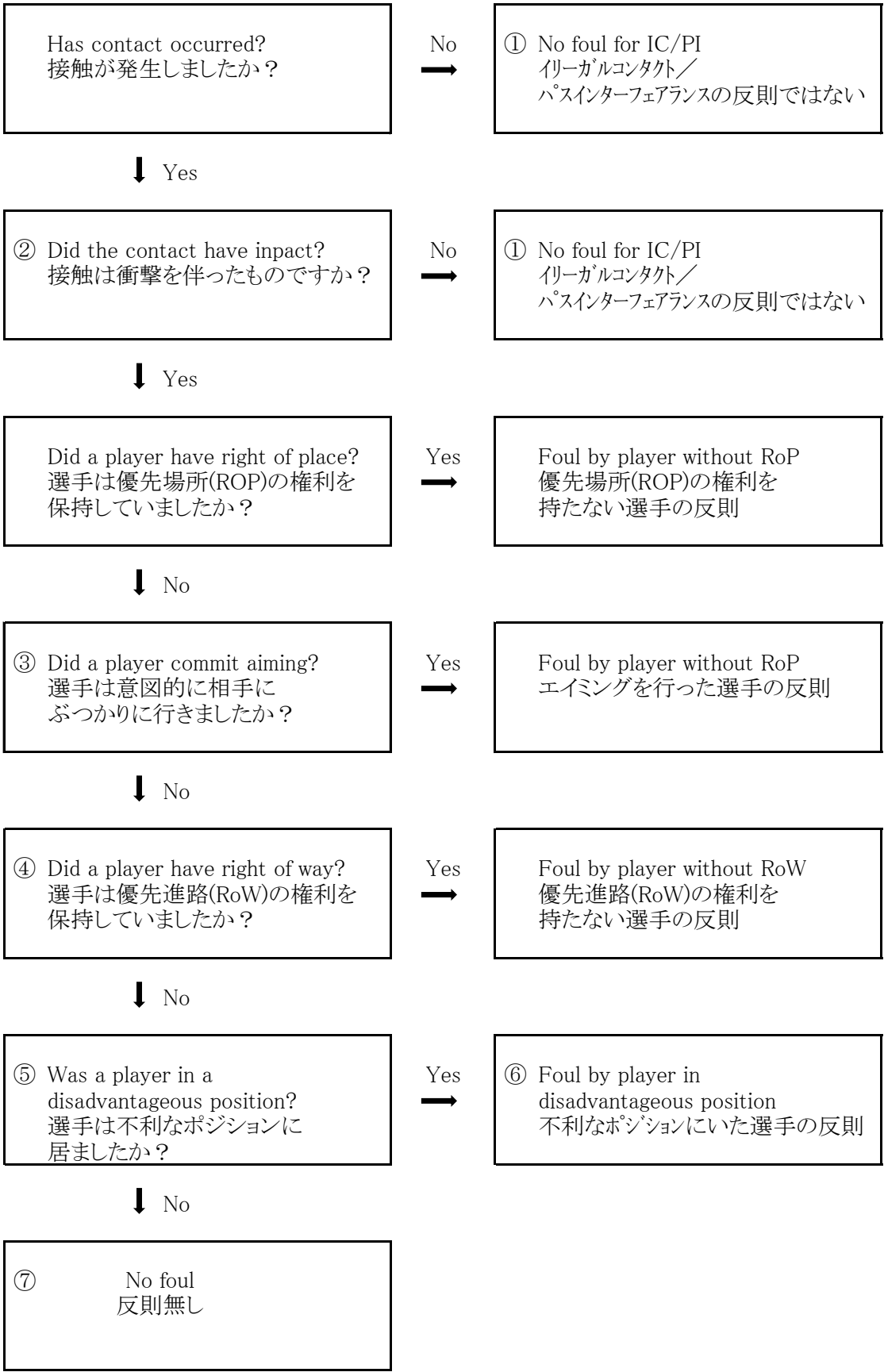


## Notes:

1. Although there is no foul for illegal contact or pass interference, there is the potential for a shielding foul to take place.
2. Impact is when a player is clearly influenced by contact. Examples of this include being displaced from their stance, being unable to move in the direction they wish, having their ability to catch a ball affected or having their running motion affected.
3. Aiming is to target and initiate contact with an opponent or to run into an opponent on purpose, even with right of way. Aiming is any deliberate or avoidable contact with excessive force, even in an attempted flag pull or while playing the ball during a pass. Aiming is to attack a ball in possession or take away the ball from the runner
4. Players with right of way include blitzers (to the point the snap was received), receivers running their routes prior to a pass being thrown (except they must avoid blitzers) and defenders when attempting to deflag a runner.
5. A disadvantageous position can be defined as when a player has an opposing player in-between themselves and the ball.
6. If this action occurs during a forward pass that has not yet been touched and is catchable by the players, the foul is for pass interference, otherwise it is illegal contact (they carry the same penalty).
7. If there is contact, however heavy, where both players had legitimate "plays" on the ball, there is no foul. With 10 players moving at high speed within a small playing area, the occasional "no fault" collision can be expected.



- ① Although there is no foul for illegal contact or pass interference, there is the potential for a shielding foul to take place.  
イリーガルコンタクト／パスインターフェアランスの反則は無いが、シールドイングによる反則の可能性は残る
- ② Impact is when a player is clearly influenced by contact. Examples of this include being displaced from their stance, being unable to move in the direction they wish, having their ability to catch a ball affected or having their running motion affected.  
インパクトとは選手が接触によって明らかに影響を受けた事を言う。  
例として、自分のスタンスを変更させられた、思っていた方向へ進めなかった、捕球に際して影響を受けた、走る動作に影響が出た、など。
- ③ Aiming is to target and initiate contact with an opponent or to run into an opponent on purpose, even with right of way. Aiming is any deliberate or avoidable contact with excessive force, even in an attempted flag pull or while playing the ball during a pass. Aiming is to attack a ball in possession or take away the ball from the runner  
Players with right of way include blitzers (to the point the snap wasエイミングとは標的を定めて相手選手とのコンタクトを開始すること、または優先進路の権利を持っていたとしても、意図的に敵にぶつかること。意図的または回避可能なコンタクトが、過度な力と共に行われる事であり、たとえフラッグプルを試みる場合や、パスプレイ中にボールを追っている場合でも同様である。持っているボールを攻撃するか、ランナーからボールを奪うことである。
- ④ Players with right of way include blitzers (to the point the snap was received), receivers running their routes prior to a pass being thrown (except they must avoid blitzers) and defenders when attempting to deflag a runner.  
優先進路の権利を持つ選手とは、スナップを受けた時点のブリッツァー、パスが投げられる前にルートを走るレシーバー（ブリッツァーを避ける場合を除いて）、およびランナーのフラッグを取りに行くときのディフェンダーが該当する。
- ⑤ A disadvantageous position can be defined as when a player has an opposing player in-between themselves and the ball.  
不利なポジションとは、選手とボールの間に相手選手がいる場合と定義できる。
- ⑥ If this action occurs during a forward pass that has not yet been touched and is catchable by the players, the foul is for pass interference, otherwise it is illegal contact (they carry the same penalty).  
フォワードパス中にこのアクションが発生した場合、まだボールに触れておらず、また、選手がキャッチできる場合はパスインターフェアランスの反則となり、そうでない場合はイリーガルコンタクトになる。  
(同じペナルティを課せられる。)
- ⑦ If there is contact, however heavy, where both players had legitimate “plays” on the ball, there is no foul.  
With 10 players moving at high speed within a small playing area, the occasional “no fault” collision can be expected.  
たとえ激しい接触であっても、両選手が正当なプレイを行った場合は反則ではない。  
10 人のプレーヤーが狭いプレイエリア内で高速で移動すると、時折「過失のない」衝突が発生する可能性がある。