

## 2015 PLAYING RULE PROPOSAL NO. 10A

Amend Rule 15, Section 2, Article 4 (g) (Reviewable Plays, pgs. 77-78) and Article 5 (a) (Non-Reviewable Plays, pg. 78) to read (new language underlined, deleted language struck through):

**Article 4 Reviewable Plays.** The Replay System will cover the following play situations only:

(g) Other.

1. The position of the ball with respect to a first down.
2. Whether more than 11 players were on the field at the snap.
3. The game clock, in situations in which time is deemed to have expired during or after the last play of the first or second half, or of an overtime period in the preseason or regular season, or of an overtime half in the postseason. Time shall be put back on the game clock if there has been an error in the operation of the game clock. In the first half, time shall be restored only if the additional play will be a snap from scrimmage. In the second half, time shall be restored only if it is a one-score game (eight points or less) and the additional play will be a snap from scrimmage by the team that is behind in the score, or by either team if the score is tied.

Note 1: A timing error is defined as having occurred only when the visual evidence demonstrates that more than one second should be put on the clock.

Note 2: A correction of a timing error for a team timeout may be made only if there is visual evidence of an official's signal.

**Article 5 Non-Reviewable Plays include, but are not limited to:**

- a. Status of the play ~~or game~~ clock.
- b. Proper down.
- c. Penalty administration, including spot of a foul.
- d. Runner ruled down by defensive contact or out of bounds (not involving fumbles or the line to gain).
- e. The position of the ball not relating to first down or goal line.
- f. Field-goal or Try attempts that cross above either upright without touching anything.
- g. Erroneous Whistle.
- h. Quarterback "spike" to kill clock.

Submitted by Tennessee

*Effect:* Adds review of game clock on the final play of a half or overtime to Instant Replay system.

*Reason:* A timing error at the end of a half or overtime can be reviewed and corrected.

**VOTE**

For \_\_\_\_\_

Against \_\_\_\_\_

Abstain \_\_\_\_\_

Absent \_\_\_\_\_

**DISPOSITION**

Adopted

Rejected

Tabled

Withdrawn

## 2015 PLAYING RULE PROPOSAL NO. 16

(As of February 12, 2015 at 9:40 a.m.)

Amend Rule 9, Section 1, Article 3 (Defensive Team Formation, pg. 45) to read (new language underlined, deleted language struck through):

### **Article 3 Defensive Team Formation**

When Team A presents a punt, field-goal, or Try Kick formation, a Team B player, who is within one yard of the line of scrimmage, must have his entire body outside the snapper's shoulder pads at the snap.

When Team A presents a field-goal or Try Kick formation, ~~1) No~~no more than six Team B players may be on the line of scrimmage on either side of the snapper at the snap; ~~and~~.

*Note: These restrictions do not apply if a team does not present a standard punt, field goal, or Try Kick formation (an equal number of players on the line of scrimmage on either side of the snapper in a tight formation), or if, after the offensive team has assumed a set position, there is a shift, or a player goes in motion.*

**Penalty: For illegal formation by the defense: Loss of five yards.**

When Team A presents a punt, field-goal, or Try kick formation, ~~2)~~ Team B players cannot push teammates on the line of scrimmage into the offensive formation.

**Penalty: For unnecessary roughness: Loss of 15 yards.**

Submitted by Baltimore

*Effect:* Prohibits Team B players from pushing teammates on the line of scrimmage into the offensive formation when Team A presents a punt formation.

*Reason:* Player safety.

**VOTE**

**DISPOSITION**

For \_\_\_\_\_

Adopted

Against \_\_\_\_\_

Rejected

Abstain \_\_\_\_\_

Tabled

Absent \_\_\_\_\_

Withdrawn

**2015 PLAYING RULE PROPOSAL NO. 18**

(As of March 5, 2015 at 1:35 p.m.)

Amend Rule 12, Section 2, Article 4 (Illegal “Peel Back” Block, pg. 60) to read (new language underlined, deleted language struck through):

**Article 4 Illegal “Peel Back” Block.** An offensive player ~~who is aligned in the tackle box when the ball is snapped~~ cannot initiate contact on the side and below the waist against an opponent if:

- a) the blocker is moving toward his own end line; and
- b) he approaches the opponent from behind or from the side.

*Note: If the near shoulder of the blocker contacts the front of his opponent’s body, the “peel back” block is legal.*

Submitted by Miami

*Effect:* Extends the prohibition for an illegal “peel back” block to all offensive players.

*Reason:* Player safety.

<u>VOTE</u>		<u>DISPOSITION</u>	
For	_____	<input type="checkbox"/>	Adopted
Against	_____	<input type="checkbox"/>	Rejected
Abstain	_____	<input type="checkbox"/>	Tabled
Absent	_____	<input type="checkbox"/>	Withdrawn

## 2015 PLAYING RULE PROPOSAL NO. 19

Amend Rule 12, Section 2, Article 7 (a) (Players in a Defenseless Posture, pg. 61) to read (new language underlined, deleted language struck through):

**Article 7 Players in a Defenseless Posture.** It is a foul if a player initiates unnecessary contact against a player who is in a defenseless posture.

a) Players in a defenseless posture are:

- 1) A player in the act of or just after throwing a pass (passing posture);
- 2) 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~~ player is capable of avoiding or warding off the impending contact of an opponent, he is no longer a defenseless player;
- 3) The intended receiver of a pass in the immediate continuing action following an interception. If the player is capable of avoiding or warding off the impending contact, he is no longer a defenseless player;

*Note: Violations of this provision will be enforced after the interception, and the intercepting team will maintain possession.*

The addition of Rule 12, Section 2, Article 7 (a) (3) will cause all subsequent items to be re-numbered.

Submitted by Competition Committee

*Effect:* Gives the intended receiver of a pass defenseless player protection in the immediate continuing action following an interception.

*Reason:* Player safety.

**VOTE**

For \_\_\_\_\_

Against \_\_\_\_\_

Abstain \_\_\_\_\_

Absent \_\_\_\_\_

**DISPOSITION**

Adopted

Rejected

Tabled

Withdrawn

## 2015 PLAYING RULE PROPOSAL NO. 20

Amend Rule 4, Section 8, Article 2, Notes 1 and 2 (Extension of a Period or a Half, pgs. 16-17), and Rule 14, Section 4, Article 9, Exceptions (Dead Ball Foul and Foul Between Downs, pgs. 74-75) to read (new language underlined, deleted language struck through):

### **Rule 4**

#### **Article 2 Period Extended**

*Note 1: Dead ball personal, unsportsmanlike conduct, or taunting fouls by either team at the end of a half are enforced on the ensuing kickoff (14-4-9-Exc. a).*

*~~Note 2: Dead ball unsportsmanlike or taunting fouls by either team at the end of a half are disregarded.~~*

### **Rule 14**

#### **Article 9 Dead Ball Foul and Foul Between Downs**

##### **Exceptions:**

- a) If there is a personal, unsportsmanlike conduct, or taunting foul by either team following the end of the second or fourth periods, the penalty yardage will be enforced on the second-half kickoff or the kickoff in overtime, unless it is part of a Double Foul (See Section 5).
- ~~b) If there is an unsportsmanlike conduct foul or taunting foul by either team following the end of the second or fourth periods, the penalty yardage will not be enforced, unless it is part of a Double Foul (See Section 5). However, if the foul occurs after any continuing action resulting from the down, the penalty yardage will be enforced on the second half kickoff or kickoff in overtime.~~

##### **Exceptions:**

- a) If there is a 5-yard vs. 15-yard Double Foul on the last play of the half, and the 15-yard penalty is for a Dead Ball personal, unsportsmanlike conduct, or taunting foul by either team, the penalty yardage will be enforced on the second half kickoff or the kickoff to start overtime. ~~If the Dead Ball foul is an unsportsmanlike conduct or taunting foul, the penalty yardage will not be enforced. In either case,~~ There will be no extension of the period. See 14-5-1-Exc.

*Effect:* Allows for the enforcement of an Unsportsmanlike Conduct foul at the end of a half to be applied to the ensuing kickoff.

*Reason:* Sportsmanship.

**VOTE**

For \_\_\_\_\_

Against \_\_\_\_\_

Abstain \_\_\_\_\_

Absent \_\_\_\_\_

**DISPOSITION**

Adopted

Rejected

Tabled

Withdrawn

## 2015 PLAYING RULE PROPOSAL NO. 21

Amend Rule 12, Section 2, Article 3 (c) (Chop Block, pg. 59) to read (deleted language struck through):

**Article 3 Chop Block.** A Chop Block is a block by the offense in which one offensive player (designated as A1 for purposes of this rule) blocks a defensive player in the area of the thigh or lower while another offensive player (A2) engages that same defensive player above the waist.

### **Legal Chop Blocks**

A Chop Block is a legal block in the following situations on Running Plays.

- a) Offensive players A1 and A2, who are initially aligned adjacent to each other on the line of scrimmage, may chop a defensive player.
- b) Offensive players A1 and A2, who are initially aligned more than one position away from each other on the line of scrimmage, may chop a defensive player when the flow of the play is toward the block.
- ~~c) A1 is lined up in the backfield at the snap and subsequently chops a defensive player engaged above the waist by A2, and such block occurs outside the area originally occupied by the tight end on either side.~~

Submitted by Competition Committee

*Effect:* Makes it illegal for a back to chop a defensive player engaged above the waist by another offensive player outside the area originally occupied by the tight end.

*Reason:* Player safety.

**2015 PLAYING RULE PROPOSAL NO. 22**

Amend Rule 5, Section 1, Article 2 (Players Numbered By Position, pg. 18) to read (new language underlined):

**Article 2** All players must wear numerals on their jerseys in accordance with Rule 5, Section 4, Article 3c. Such numerals must be by playing position, as follows:

- a) quarterbacks, punters, and placekickers: 1–19;
- b) running backs and defensive backs: 20–49;
- c) centers: 50–79;
- d) offensive guards and tackles: 60–79;
- e) wide receivers: 10–19 and 80–89;
- f) tight ends and H-backs: 40–49 and 80–89;
- g) defensive linemen: 50–79 and 90–99;
- h) linebackers: 40-49, 50–59, and 90–99.

Submitted by Competition Committee

*Effect:* Permits clubs to assign additional jersey numbers to linebackers.

*Reason:* Shortage of available numbers for linebackers.

<u><b>VOTE</b></u>		<u><b>DISPOSITION</b></u>	
For	_____	<input type="checkbox"/>	Adopted
Against	_____	<input type="checkbox"/>	Rejected
Abstain	_____	<input type="checkbox"/>	Tabled
Absent	_____	<input type="checkbox"/>	Withdrawn

## 2015 PLAYING RULE PROPOSAL NO. 23

Amend Rule 3, Section 34 (Tackle Box, pg. 11), Rule 5, Section 3, Article 1 (Changes in Position, pg. 20), and Rule 5, Section 3, Article 2 (Penalty, pg. 20) to read (new language underlined, deleted language struck through):

### **Rule 3**

#### **Section 34 Tackle Box**

The Tackle Box is an area ~~extending from tackle to tackle and from~~ between the outside edges of the normal tackle positions extending three yards beyond the line of scrimmage to the offensive team's end line. After the ball leaves the tackle box, this area no longer exists.

### **Rule 5**

#### **Section 3 Changes in Position**

**Article 1 Reporting Change of Position.** An offensive player wearing the number of an ineligible pass receiver (50-79 and 90-99) is permitted to line up in the position of an eligible pass receiver (1-49 and 80-89), and an offensive player wearing the number of an eligible pass receiver is permitted to line up in the position of an ineligible pass receiver, provided that he immediately reports the change in his eligibility status to the Referee, who will inform the defensive team.

He must participate in such eligible or ineligible position as long as he is continuously in the game, but prior to each play he must again report his status to the Referee, who will inform the defensive team. The game clock shall not be stopped, and the ball shall not be put in play until the Referee takes his normal position.

*Note: An offensive player wearing the number of an eligible pass receiver who reports as ineligible must line up within the tackle box.*

**Penalty: If a player fails to notify the Referee of a change in his status when required or an offensive player with an eligible number reports as ineligible and lines up outside the tackle box: Loss of five yards for illegal substitution.**

Submitted by Competition Committee

*Effect:* Makes it illegal for an offensive player with an eligible number to report as ineligible and line up outside the core of the formation.

*Reason:* Competitive fairness.

**VOTE**

For \_\_\_\_\_

Against \_\_\_\_\_

Abstain \_\_\_\_\_

Absent \_\_\_\_\_

**DISPOSITION**

Adopted

Rejected

Tabled

Withdrawn

**2015 RESOLUTION G-1**  
(As of March 5, 2015 at 2:00 p.m.)

For one year only, amend the NFL's Retractable Roof Policy to read (new language underlined):

Until 90 minutes prior to kickoff, the home club will have the authority to determine if the retractable roof ("roof") and/or the retractable wall ("wall") should be open or closed for each preseason and regular season game. The home club may choose to open the roof and/or wall for some games and not for others. The decision to open or close the wall is independent of the election the club makes for opening or closing its stadium's retractable roof. In the event a game is started with the roof and/or wall in the open position and it is closed pursuant to the procedures set forth below, the roof and/or wall must thereafter remain in the closed position for the duration of the game. If the roof is in the closed position for the first half of the game, the home club may elect to open the roof for the second half of the game, provided that such election takes place no later than 90 minutes before kickoff, the "NFL Retractable Roof Halftime Election Form" is properly submitted at that 90 minute meeting to the opposing club and the NFL Football Operations department, and the weather parameters set forth in the Election Form are satisfied when five minutes remain in the second quarter. This option utilizing the form will not apply to retractable walls.

For Wild Card and Divisional playoff games, the Commissioner will defer to the home team's written policy, if reasonable under the circumstances. If, however, the Commissioner determines that the home team's roof and/or wall policy is unreasonable, or in the event the home team does not have a written policy, then the decision is solely at the discretion of the Commissioner. For the Conference Championship games, the Pro Bowl, and the Super Bowl, the decision is solely at the discretion of the Commissioner.

**1. Pregame Procedures**

- (a) In the week prior to a game and on game day, to preserve and protect the field, the League's tarp rule will be in effect, if the roof is open (see pages A65-A68).
- (b) Forty-eight hours prior to kickoff, the home club must submit to the Football Operations department its defined weather parameters for opening the retractable roof at halftime, assuming an election to do so has been made at

the 90-minute meeting on game day. For the purposes of this policy, “weather parameters” include maximum and minimum temperatures, maximum and minimum wind speeds, and likelihood of any precipitation or hazardous condition for the remainder of the game.

- (b) No later than 90 minutes prior to kickoff, the home club is required to notify the Referee or the highest-ranking League official working at the game whether the roof and/or wall shall be open or closed. The opening or closing of the roof and/or wall as designated by the home club must be completed no later than 60 minutes prior to kickoff. All overhead lighting must be on prior to team warm-ups and must remain on for the duration of the game.
- (c) If curtains can be used to cover windows on the retractable wall, then the home club must make a final determination, no later than 90 minutes prior to kickoff, as to whether the curtains will remain open or closed for the game. The opening or closing of curtains must be completed no later than 60 minutes prior to kickoff.
- (d) If, subsequent to the home club’s decision to have the roof and/or wall in the open position for the game, a hazardous condition (lightning, severe winds, etc.) develops, or is anticipated, that threatens the welfare of participants and/or spectators, as determined by the Referee after receiving input from the Stadium Manager and the highest-ranking League official working at the game, the roof and/or wall shall be closed immediately (if both the roof and wall are open, both must be closed). If precipitation begins at any time after the club’s decision to have the roof in the open position for the game, the roof shall be closed immediately, by signal of the Referee to the Stadium Manager.

If precipitation begins at any time after the club’s decision to have the wall in the open position for the game, the club may elect to close the wall, but must advise the highest-ranking League official working at the game of its decision prior to taking such action.

## **2. Halftime Procedures**

- (a) If at the 90-minute meeting the home club elected to open the roof at halftime, the roof must be opened if the defined weather parameters are in place when five minutes remain in the second quarter. The weather

parameters will be verified by the Football Operations department utilizing its designated weather service provider. Final determination as to whether the weather parameters have been satisfied will be made by the Football Operations department with two minutes remaining in the second quarter. The home and visiting clubs will each designate a game day representative who will receive verification via email that the Football Operations department has verified the weather conditions and approved the opening of the roof for the second half. In the event there is any difficulty confirming weather conditions or communicating with anyone at the game site, the opening of the roof will not be approved.

- (b) The visiting and home Head Coach must be notified by a member of the officiating crew that the roof will be opened for the second half immediately after the conclusion of the first half. The visiting and home team's public relations directors will also be notified to ensure that other club personnel are aware that the roof will be opened.
- (c) The opening of the roof at halftime must commence as soon as the first half ends to ensure that the roof is fully opened prior to the start of the second half.
- (d) In the event the home club fails to open the retractable roof after: (1) an election has been made; (2) the defined weather parameters have been satisfied; and (3) receiving approval from the Football Operations department to open the roof, the club will be subject to discipline by the Commissioner for conduct detrimental, absent any exigent circumstances such as mechanical failure of the retractable roof.

### **2.3. In-Game Procedures**

- (a) If a game starts with the roof and/or wall open, it shall be closed at any time due to the development or anticipation of a hazardous condition that threatens the welfare of participants and/or spectators. The game Referee, in consultation with the highest-ranking League official working at the game, after receiving input from the Stadium Manager, will decide if the roof and/or wall should be closed. If the roof and/or wall is closed pursuant to the above, it must remain closed for the duration of the game. Play may continue while the roof and/or wall is being closed, subject to the Referee suspending play pursuant to the procedures for emergency situations.

- (b) If a game starts with the roof open, it shall be closed any time up to the last five minutes of the fourth period if precipitation begins. The decision to close the roof will be made by the Referee, who will signal to the Stadium Manager or otherwise communicate to him to begin closing the roof. Play will continue while the roof is closing.

If a game starts with the wall open, it can be closed any time up to the last five minutes of the fourth period if precipitation begins. The decision to close the wall in the event of precipitation will be made by the club. The club must, however, advise the highest-ranking League official working at the game of its decision prior to taking such action. Play will continue while the wall is closing.

- (c) If the fourth period ends with the roof and/or wall in the open position, no change will be made prior to or during an overtime period, unless the roof and/or wall is closed pursuant to the procedures for hazardous conditions as set forth in (a) above.

### **3. 4. Items Suspended from Roof**

A minimum height for anything suspended from the roof of a stadium over the playing field is 85 feet above the ground. This includes but is not limited to sound speakers, video screens, scoreboards, and clocks.

**New designs (suspensions) must receive prior written approval from the NFL Football Operations department.**

Pursuant to Rule 7, Section 2, Article 1, A.R. 7.4 (q) of the Official Playing Rules, if a loose ball in play strikes a video board, guide wire, sky cam, or any other object, the ball will be dead immediately, and the down will be replayed at the previous spot.

If there is not an on-field ruling that the ball struck an object, the Replay Assistant is empowered to initiate a booth review, even if the event occurs prior to the two-minute warning. If, prior to the two-minute warning, no booth review is initiated by the Replay Assistant, a coach's challenge is permitted under the established rules for such a challenge.

#### **4. 5. Stadium Lights**

Stadium lights must be turned on at least 60 minutes prior to kickoff in all domed stadiums and in all stadiums with a retractable roof in the closed position. In addition, the Referee has the final authority when determining if stadium lights will be used at an outdoor stadium. In making this decision, when appropriate, the Referee shall consider input from the participating teams, the broadcasting network, and local public safety officials.

If stadium lights are being turned off as part of pregame player introductions, the lights cannot be turned off until both teams have cleared the field following the conclusion of pregame warm-ups. All stadium lights must be returned to 100% operation prior to kickoff.

Submitted by Indianapolis

*Effect: Provides opportunity for a retractable roof to be opened at halftime, even if left in closed position for first half.*

*Reason: Fan enhancement.*

#### **VOTE**

#### **DISPOSITION**

For \_\_\_\_\_

Adopted

Against \_\_\_\_\_

Rejected

Abstain \_\_\_\_\_

Tabled

Absent \_\_\_\_\_

Withdrawn

## 2015 RESOLUTION G-2

Amend the NFL's Injury Video Review Policy to include the following procedures for on-field injury detection and intervention:

### ON-FIELD INJURY DETECTION AND INTERVENTION

In the event the ATC Spotter has clear visual evidence:

1. that a player displays obvious signs of disorientation or is clearly unstable; and
2. it becomes apparent that the player will remain in the game and not be attended to by the club's medical or athletic training staff

then the ATC Spotter will take the following steps:

1. If the player does not receive medical attention, contact the Side Judge over the Official-to-Official communication system to identify the player by his team and jersey number.
2. Contact the medical staff of the player involved and advise that the player appears to be in need of medical attention.

Upon being called by the ATC Spotter, the Side Judge will immediately stop the game, go to the player in question, and await the arrival of the team's medical personnel to ensure that the player is attended to and escorted off the field. The game and play clock will stop (if running), and remain frozen until the player is removed from the game. Both clocks will start again from the same point unless the play clock was inside 10 seconds, in which case it will be reset to 10. The team of the player being removed will have an opportunity to replace him with a substitute, and the opponent will have an opportunity to match up as necessary. No communication via coach-to-player headsets will be permitted during the stoppage; no member of the coaching staff may enter the playing field; and no player other than the player receiving medical attention may go to the sideline unless he has been replaced by a substitute player.

Once removed from the field, the team medical staff will conduct an evaluation of the player as required by the governing protocols before making any decision regarding the player's eligibility to return to play. The return-to-play decision will be made by the medical staff consistent with the protocols. In no instance is this evaluation period less than one play unless there is an extended delay unrelated to the player's removal from the game (i.e., timeout, two-minute warning, penalty, etc.). An injury timeout will not be charged to a team who has a player removed during this process.

**NOTE:** Any deliberate attempt by a team either to stop play unnecessarily; to prolong or delay the process; to improperly take advantage of a stoppage in play; or to influence the actions of the ATC spotter will be considered an "unfair act" and subject to appropriate discipline, in addition to any penalty assessed by the game officials.

NOTE: In the event the ATC spotter is unable to communicate with the designated Game Official, then the ATC spotter will utilize the radio and contact the League’s field communicator (“teal shirt”), who will relay the team and player’s number to the nearest on-field Game Official.

Submitted by Competition Committee

*Effect:*

*Reason:*

<u><b>VOTE</b></u>		<u><b>DISPOSITION</b></u>	
For	_____	<input type="checkbox"/>	Adopted
Against	_____	<input type="checkbox"/>	Rejected
Abstain	_____	<input type="checkbox"/>	Tabled
Absent	_____	<input type="checkbox"/>	Withdrawn

## 2015 BYLAW PROPOSAL NO. 3

Amend Article XVII, Section 17.16 (C) of the Constitution and Bylaws to read (new language underlined, deleted language struck through):

### **Reserve/Injured**

17.16 The following rules govern Reserve/Injured:

- (C) **Designated Free Activation from Reserve Injured.** During each season a team will be permitted to return one player from the Reserve/Injured List to its 53-player Active/Inactive List. Such player must have suffered a major football-related injury (defined as an injury that renders the player physically unable to practice or play football for a period of at least six weeks [42 calendar days] from the date that the injury occurred) after reporting to training camp and must have been placed on Reserve/Injured after 4:00 p.m., New York time, on the ~~Tuesday~~ day after the final roster reduction. A player who is eligible to return must be noted as “Designated for Return” at the time the player is placed on Reserve.

A player who has been designated for return is ineligible to practice until six weeks have elapsed since the date he was placed on Reserve, and is not eligible to return to the Active/Inactive List until eight weeks have elapsed since the date he was placed on Reserve. The business day (prior to 4:00 p.m., New York time) that the player is placed on Reserve counts as the first day.

At any time after the conclusion of the sixth week that a player designated for return has been on Reserve/Injured, a club is permitted to return him to practice for a period not to exceed 21 calendar days. Provided that the player has been on Reserve/Injured for at least eight weeks from the date he was placed on Reserve, a club is permitted to return him to its Active/Inactive List at any time during the 21-day practice period, or prior to 4:00 p.m., New York time, on the day after the conclusion of the 21-day period. Clubs are required to notify the League office on the first day of such 21-day practice period, which information shall be promulgated to clubs on that day’s Personnel Notice.

If the player is not returned to the Active/Inactive List prior to 4:00 p.m., New York time, on the day after the conclusion of the 21-day period, he is not eligible to return to that club’s Active/Inactive List for the remainder of the season and postseason. If the club elects to continue to carry the player on Reserve/Injured, the player shall not be permitted to practice or to participate in team or individual

drills (contact or non-contact) during the remainder of the season, including postseason. Such players are limited to non-contact rehabilitative work under the supervision of the club's trainer or physician. Pads and helmets are prohibited during such rehabilitative work. Such players are permitted to attend team meetings, and may also attend practice sessions, provided they do not participate.

Submitted by Competition Committee

*Effect:* Permits clubs to designate after 4:00 p.m., New York time, on the day after the final roster reduction, the one player eligible to return to their Active List from Reserve/Injured.

*Reason:* Competitively more fair.

**VOTE**

For \_\_\_\_\_

Against \_\_\_\_\_

Abstain \_\_\_\_\_

Absent \_\_\_\_\_

**DISPOSITION**

Adopted

Rejected

Tabled

Withdrawn

## 2015 BYLAW PROPOSAL NO. 4

Amend Article XII, Section 12.3 (E) (1) (c) (iii) of the Constitution and Bylaws to read (new language underlined, deleted language struck through):

(E) (1) If a player reports to the club at its preseason training camp and is, in the opinion of the club physician, physically unable to perform his services as a player, the club will have the following options:

(c) Place him in the category of Reserve/Physically Unable to Perform. The following rules apply:

(iii) ~~Commencing the day after the club's sixth regular season game~~ on the sixth calendar day prior to the club's seventh regular season game (including any bye week) and continuing through the day after the club's eleventh regular season game (including any bye week), clubs are permitted to begin practicing players on Reserve/Physically Unable to Perform for a period not to exceed 21 days. At any time during the 21-day practice period or not later than 4:00 p.m., New York time, on the day after the conclusion of the 21-day period, clubs are permitted to restore such players to their Active/Inactive list, provided that no player may be activated to participate in a Week Six game. (Note: a club with a bye in the seventh week will be treated as having a Sunday game);

Submitted by Competition Committee

*Effect:* Changes the date for the beginning of the window during which players on Reserve/Physically Unable to Perform may begin practice.

*Reason:* Competitively more fair for clubs playing on Thursday.

**VOTE**

For \_\_\_\_\_

Against \_\_\_\_\_

Abstain \_\_\_\_\_

Absent \_\_\_\_\_

**DISPOSITION**

Adopted

Rejected

Tabled

Withdrawn