground or unnecessarily wrestling or driving him down after the passer has thrown the ball, even if the rusher makes his initial contact with the passer within the one-step limitation provided for above. When tackling a passer who is in a defenseless posture (e.g., during or just after throwing a pass), a defensive player must not unnecessarily or violently throw him down and land on top of him with all or most of the defender’s weight. Instead, the defensive player must strive to wrap up or cradle the passer with the defensive player’s arms.

3. Hitting a Passer’s Knees. A rushing defender is prohibited from forcibly hitting in the knee area or below a passer who has one or both feet on the ground, even if the initial contact is above the knee. It is not a foul if the defender is blocked (or fouled) into the passer and has no opportunity to avoid him. **Note 1:** A defender cannot initiate a roll or lunge and forcibly hit the passer in the knee area or below, even if he is being contacted by another player. **Note 2:** It is not a foul if the defender swipes, wraps, or grabs a passer in the knee area or below in an attempt to tackle him.

4. Protection While Out of Pocket. When the passer goes outside the pocket area and either continues moving with the ball (without attempting to advance the ball as a runner) or throws while on the run, he loses the protection of the one-step rule and the provision regarding low hits, but he remains covered by all other special protections afforded to a passer in the pocket. If a passer outside the pocket stops behind the line and clearly establishes a passing posture, he is covered by all of the special protections.

5. Change of Possession. A passer who is standing still or fading backwards after the ball has left his hand is obviously out of the play and must not be unnecessarily contacted by the defense through the end of the play or until the passer becomes a blocker, or until he becomes a runner upon taking a lateral from a teammate or picking up a loose ball, or, in the event of a change of possession on the play, until the passer assumes a distinctly defensive position. However, at any time after a change of possession, it is a foul if (a) an opponent forcibly hits the quarterback’s head or neck area with his helmet, facemask, forearm, or shoulder, or (b) if an opponent lowers his head and makes forcible contact with the top/crown or forehead/“hairline” parts of his helmet against any part of the quarterback’s body.

Note on Officiating

The Competition Committee emphasizes that whenever a game official is confronted with a potential unnecessary-roughness situation and is in doubt about calling a foul, he should lean toward safety and not hesitate to throw the flag.

(c) Illustrations of Hits on Defenseless Players and Roughing the Passer Fouls

The following are **some** examples of Illegal Hits on Defenseless Players and Roughing the Passer Fouls:



**Shoulder to the Head or Neck Area
of any Defenseless Player**



Helmet/Facemask to the Head or Neck Area of any Defenseless Player



**Forearm to the Head or Neck Area
of any Defenseless Player**



**Contact with the Top/Crown or
Forehead/"Hairline" Parts of the Helmet
Against Any Part of any Defenseless
Player's Body**

(d) Game-Related Player Conduct Rules

In addition to the game-related player safety rules discussed previously in this section, the League also prohibits NFL players from engaging in on-field actions that it deems unbecoming a professional football player, unsportsmanlike, or that interfere with the orderly conduct of an NFL game. If it is determined that a player has engaged in one or more of the offenses listed below, he is subject to a fine and/or other discipline. The monetary amounts for such infractions are listed in the 2011 Schedule of Fines located at the back of this section. Unless otherwise specified, dollar amounts listed in the 2011 Schedule of Fines are minimum fines and repeated violations will result in more severe penalties.

Unsportsmanlike Conduct

Any act irrelevant to the game of football that creates an unnecessary risk of injury to an opposing player will result in a level of discipline substantially higher than normal fine levels whether or not the individual is a repeat offender. First offenses are subject to severe discipline up to and including suspension. Such malicious behavior includes, but is not limited to, poking an opponent in the eye, striking or kicking an opponent in vulnerable areas of the body, or use of foreign objects.

Offense Against Game Official

Players, coaches, and other club personnel must maintain proper respect for game officials at all times. Offenses against game officials include: (1) physical contact with officials including but not limited to punching, pushing, shoving, grabbing, or other intimidating or interfering contact; and (2) verbal or other non-physical abuse of officials, such as profanity and other abusive language or gestures. Offenses against game officials are strictly prohibited and will result in disqualifications, fines, and possibly suspensions or banishment.

This policy applies at all game-day locations, including on the playing field, in the bench area, in tunnels, parking lots, and in other stadium passageways. No player, coach, or other club employee is permitted to enter the officials' locker room on game day unless granted specific permission by the Referee. Please note that public criticism by players or club employees of game officials or officiating is prohibited and is subject to fines.

Fighting

The NFL policy on fighting is very simple: ***Don't fight, and if a fight breaks out involving other players, stay away.***

If you are challenged, walk away from the situation and continue playing football. Fights in the NFL are pointless and only lead to penalties, as well as possible fines and disqualification from the game—all of which hurt your team.

Keep in mind that even if you are not a participant in a fight, you will be fined for unnecessarily entering a fight area. ***"Peacemaking" won't be accepted as an excuse for entering the area, nor will coming to the defense or assistance of your fighting teammates.*** If you are already in the vicinity when someone else gets

into a fight, move out immediately. If you are not near a fight, don't get close (this applies whether you are already in the game, entering for the next play, or located in the bench area).

If you unnecessarily enter a fight area, you will be fined whether your involvement is active or inactive. If your involvement is deemed active, you are subject to a higher fine. Active involvement includes, but is not limited to: creating a risk of injury for officials, players, game personnel, or fans; interfering with a game official; contact with opposing players; abusive language or gestures; and other provocative actions that could aggravate the situation or lead to escalation of the fight.

Taunting

Taunting is the use of abusive, threatening, or insulting language or gestures to opponents, teammates, officials, or representatives of the League. Taunting is prohibited and subject to discipline beginning pregame, and continuing throughout the game and postgame periods. Taunting focuses on acts directed at an opponent. Specifically, the League will be enforcing the following policies of Rule 12, Section 3, Article 1:

Note 3: Violations of ((b) below) will be penalized if any of the acts are committed ***directly at an opponent***. These acts include but are not limited to: sack dances; home run swing; incredible hulk; spiking the ball; spinning the ball; throwing or shoving the ball; pointing; pointing the ball; verbal taunting; military salute; standing over an opponent (prolonged and with provocation); dancing.

(b) The use of abusive, threatening, or insulting language or gestures to opponents, teammates, officials, or representatives of the League.

Note 4: Violations of ((c) below) will be penalized if any of the acts occur ***anywhere on the field***. These acts include but are not limited to: throat slash; machine gun salute; sexually suggestive gestures, prolonged gyrations; or stomping on a team logo.

(c) The use of baiting or taunting acts or words that engender ill will between teams.

Taunting an opponent is a foul under NFL playing rules and will be called by game officials (15-yard penalty). In addition, the taunting player may be fined, even though his intent was not to taunt.

Obviously, it is not possible to identify in advance every action that may constitute taunting, and final judgment on this is left to game officials and/or video review.

Foreign Objects on Field

A player's possession of foreign or extraneous object(s) that are not part of the uniform during a game on the field or the sideline will result in an unsportsmanlike conduct penalty. In addition, if object(s) are deemed a safety hazard by the Referee, the player will be subject to automatic ejection from the game. On this basis, if an official notices that a player has a pen or other potentially hazardous item on his person during a game,

he will be both penalized and ejected for having the item whether or not he uses it. If object(s) are not deemed a safety hazard the player will be penalized but not ejected.

If a player uses a pen or other extraneous item in conjunction with other actions, the game officials will determine whether the action is taunting or unsportsmanlike conduct under established guidelines.

In addition, please note that the use of cell phones or any other form of communication on the sidelines during a game that is not provided and sanctioned by the League is prohibited and subject to discipline. This applies to all coaches and players whether in or out of uniform.

Football Into Stands

When a player unnecessarily delivers a football into the stands (by throwing or kicking), it creates the potential for crowd-control issues. This act will result in a fine.

However, if a player hands the ball or lightly tosses it to someone in the stands near the perimeter of the field, and there are no apparent crowd-control or safety issues, it is within the Commissioner's discretion not to levy a fine.

Contact with Fans

A player may also be subject to discipline when he makes physical contact with fans in a way that constitutes unsportsmanlike conduct, or presents crowd-control issues and risk of injury. Clubs are responsible for handling such situations appropriately within their normal stadium security operations.

Player Demonstrations

When players react to the excitement of the game with natural, spontaneous expressions of exuberance and celebratory acts (e.g., end-zone dances) it is not ordinarily a foul under NFL playing rules. However, if a player demonstration constitutes taunting or unsportsmanlike conduct, or delays the game, a foul will be called, and a fine will be assessed.

Player demonstrations that will be deemed unsportsmanlike conduct include but are not limited to: (1) individual players involved in prolonged or excessive celebrations. Players are prohibited from engaging in any celebrations while on the ground. A celebration shall be deemed excessive or prolonged if a player continues to celebrate after a warning from an official; (2) two or more players engage in prolonged, excessive, premeditated, or choreographed celebrations, particularly after scoring plays; (3) possession or use of foreign or extraneous object(s) during the game, either on the field or the sideline, that are not part of the uniform, or using the ball or pylon as a prop; (4) a player engages in actions that are sexually suggestive or that can otherwise be construed as being in poor taste; and (5) a player engages in actions that are unsportsmanlike and/or offensive

toward officials. Such unsportsmanlike conduct will subject the player(s) to significant fines.

Removal of Helmet

A player may not remove his helmet during a game while on the playing field unless: (1) a timeout has been called for reasons of injury, television break, charged team timeout, or between periods; or (2) the player is in the bench area. Violation of this rule will be penalized as unsportsmanlike conduct.

Uniform

Foreign Substances On Body/Uniform

A player may not use foreign substances (e.g., stickum or slippery compounds) on his body or uniform. Because such a violation affects the integrity of the competition and can give a team an unfair advantage, game officials will check randomly selected offensive and defensive linemen for foreign substances as they leave the locker room prior to the game and prior to the beginning of the second half. If a violation is detected, the player's jersey will be confiscated immediately, and the jersey must be replaced and in compliance before the player may participate in the game.

During the game, if a player is detected with a foreign substance on his body or uniform, he will be suspended from the game immediately for at least one play, and his team will also be charged a timeout.

The jersey in question will be confiscated by game officials, and must be replaced and in compliance before the player may re-enter the game. The involved player(s) will be subject to a significant fine and the club may also be subject to disciplinary action.

Other Uniform/Equipment Violations

The 2011 Uniform Policy, the 2011 On Field Policy, and the enforcement procedures for these policies are attached at the end of this section.

A League representative will conduct a thorough review of all players in uniform during pregame warm-ups.

All uniform and On Field violations detected during the routine pregame check must be corrected prior to kickoff or the offending player(s) will not be allowed to enter the game. A violation that occurs during the game will result in the player being removed from the game until the violation is corrected.

League discipline may also be imposed on players whose equipment, uniform, or On Field violations are detected during postgame review of video, who repeat violations on the same game day after having been corrected earlier, or who participate in the game despite not having corrected a violation when instructed to do so. *First offenses will result in fines.*

Bench and Field-Level Rules

Unauthorized entry into the first solid white six-foot field border or the second six-foot border adjacent to it will subject players to fines. Crowding along the borders has resulted in officials being thrown off stride or knocked down while running along the border to cover plays. In addition, players, coaches, or other authorized team personnel who collide with officials in this restricted area are subject to a 15-yard penalty.

Clubs and players are reminded that they are prohibited during the game from allowing into their bench areas persons not affiliated with the club or not serving a necessary game-day function. Thus, entertainers, athletes from other sports, player agents, politicians, other public figures, and relatives and friends of current or former players are prohibited in the bench area or elsewhere along the sidelines from the opening kickoff to the end of the game.

Clubs are subject to fines for violations of the above, including first offenses. For a first offense, the club will be fined a minimum of \$7,500; and a minimum of \$15,000 for a second. Further offenses are subject to increased fines.

Crowd Control and Security Measures

All NFL clubs are responsible for implementing adequate security measures, both inside and outside the stadium, before and after games, to avoid physical or verbal threats or hostilities between fans and team personnel, including players, coaches, and officials.

Do not hesitate to inform appropriate security and club personnel if you experience problems of extreme verbal or physical abuse from fans inside or outside the stadium on game day.

Because this is for your protection, it is important that you do your part to make the security measures work. If any unauthorized fan enters the playing field, security forces, not you, are responsible for removing that person. ***Players must not get involved in removing fans from the playing field.*** Also, clubs are responsible for providing adequate security at locker rooms, bench areas, and passageways used by players and coaches as they enter and exit the field, as well as visiting team buses. ***Players must not enter the stands or otherwise confront fans at any time on game day in response to abuse.*** Leave these problems to security personnel or you may be subject to disciplinary action.

For a variety of reasons, the playing field should be cleared as quickly as possible after games. However, the League encourages displays of good sportsmanship between teams and does not impose discipline for players shaking hands and meeting briefly on the field after the game.

2011 Schedule of Fines

In the interest of reducing the risk of serious player injury, coaches and players should be mindful of the following points of emphasis for the 2011 season:

The League will continue to stress enforcement of the personal foul rules, with special emphasis on the unnecessary roughness and roughing the passer rules, fighting, and rules that prohibit hits on players in defenseless positions as defined in the *2011 League Policies for Players*. **Players are responsible for reading Rule 12, Section 2 (Personal Fouls) of the 2011 Official Playing Rules of the National Football League.**

You should pay special attention to the League's increased emphasis on enforcing rules to protect against illegal hits to defenseless players. These hits are dangerous and may cause long-term damage. Violations of these rules may result in on-field penalties and discipline by the League. **Clubs have emphasized that when circumstances warrant, suspension (even for first time offenders) is appropriate discipline.**

Fines listed are **minimums**. Other forms of discipline, including higher fines, suspension, and banishment may also be imposed, based on the circumstances of the particular violation.

Players who were fined for violations in 2009 or 2010, and whose fines were either partially or fully upheld, will be considered second and/or repeat offenders under this policy. Rescission of fines for first-time offenders shall not be automatic.

If a current repeat offender does not incur a fine for a safety rules violation during the 2011 season, that fact will be considered, for purposes of discipline, a positive and mitigating factor entering the 2012 season.

Discipline in each case will be evaluated on its own facts and circumstances. This will include a determination of whether the infraction occurred "during the normal course of the game" (e.g., was consistent with the competitive tempo, pace, and situation) or "outside the normal course of the game" (e.g., was flagrant, unnecessary, avoidable, or gratuitous).

Violation	First Offense	Second Offense
Offense Against Game Official		
Physical Contact with Official	\$25,000	\$50,000
Verbal or other Non-Physical Offense Against Official	\$20,000	\$40,000

Player Safety Rules and/or Flagrant Personal Foul (including, without limitation):	<i>Suspension or fine; severity to be determined by degree of violation (FINES LISTED ARE MINIMUMS).</i>	
Striking/Kicking/Kneeing	\$7,500	\$15,000
Horse Collar Tackle	\$15,000	\$30,000
Face Mask	\$7,500	\$15,000
Leg Whip	\$15,000	\$30,000
Late Hit	\$7,500	\$15,000
Spearing	\$20,000	\$40,000
Impermissible Use of the Helmet (including illegal launching)	\$20,000	\$40,000
Hit on Defenseless Player	\$20,000	\$40,000
Blindside Block	\$20,000	\$40,000
Roughing the Passer	\$15,000	\$30,000
Low Block	\$7,500	\$15,000
Chop Block	\$7,500	\$15,000
Fighting		
Fighting	\$25,000	\$50,000
Unnecessarily Entering Fight Area (active involvement)	\$5,000	\$10,000
Unnecessarily Entering Fight Area (no active involvement)	\$2,500	\$7,500
Sportsmanship		
Excessive Profanity; other Unsportsmanlike Conduct (e.g., toward opponent(s), game personnel, fans, etc.)	\$10,000	\$20,000
Taunting	\$7,500	\$10,000
Football Into Stands	\$5,000	\$10,000
Uniform		
Foreign Substances on Body/Uniform	\$7,500	\$15,000
Chin Straps	\$7,500	\$10,000
Personal Messages	\$5,000	\$10,000
<i>(Additional fines may be imposed on team management and coaching staffs for condoning, permitting, etc., violations in this area)</i>		
Other Uniform/Equipment Violation	\$5,000	\$10,000
On Field Commercial Logo Violation	<i>Considered violation of official League licensing agreements; suspension or fine; severity to be determined by degree of violation.</i>	
Gang Signing	<i>Considered conduct detrimental to the League; suspension or fine; severity to be determined in accordance with provisions of the Personal Conduct Policy.</i>	

Pro Bowl

Pro Bowl players are subject to fines if they fail to attend team meetings, practices, or photo day without receiving approval for an unauthorized absence from the NFL's Football Operations department.

The Pro Bowl fine schedule for unauthorized absences is as follows:

Violation	Fine Amount
Late for team meeting	\$500
Late for team practice	\$500
Late for team photo	\$500
Missed team meeting	\$2,000
Missed team practice	\$2,000
Missed team photo	\$2,000

Note: All fine amounts are doubled for repeat offenses.

All other fine amounts remain the same for on-field discipline.