



## **2003 – CONDITIONS AND RULES OF THE LEAGUE**

### **PROVINCIAL AND LEAGUE SUSPENSIONS**

Yearly and lifetime suspensions will be enforced at a provincial level or until said suspension is lifted by the initiating league.

### **PROVINCIAL DISCIPLINARY ACTION**

Any player who physically abuses a referee or a tournament official will be suspended for life from both provincial and league play.

Any player that is extremely verbal and abusive to a referee or a tournament official will be suspended for life from the provincial playoffs.

Any player who is fighting in a provincial tournament will be suspended for life from the provincial playoffs.

### **GENERAL CONDITIONS FOR ADMISSION TO THE LEAGUE**

All teams must indicate entrance and pay their deposit prior to the date specified. The full balance of fees must be paid by cash, certified cheque or draft at the general meeting. Any late registrations will be accepted only at the discretion of the executive.

New teams will only be accepted at the discretion of the executive.

Suspended teams will be refused admission in future years unless the executive determines otherwise.

Teams are required to supply for each game all equipment outlined under the section ***Rules and Regulations***, subsection ***Equipment***.

Teams are required to be present for each of their scheduled games. Each team shall be required to have a representative present at the **Rules Meeting**. Teams are not allowed to practice on either Acadia fields without a city permit.

Each team must comply with all other rules, regulations, procedures and obligations outlined in this document.

### **PENALTIES FOR FAILURE TO COMPLY WITH GENERAL CONDITIONS**

Any team that fails to pay the full balance of fees at the general meeting will forfeit their deposit, be dropped from the league and be replaced by a new team.

Any team that fails to have the necessary equipment available at games will be fined \$20 for the first offence and \$35 for each subsequent offence.

Any team that is not present for a schedule game will forfeit that game 14-0 and be fined \$100 for each offence. This fine must be paid prior to the team's next scheduled game. Additionally, any defaulted game occurring after August 31 will result in 2 points being deducted from the offending team's final standing.

Any team that does not have a representative at the **Rules Meeting** will be fined \$35.

Any team that deliberately refuses to meet any obligation will automatically be suspended. **Teams caught on the Acadia fields without a city permit will be fined \$75 for their first offence. A second offence will result in a \$200 fine or 1 year's suspension.**

Any team that reaches \$100 in fines will automatically be suspended.

## **RULES AND REGULATIONS**

### ***The Team***

1. A team will consist of seven (7) to twenty (20) players. Seven (7) players play at one time.
2. A minimum of six (6) players will be considered as a playable entity to commence a contest.

### ***Roster***

1. Signed rosters must be delivered to the league at one of the league mailboxes by **June??, 2003**. Rosters may also be faxed to Jim Williams at **203-2878**. A fine of \$35 will be imposed on any team missing this deadline. As well, all games played without a roster will be forfeited 14-0 unless the actual score resulted in a greater benefit for the non-offending team.
2. Roster changes may be made until **July 30, 2003**. All roster changes must be made in writing to the **Provincial Liaison**. The changes must include the deletion(s) and/or addition(s) with signatures. To be eligible for a game, changes must be indicated to the **Provincial Liaison the day before** the game. Changes made on a game day will not come into effect until the following game.
3. After **July 30, 2003**, absolutely no roster changes will be allowed and players who have not signed a roster are ineligible to play. If, due to unforeseen circumstances, a team requires players to continue to participate in league play, the executive may allow player additions.
4. Any team that plays a player who is not on their roster or who is under suspension will be suspended from the league.
5. Any individual that violates roster or suspension rules will be suspended (minimum season; longer at the discretion of the executive).
6. To qualify for both City and Provincial Playoffs a player must be properly registered on a team and play 3 games for the team during the current season.

### ***Equipment***

1. No blocking devices or helmets are allowed. Elbow and knee pads are allowed at the referee's discretion. Pads for blocking are not allowed. Casts must be padded to the referee's satisfaction. The use of a cast as a club will not be tolerated.
2. Running shoes or cleats are allowable footwear, with the **exceptions of metal cleats, baseball cleats or spiked shoes**. Screw-in cleats with rubber or plastic tips will also be acceptable. Any shoes with cleats must have a minimum of 6 cleats per shoe.

3. Each team is required to supply for each game: sufficient flags and jerseys for each member of their team; nine (9) pylons and a game ball.
4. The flag belt must have two flags securely positioned, via Velcro, on each hip. Flags must be at least 17" long, and be a minimum of 2" wide for the minimum length of 17" from their Velcro fastener. **One of the Velcro patches, either the one on the belt or the one on the flag, must be no larger than 3.07 square inches** (e.g. 2" X 1.5" = 3 sq. in. or 1.75" X 1.75" =3.0625 sq. in). No rivet attachments are allowed on the belt. Only the Velcro piece on the flag and a corresponding fixed Velcro piece on the belt are allowed. The flags must be made of either 18-ounce vinyl (Final Goal) or a heavy plastic. Other material will only be allowed at the discretion of the league, and it must not provide any advantage for a team. Parachute or silk materials, etc., will not be allowed.
5. Knee braces should be covered (e.g. with sweat pants). The referee will decide if a brace must be covered for players' safety.
6. The game ball will be either a J5V, or a "C.F.L." ball in good condition.
7. Jerseys must be numbered and must be tucked into the pants. A jersey should not overhang the flags of any player. Captains (maximum of 3) must be identified with a "C" on their jerseys.
8. Pockets on pants should be taped or otherwise sealed so as not to cause injury to any player.

### **The Field**

1. The field will be 100 yards long; 50 yards wide, with 20 yard increments. There will be two 10 yard end zones and two hash marks, each 7 yards from the centre of the field (i.e. hash marks will be 14 yards apart or 18 yards in from each sideline).

### **Officiating**

1. Three officials will be assigned to each game. All referees will be from the referee association.
2. Although all referees are equal in that they can make any call, the head referee will settle disputes.
3. In the event that no referees are present, both teams must select at least one mutually acceptable official.
4. The **Home** team will be responsible for providing a score sheet and to assure both teams complete the roster portion of the game sheet. The Head referee will be responsible for score keeping during a game. The score sheet should be signed by a referee to certify the score.
5. The **Home** team shall report on the game sheet the absence of any referee.
6. The head referee will report on the score sheet the name of any player that had been ejected from a game, or that had committed a roughing penalty during the game (**a player will be ejected after committing 2 roughing penalties in one game**).
7. Teams are encouraged to report incompetent refereeing to the executive, to enable it to act if a referee is consistently providing a poor quality of officiating.
8. Referees will be paid according to a preset pay scale.

### **Game Sheet**

1. Each team must complete its players list on the game sheet prior to the game. All individuals playing in the game must be listed. Individuals not listed prior to the game must be added to the game sheet and report to the referee prior to their allowance into the game. **A 10 yard penalty may be assessed for failure to comply with this obligation.**
2. The **Winning** team has the responsibility of depositing the completed game sheet in one of the league's mail boxes. If no game sheet is received within one day after a game, the responsible team will be fined \$15. If a game ends in a tie, the **Home** team will be responsible for the depositing the score sheet.

3. The score sheets must be legible. The date, team names, and player names must appear on the game sheet. **Otherwise, one or both teams may be fined \$5 for the first offence and \$10 for a second offence.**
4. The referee shall record, on the completed game sheet, the offensive and defensive MVP's from each team.
5. For **playoff** games all players must sign the back of the game sheet before the game starts. If a player arrives after the start of a playoff game, the back of the game sheet must be signed by that player prior to his participation in the game. If plays remain in the game, a penalty of 5 yards will be applied for failure to meet this obligation on the play following the notification of this to the referee. The score sheet will be reviewed and compared to the team rosters during the game. If any dispute arises, suitable identification must be produced (i.e. driver's licence).

### **Schedule**

1. Games will be played regardless of weather conditions.
2. Should the Glenmore fields be closed due to rain, teams should go to Central Memorial High School and play on one of the school's fields. Similarly, games at Acadia would be moved to Lord Beaverbrook High School. Games so moved will start 10 minutes than their scheduled times. If teams are asked to leave the school fields or the fields are being otherwise used, the affected games will be rescheduled upon notification of such to the **Facilities & Scheduler**.
3. Notwithstanding the above mentioned closure of fields, there will be **NO** grace period on scheduled start times for games. Game sheets must be completed prior to game time.

### **Playoffs (Divisional)**

1. If there is a tie, divisional standings will be determined as follows:
  - Record against one another
  - Total points against one another (if it is only a two-way tie)
  - Number of wins
  - Total point differential (points for and against record)
  - Coin toss
2. The top four (4) teams in all divisions except for "A" division will make the divisional playoffs. The first place team will play the fourth place team (1 vs. 4), and the second place team will play the third place team (2 vs. 3). The winner of 1 vs. 4 will play the winner of 2 vs. 3 for the divisional championship.
3. The team in "A" division that is in first place at the end of the regular season will win the "A" division trophy.

### **Playoffs (City "A")**

The top (4) teams in "A" will advance to the "City A" playoffs with (1 vs. 4) & (2 vs. 3); the winners of these two games will then play for the Championship.

### **Playoffs (City "B")**

The winners of "F" and "G" divisions will play each other. The winner of this game will play the winner of "E" division, and the winner of this game will advance along with the winners of "B", "C", and "D" divisions to the "City B" playoffs. The winner of "B" will play the winner from the "E" vs. ("F" or "G") game; "C" will play "D". The winners from these two semifinal games will then play for the championship.

### **Playoffs (Provincial "A")**

The City "A" championship winner and loser will advance to the "A" Provincials. Should there be room for a third Calgary team to go to the Provincials, then the two losers of the City "A" semifinals would play each other to determine such a third team.

## **Playoffs (Provincial “B”)**

The City “A” championship winner and loser will advance to the “B” Provincials. Should there be room for a third Calgary team to go to the Provincials, then the two losers of the City “B” semifinals would play each other to determine such a third team.

### **Protests**

1. Only protests regarding team personnel will be considered. Any protests regarding opposing team personnel must be made promptly at the end of the contest and noted on the game sheet by a referee. A signature of the player in question will be required on the back of the score sheet. If the player refuses to sign, or has already left the field then this should be duly noted on the game sheet.

### **Disciplinary Action**

1. Disciplinary action will be taken against an individual player or a team that continually receives roughing penalties. (The league statistician will use the score sheets to keep track of the number of times an individual or a team receives roughing penalties and the executive will review these numbers throughout the year.)
2. Cases of abusing referees, fighting, extremely rough play, etc., will be dealt with on an individual basis. These cases will be subjected to at least the minimum penalties as outlined below. Harsher penalties may be applied at the executive’s discretion. Referees are obligated to formally report any such incidents.

### **Game Ejection – Minimum Penalties**

1. Fighting – two game suspension for the first occurrence.
2. Extreme Rough Play – one game suspension – first incidence
3. Following a second game ejection for receiving two roughing penalties in a game – two game suspension & \$25 fine will be applied for the first occurrence.
4. Verbal abuse of a Referee – one game suspension - first incidence.

**If there are no remaining games for a player to serve out a suspension, the player’s team will be fined \$35 per game of the unapplied suspension.**

**Players that physically abuse a referee or league official during or after a game will secure the following penalty: Minimum of the season or longer, if the infraction occurs near the end of the season or during playoffs.**

### **Rules of the Game**

The Standard Canadian Amateur Football rules apply for cases not mentioned below:

1. There will be four downs to cross an increment. Once an increment has been crossed, the offensive team will be awarded four more downs to attempt to cross the next increment. The crossing of an increment which has already been crossed during the same possession will not result in a first down for the offensive team.
2. Following a touchdown and a point after attempt, the scored upon team gains possession at its own twenty (20) yard line.
3. Point after attempts (P.A.T.) are to be running or passing plays only. P.A.T. attempts will be scrimmaged from either the three (3) or the ten (10) yard line and at the mid-point between the hash marks. The offensive has the choice of option. One (1) point will be awarded for a successful attempt from the 3 yard line and two (2) points will be awarded if the attempt is good from the 10 yard line.
4. There is no punting. A team relinquishes control of the ball following its fourth down when the offence fails to gain the next increment. If a team is forced to give up the ball within their own twenty (20) yard line after an unsuccessful fourth down, the opposing team will assume possession at that twenty yard line.

5. The quarterback may not cross the line of scrimmage while in possession of the ball, unless he has first relinquished control of the ball to another player of his own team. The quarter back or a subsequent ball carrier must take at least three (3) steps before the quarterback may regain possession of the ball.
6. The player that first secures possession of the ball following the snap from the center will be deemed to be the quarterback for that particular play.
7. Blocking must be done with both feet on the ground. There shall be no leaping, jumping, diving, or the like by a player engaging a defender in an attempt to block that defender.
8. Blocking below the waist is not permitted.
9. There is to be no "downfield" blocking. Blocking is only legal up to one (1) yard in advance of the line of scrimmage.
10. The offensive team must have at least three (3) players in a three-point stance, having some part of each of these players' bodies being within one (1) yard of the offensive side of the line of scrimmage. These line players should be "squared" to the line of scrimmage and must be within ten (10) yards from end to end. Further, the offensive line players must be set in their positions for the full second prior to the snap of the ball from the center.
11. No offensive player at the line of scrimmage shall move or break their three-point stance for the one (1) second period immediately prior to the snap of the ball.
12. All players are eligible pass receivers. The quarterback cannot intentionally throw a pass to himself, and is subject to Rule #5. A forward pass that is batted, or otherwise intentionally struck, by a defender can be caught in the air by the quarterback. Subsequent to this completion, the quarterback may become a ball carrier and cross the line. No second forward pass attempt may be made on any play.
13. The referee will commence the game with a coin flip involving the opposing captains. The team winning the coin flip will choose in which half of the game they will select one of the following choices:
  - a. Take the ball (offence) OR
  - b. Which end they would like to defend

The team loosing the coin flip will be awarded the above choice in the half not selected by the coin flip winner.

14. Each half consists of forty (40) plays, divided into two (2) twenty (20) play quarters. At the end of twenty plays in each half, the teams shall promptly change ends and continue play. P.A.T. attempts are counted as plays only if the team having just scored is leading the opposing team by more than 21 points. During the last five (5) plays of each half, penalties that are accepted which result in a down being repeated, or penalties considered major penalties, will not count as plays.
15. The final play in each half must be free of defensive penalties.
16. The first play of each half begins at centre field.
17. A fumbled ball will be dead where the ball first contacts the ground, unless fumbled forward. If the ball is fumbled forward the next play will commence from the point of last possession during the prior play. A missed snap from the center is treated as a fumble, resulting in a loss of down.
18. Hash marks will be 7 yards from the centre of the field. Should a play end between the hash marks, on the subsequent play the ball will be spotted where the previous play ended. The ball will be put into play at the hash mark, no closer to either end zone, when the previous play ended between that hash mark and a sideline.
19. It is the responsibility of each player to ensure his flags are properly attached to his flag belt.
20. Play will end when an opposing defender pulls a flag away from a ball carrier's belt. If after a ball carrier's flag inadvertently falls off, or if a flag was never on during a play, the ball carrier is touched by an opponent, he will be considered to be flagged.

21. If a defensive player pulls a flag before the offensive player gains control of the ball, but after the ball was touched by the offensive player, the player will be considered flagged. The ball will then be scrimmaged from the point where it was held, when the ball carrier's flag was pulled. **NOTE:** Consistent early flag pulling constitutes unsportsmanlike conduct and will be subject to penalty.

22. Ties will be allowed to stand except for playoff games. In playoffs, tie games will be decided in the following manner:

An overtime period of two 10 play halves will be played.

A coin toss will decide offence, defence, and goal.

Overtime will commence at centre field.

The procedure will continue until a winner is decided.

23. The play will be considered dead when any part of the ball carrier, other than his hands or feet, touches the ground. The play will end the ball in hand touches the ground.

24. Safety touches result in two (2) points and the control of the ball at centre field being awarded to the scoring team.

25. Defenders are allowed to bump receivers only within one (1) yard of the line of scrimmage. There is no restriction on bumps in the offensive backfield.

26. Protecting the flags is illegal. The onus is on the ball carrier to assure his arms and hands do not protect his flags while running. Flags must not be altered or fastened in a way that prevents an opponent from fair access to an attempt to detach the flag.

**Guarding The Flags** – A five (5) yard penalty will be applied from the point of infraction.

27. Charging occurs when a defensive player is stationary or giving ground and the offensive ball carrier initiates contact with the defender. The ball carrier shall not attempt to run through his opponent. Once a defender has assumed his position to attempt a flag pull, the onus is on the ball carrier to avoid any, other than incidental, contact.

28. From the time the referee signals that time is in by blowing his whistle, the offensive team will have no more than twenty (20) seconds to put the ball into play with a snap from the centre. The referee may start the time count at his discretion after the completion of the prior play.

29. No tackling or holding is allowed.

30. The teams **must be** located on opposite sides of the field. The home team has choice of sides.

31. Each team is allowed two (2) one-minute timeouts during the game. These may be taken in either half, but may not be taken together without a play in between. Any player **on the field** may request a time out from a referee.

## CLARIFICATIONS

### 1. When a whistle is blown inadvertently by a referee – If the ball is:

- ❖ In offence possession, the offence has choice of scrimmaging:
  - Ball at line of scrimmage with down repeated
  - Ball at point of possession when whistle blown and the down count continues
- ❖ In Defenses possession, the defence is awarded:
  - Ball at point of possession when whistle blown and a first down
- ❖ In the air on a forward pass, the offence will be awarded:
  - Ball at line of scrimmage with down repeated

### 2. Penalties during a Convert Attempt:

No penalty will have yardage applied unless it is a dead ball foul or a roughing penalty

A defensive target area pass interference penalty occurring in the end zone will automatically result in the awarding of the convert, regardless of whether or not the pass is caught.

### 3. Referee Communication:

- ❖ Captains are entitled to a ruling explanation. There shall be no prolonged delay in the game as a result of such a communication. The referee has the discretion to promptly resume play.
- ❖ Comments from other players on or off the field may result in a ten (10) yard penalty for the first offence and a 25 yard penalty for subsequent infractions.

### 4. Illegal Motion:

No player of the offensive team shall be in a position that will create doubt as to whether he is on the line or in the backfield, nor shall a player move in such a way that is designed to draw the opponent offside.

### 5. Defensive Signals:

No defensive player shall voice signals that might mislead the offensive team into putting the ball in play.

### 6. Forward Passes:

Only one forward pass attempt is allowed per play. This must occur from behind the line of scrimmage and be prior to any crossing of the line of scrimmage by the ball carrier.

### 7. Tipped Ball;

If a receiver or a pass defender tips the ball in an incidental fashion toward the opponent's goal line and to a teammate that catches the ball, the catch is legal. The play continues until the ball carrier is flagged or the play is otherwise concluded. Should a player deliberately direct the ball toward the opponent's goal and the ball is caught by a teammate, the catch is legal but the play shall end. The ball will then be scrimmaged from the point from which it was initially directed (tipped) forward. Any, but the slightest "forward" deflection of the ball to a teammate will be deemed intentional.

### 8. Defensive Interference (Non-Target Area)

A ten (10) yard penalty, and down over, from the line of scrimmage will be applied. **This is more likely to be ruled as holding or illegal contact (chuck) downfield by a defender.**

9. Defensive Interference (Target Area) – **Major Penalty**

- ❖ The offensive team will receive an automatic first down, unless ruled as being included in “Dual” major fouls.
- ❖ The ball will be placed into scrimmage at the point of infraction.
- ❖ If the interference occurs in the offensive backfield, the ball will be placed at the line of scrimmage and a first down awarded to the offence.
- ❖ If the interference occurs in the defensive end zone the offence will be awarded a first down at the opponent’s one yard line.

10. Offensive Interference (Non-Target Area)

This illegal contact by an offensive player on a defender will result in a ten (10) yard penalty, and down over, being applied against the offence. **This is more likely ruled as holding.**

11. Offensive Interference (Target Area) – **Major Penalty**

This will result in a fifteen (15) yard penalty and a loss of down for the offensive team. However, if the penalty occurs on 4<sup>th</sup> down then the defensive team will be awarded the ball and a first down at the previous line of scrimmage. This penalty yardage will not be curtailed near the offensive goal area, and the maximum yardage possible (up to 15 yards) will be applied against the offensive.

12. Double Fouls (Two or More Infractions by One Team)

The non-offending team will take its choice of one of the penalties (This applies to double fouls that occur during a “Dual Foul” situation as well; see below). If, however, one of the fouls is roughing, this will result in the roughing penalty being applied in addition to the other infraction.

13. Dual Fouls (Penalties Against Each Team)

The penalties shall be applied in the order in which they occurred. The penalties shall be applied as follows:

- ❖ If the first foul occurs prior to “distance being gained”, the penalties shall be applied from the line of scrimmage.
- ❖ If the first foul occurs after distance gained, or a change in possession, the penalties shall be applied from the point the ball was held at the time of the first foul.
- ❖ If either team declines their option to accept a penalty, the remaining penalty shall be treated as a single foul.

Penalty yardage will be **Balanced** in situations where the two dual penalties are accepted (e.g. a 10 yard penalty against one team and a 5 yard penalty against the other team would be balanced so that the net applied yardage would be 5 yards in the favour of the team receiving only the 5 yard penalty). For balancing purposes, Dual Major Penalties will not result in an automatic first down for the offence.

14. Quarterback Illegally Crosses Line of Scrimmage:

If the quarterback crosses the line of scrimmage without first relinquishing control of the football, the referee will drop a flag and the play will continue until its conclusion. After the play, the defence will then have the option of accepting the penalty.

15. Game Ejections (Fighting, Extreme Rough Play or 2 Roughing Penalties):

A player will be **ejected** from a game for **Fighting, Extreme Rough Play or if they receive 2 Roughing Penalties in one Game.**

Any player ejected from a game must leave the field area. Should a player refuse to leave the field, the game will be stopped until the player complies. If after 5 minutes, the player has still not left the field area, the game will be “Called”, and the player’s team will suffer a forfeit of the game. An ejected player may watch the game from beyond the fence, providing he acts in a responsible manner. Otherwise, his behavior will be noted by the referee and at the discretion of the executive a fine and/or a suspension may be applied to the team or the player.



## PENALTIES

<u>INFRACTION</u>	<u>YARDAGE</u>	<u>POINT OF ASSESSMENT</u>	<u>DOWN STATUS</u>
1. Guarding the Flag	5	Point of Infraction	Down Count Continues
2. Charging	10	Point of Infraction	Down Count Continues
3. Tackling	10	Point of Infraction	Down Count Continues
4. <b>Roughing (Defensive)</b>	<b>15</b>	Added to End of Play Or to the Line of Scrimmage Whichever gives Greater Advantage	Automatic 1 <sup>st</sup> Down
5. <b>Roughing (Offensive)</b>	<b>15</b>	Line of Scrimmage	Down Over (Repeated)
6. <b>Roughing-Deliberate</b>	<b>25</b>	Line of Scrimmage	First Down (Defensive Penalty)
<b>Plus Ejection</b>		Line of Scrimmage	Down Over (Offensive Penalty)
7. Illegal Block	10	Line of Scrimmage	Down Over
8. <b>Clipping/Deliberate Tripping</b>	<b>15</b>	Line of Scrimmage	Down Over
9. Pushing from the Rear	10	Line of Scrimmage	Down Over
10. Offside	5	Line of Scrimmage	Down Over
11. Offside-Intentional Defensive	10	Line of Scrimmage	Down Over
12. Illegal Procedure	5	Line of Scrimmage	Down Over
13. Pass Interference (Offensive)			
Non-Target Area	10	Line of Scrimmage	Down Over
<b>Target Area</b>	<b>15</b>	Line of Scrimmage	Loss of Down
14. Pass Interference (Defensive)			
Non-Target Area	10	Line of Scrimmage	Down Over
<b>Target Area</b>	<b>N/A</b>	Point of Infraction	Automatic 1 <sup>st</sup> Down
<b>(15 Yards in Dual Penalties)</b>		Or at the One Yard Line if Penalty Occurs in End Zone	
15. Intentional Grounding	10	Line of Scrimmage	Loss of Down
16. Q.B. Crossing L.O.S.	0	Line of Scrimmage	Loss of Down
<b>(5 Yards in Dual Penalties)</b>			
17. Unsportsmanlike Conduct	10	Line of Scrimmage	Down Over
18. Delay of Game/Time-Count	5	Line of Scrimmage	Down Over
19. Player Not on Score-Sheet Participating in Game	10	Line of Scrimmage	Down Count Continues
20. <b>Fighting</b>	<b>25</b>	Line of Scrimmage	First Down (Defensive Penalty)
<b>Plus Ejection</b>		Line of Scrimmage	Down Over (Offensive Penalty)

**CURTAILMENT:** Penalty yardage application within twenty (20) yards of the Goal Line will be such that no penalty, other than a **MAJOR** foul will cause the Line of Scrimmage (L.O.S.) to be moved closer than half the distance between the Goal Line and the Point of Last Scrimmage (P.L.S.). A first down will be awarded for curtailed penalties, if the full yardage for such fouls, if applied, would result in the next INCREMENT being crossed by the offensive team.