

Flag Football Officials General Guidelines
Fall 2008

Dress Code:

- Black and white striped officials shirt (provided)
- Whistle (provided)...you are only provided one whistle per semester
- DON'T FORGET YOUR WHISTLE!!
- BLACK shorts, wind pants or sweat pants
- Tennis shoes (closed toe/heal shoes)
- **NO JEWELRY** (NECKLACES, EARRINGS, BRACELETS, ECT.)
- A watch is allowed

Show up w/ out appropriate attire = sent home = missed shift!!!

Schedules:

- Employee Schedules Run Monday – Sunday
- Schedules will be posted Fridays by 2:00pm on employee schedule board (located in the SRC in hallway between UREC Office and Men's Locker Room)
- Schedules may be emailed but the posted copy is the schedule we go by
- You are scheduled based off the availability you submit
- Must notify Adam by Wed. if you need a certain day off for the following week
- If we schedule you for a day/time you marked off please notify Jamie/Jay ASAP
- Once scheduled you are responsible for your shifts – you must find a sub

Missed Shifts:

Definition of Missing a Shift: Missing a shift is defined as being fifteen (15) minutes late to a shift

Paid Officials

<u>Missed Shift</u>	<u>Consequences</u>
1st	Written reprimand (Put on your file)
2nd	Taken off schedule & Meeting with Jamie
3rd	Termination

Class Officials

<u>Missed Shift</u>	<u>Consequences</u>
1st	Written Reprimand & Hours added back
2nd	Hours added back, Taken off schedule for 2 weeks & Meeting with Jamie
3rd	Hours added back, & Taken off schedule permanently

Inclement Weather:

Call the UREC Hotline (262-UREC) to find out with games have been cancelled. You will be notified through e-mail if games are cancelled. We will make a call before 3 PM on whether or not games will be played.

Equipment:

- Equipment will be issued to officials when they arrive. Need your ASU ID to check out your equipment
- Each official is in charge of the equipment they check out
- ALL workers must help set-up and break down the fields at the end of their shift (equipment and trash)

- Any missing equipment is the OFFICIAL'S RESPONSIBILITY. You lose it, you pay for it.

Payroll:

- All officials must complete payroll paperwork and provide two forms of ID (Drivers License and Social Security Card/Birth Certificate)
- Officials are paid twice a month on the 15th and the last business day
- Checks will be sent to ASU post office boxes
- Can set up direct deposit

Signing/Clocking In and Out:

- Always sign in/out with the supervisor - way to double check hours
- Always clock in/out with score/timer at equipment room
- After clocking in and signing in with a supervisor you must check out field equipment
- Help Supervisors set up the field

At the end of your shift:

1. Assist the supervisor with any duties they need you to complete
2. Sign out with a supervisor
3. Return any checked out equipment in order to get your student ID back
4. Clock out with score/timer in equipment room

**NATIONAL INTRAMURAL FLAG FOOTBALL RULES
2007**

These rules are basics for you as an official. They are not complete but there are a lot of items in here that you need to know. If you wish to see a complete copy of the rules, please stop by the office at your convenience!

RULE 1. THE GAME, FIELD, PLAYERS, AND EQUIPMENT

SECTION 1. GENERAL PROVISIONS

Article 1. The Game – Men, Women

The game shall be played between 2 teams of 7 players each. Five players are required to avoid a forfeit.

Penalty: Illegal Participation, 10 yards (S28).

Article 2. The Game – Co-recreation Rule Only.

The Co-recreational game shall be played between two teams of 8 players, 4 men and 4 women. Six players are required to avoid a forfeit. Teams with 7 players shall be 3 men and 4 women. Six players, 3 men and 3 women, or 4 women and 2 men are required to avoid a forfeit. **The number of male players on the field can never out number the female players on the field.**

Penalty: Illegal Participation, 10 yards (S28).

SECTION 3. GAME EQUIPMENT

Article 1. The Ball.

Men shall use the regular size ball only. The regular, intermediate, youth, or junior size football shall be used for Women's and Co-recreational games. Teams can provide their own ball, however, it must be the required size.

Article 2. Ball Spotters.

Two ball spotters are required. One, orange cone, for the offensive scrimmage line. The second, gold puck, for defensive scrimmage line. The ball spotters must be 1 yard apart.

Article 3. Down Marker.

A down marker will be used to indicate the number of the down and placed at the zone line-to-gain. It will be operated by the scorer/timer.

SECTION 4. PLAYER EQUIPMENT – REQUIRED

Article 1. Jersey.

Teams must wear contrasting color jerseys, without pockets, numbered on front or rear. The visiting team is responsible for avoidance of similarity of colors. Jerseys must be either:

- A. Long enough so they remain tucked in during the entire down or
- B. Short enough so that there is a minimum of 4" from the bottom of the jersey to the player's waistline.

Article 2. Pants/Shorts.

Each player must wear pants or shorts without any belt(s), belt loop(s), pocket(s) or exposed drawstrings, and must be a different color than the flags.

Article 3. Flag Belt.

Each player must wear a flag belt, without any knots, with three flags permanently attached, one flag on each side and one in the center of the back. The flags must be of a contrasting color to their opponent's flags.

Penalty: *Live Ball Foul. Failure to have flag belt legally attached at the snap, 5 yards from the previous spot (S23).*

PLAY. A-1 breaks the huddle not wearing a flag belt or jersey is untucked as the 25 second count is running: (a) The Referee informs A-1 of the problem as A-1 secures a flag belt or tucks in the jersey the 25 second count expires; or (b) the Referee points out the problem to A-1 who refuses to acquire a flag belt or tuck in the jersey; or (c) the Referee does not see A-1 without a flag belt as the ball is snapped and A-1 advances 25 yards before tagged by B-4; or (d) the Referee knows that A-1 was not wearing a flag belt during the down. **RULING.** In (a), penalize A for delay of game. In (b), penalize A for unsportsmanlike conduct. In (c) and (d), B can take the result of the play or penalize A 5 yards from the previous spot for not wearing required equipment.

Article 4. Shoes.

Shoes shall be made of canvas, leather or synthetic material which covers the foot attached to a firm sole that may have cleats or be cleatless. Items that do not meet requirements are gymnastic slippers, ski and logger boots, and other apparel not intended for football use. Cleats are limited to studs or projections, made with nonabrasive rubber or rubber-type synthetic material. **No metal cleats.**

SECTION 5. PLAYER EQUIPMENT- OPTIONAL

Article 2. Gloves.

Players may wear gloves which must consist of a soft, pliable and nonabrasive material.

Article 3. Headwear.

- A. Players may wear knit or stocking caps with no bill. It can have a knit ball on top.
- B. Players may wear a headband made of non-abrasive cloth, elastic, fiber, soft leather or rubber. Rubber or cloth elastic bands may be used to control hair.

Article 6. Play Books

Can carry a play book inside clothing as long as it is not made of unyielding material and not visible. If carried on field, player must keep it rather than throw it on the ground.

Article 7. Sunglasses.

Players may wear pliable and non-rigid sunglasses.

SECTION 6. PLAYER EQUIPMENT- ILLEGAL

Article 1. Illegal Equipment.

Players wearing illegal equipment shall not be permitted to play. Types of illegal equipment or substances include:

- A. Headwear containing any hard, unyielding, stiff material, including billed hats, or exposed knots.
- B. Jewelry.
- C. Pads or braces worn above the waist.
- D. Shoes with metal, ceramic, screw-in, or detachable cleats. EXCEPTION: Allowed if screw is part of cleat.
- E. Shirts, jerseys, or hoods that do not remain tucked in. Tear-away jerseys or jerseys that produce a knot-like protrusion.
- F. Pants or shorts with belt(s), belt loop(s), pocket(s) or exposed drawstring(s).
- G. Leg and knee braces made of hard, unyielding material, unless covered on both sides and all edges.
- H. Any slippery or sticky foreign substance on any equipment or exposed part of the body.

- I. Exposed metal on clothes or person.
- J. **Towels attached at the player's waist (flag only).**
Penalty: Unsportsmanlike Conduct, 10 yards (S27)

RULE 2. DEFINITIONS OF PLAYING TERMS

SECTION 1. BALL- LIVE, DEAD, LOOSE, POSSESSION

Article 1. Live Ball.

A live ball is a ball in play and a dead ball is a ball not in play. A pass or fumble, which has not yet touched the ground, is a live ball in flight and therefore can be caught and advanced by either team.

Article 2. Loose Ball.

A loose ball is a live ball not in player possession, i.e. any punt, pass, or fumble.

Article 3. In Possession.

"In possession" means "in possession of a live ball." A player is in possession when he/she is holding or controlling the ball. A team is in possession:

- A. When one of its players is in possession.
- B. While a punt is being attempted.
- C. While a forward pass thrown by one of its players is in flight.
- D. When it was last in possession during a loose ball.

SECTION 3. CATCH, INTERCEPTION, SIMULTANEOUS CATCH, TOUCHING

Article 1. Catch.

A catch is establishing player possession of a live ball in flight, and first contacting the ground inbounds or being contacted by an opponent in a way that he/she is prevented from returning to the ground inbounds while maintaining possession of the ball.

- A. If one foot first lands inbounds and the receiver has possession and control of the ball, it is a catch or interception even though a subsequent step or fall takes the receiver out-of-bounds.
- B. A catch by any kneeling or prone inbound player is a completion or interception.
- C. A loss of ball simultaneously with returning to the ground is not a catch or interception.

NOTE: If in doubt, it is a catch.

PLAY. A pass from QB A-1 is near the sideline and receiver A-2, moving toward the goal line, leaps and possesses the pass at the 3-yard line. B-1 attempts to intercept the ball and A-2 and B-1 make legal contact with each other so that A-2's first contact with the ground is out-of-bounds at the 3-yard line. **RULING.** Completed pass. The contact by B-1 changed the direction of A-2 and forced A-2 out-of-bounds. A-2 would have landed inbounds if the contact had not occurred.

Article 3. Simultaneous Catch or Recovery.

A simultaneous catch or recovery is when there is joint possession of a live ball by opposing players inbounds.

SECTION 5. ENCROACHMENT

Article 1.

Encroachment indicates a player is illegally in the neutral zone.

SECTION 14. LOSS OF A DOWN

Article 1.

"Loss of a down" means "loss of the right to repeat the down."

SECTION 16. NEUTRAL ZONE

Article 1.

The neutral zone is from the forward point of the football one yard to Team B's scrimmage line, extended to sidelines. It is established when the ball is marked ready for play.

SECTION 17. PASSER

Article 1.

Player who has thrown a legal forward pass. Remains the passer while ball is in flight or until moves to participate.

SECTION 18. PASSES

Article 1.

A pass continues to be a pass until caught, intercepted, or the ball becomes dead. The initial direction determines whether a pass is forward or backward.

Article 2. Forward and Backward Pass.

A forward pass is thrown with initial direction toward opponent's end line. A backward pass is a thrown with initial direction parallel with or toward the passer's end line. A backward pass/fumble hits the ground it's dead at that spot.

SECTION 20. REMOVING THE FLAG BELT

Article 1. Flag Belt Removal.

When the flag belt is taken from the runner the ball is dead and the down ends. If a flag belt inadvertently falls off, a one-hand tag between shoulders and knees constitutes capture. Players may leave their feet to remove the flag belt.

Article 2. Contact.

In an attempt to remove the flag belt, contact may be made with body and shoulders, but not face, neck, or head. May not hold, push, or knock the runner down while removing the flag belt.

SECTION 21. SCREEN BLOCKING

Article 1.

Screen blocking is legally obstructing an opponent without using any part of the body to initiate contact.

SECTION 22. SCRIMMAGE

Article 1. Scrimmage Line.

Team A's scrimmage line is the yard line and vertical plane that passes through the forward point of the ball. Team B's Scrimmage line is the yard line and its vertical plane, one yard from the ball nearest its own goal line.

SECTION 23. SHIFT

Article 1.

A shift is one or more offensive players who, after a huddle or after taking set positions, move to a new position before the snap.

SECTION 24. TAGGING

Article 1.

Tagging is placing one hand between the shoulders and knees of person with ball. The tagger may leave their feet to make a tag. Pushing, striking, slapping, and holding are not permitted. If player trips the runner trying to make a diving tag, it is a foul.

RULE 3. HALVES, TIME FACTORS, SUBSTITUTIONS

SECTION 1. THE START OF EACH HALF

Article 1. Coin Toss

The Referee will designate which captain will call the coin toss. All officials shall be present for the coin toss.

The captain winning the toss have a choice of options for first half or defers options to second half. The options for each half shall be:

- A. To choose whether his/her team will start on offence or defense.
- B. To choose the goal his/her team will defend. The captain, not having first choice of options for a half, have the remaining options.

Article 4. Start Each Half.

Unless moved by penalty, the ball will be snapped on 14 yard line to begin the game, after scores, touchbacks, and safetys.

SECTION 2. GAME TIME

Article 1. Playing Time and Intermissions.

Playing time will be 40 minutes, with two halves of 20 minutes each. Half-time will be 5 minutes. When overtime is used, there will be a 3 minute intermission.

Article 3. Extension of Halves

A half must be extended by an untimed down (S1), except for unsportsmanlike or non-player fouls or fouls which specify loss of down, if during the last timed down, one of the following occurred:

- A. There was a foul by either team and the penalty is accepted.
- B. There was a double foul.
- C. There was an inadvertent whistle.
- D. If a touchdown was scored, the Try is attempted unless the touchdown is scored during the last down of the 2nd half and the point(s) would not affect the outcome of the game or playoff qualifying.

If (A), (B), or (C) occurs during the untimed down (S1), the procedure is repeated. NOTE: The half shall not be extended further when the defense fouls during a successful Try and the offended team accepts the results of the play with enforcement of the penalty from the succeeding spot. Apply the "extension of periods" rule prior to enforcing the mercy rule (8-2).

Article 5. First 18 Minutes

The clock will start on the snap and run continuously for the first 18 minutes of each half unless it is stopped for a:

- A. Team time out- starts on the snap.
- B. Referee's time-out- starts on the ready for play.

Article 6. Two Minute Warning.

Approximately 2 minutes before the end of each half the Referee shall stop the clock and inform both captains of the time remaining in the half. The clock starts on the snap. The Back Judge will announce the remaining time and status of the clock after every play during the final 2 minutes of each half.

Article 7. Last 2 Minutes.

During the final 2 minutes of each half the clock will stop for a:

- A. Incomplete legal or illegal forward pass – starts on the snap.
- B. Out-of -bounds – starts on the snap.
- C. Safety – starts on the snap.
- D. Team time-out – starts on the snap.
- E. First down – dependent on the previous play.
- F. Touchdown – starts on the snap (after the Try).
- G. Penalty and administration – dependent on the previous play. (EXCEPTION: Delay of game – starts on snap).
- H. Referee's time-out – starts at his/her discretion
- I. Touchback – starts on the snap.
- J. Team A is awarded a new series – dependent on the previous play.
- K. Team B is awarded a new series – starts on the snap.
- L. Either team is awarded a new series following a legal punt – starts on the snap.
- M. Team attempting to conserve time illegally – starts on the ready.
- N. Team attempting to consume time illegally – starts on the snap.
- O. Inadvertent whistle – starts on the ready.

PLAY. Inside the final two minutes of the first or second half A-1: (a) advances the ball across the zone line-to-gain and is deflagged inbounds, or (b) advances the ball across the zone line-to-gain, runs five more yards and guards his/her flag before going out-of bounds. **RULING.** In (a), the clock stops for the first down and will start when the Referee marks the ball ready for play. In (b), the clock stops for the player stepping out-of-bounds and will start on the snap, regardless of whether or not the penalty is accepted.

SECTION 3. TIE GAME

Article 2. The Coin Toss.

A coin will be flipped to determine the options at the start of the game. The home captain will call the toss. There is only one coin toss during the overtime. If additional overtime periods are played, captains will alternate choices. The winner of the toss will be given options of offense, defense, or direction. The loser of the toss will choose from remaining options. **ALL OVERTIME PERIODS ARE PLAYED TOWARD THE SAME GOAL LINE.**

Article 3. Tie Breaker.

Regular season games, which are tied at the end of regulation time, will resume with one overtime period. Each team will receive a series of 4 downs to score from the 10-yard line. This is not sudden death. If the game is still tied, each team will receive ½ win as a result of the tie. Playoff games will continue with overtime periods until a winner is declared.

Article 4. Fouls and Penalties.

They are administered similar to the regular game. Team A shall be awarded a new series of 4 downs when an automatic first down foul is accepted. Dead ball fouls following a touchdown are penalized on the Try. Live ball fouls committed by either team after Team B gains possession during a try or overtime shall be enforced at the succeeding spot. Dead ball fouls following a successful Try will be penalized from the succeeding spot, the Team B 10 yards line, if accepted. NOTE: The goal line to gain shall **always** be the zone line-to-gain in overtime.

SECTION 4. TIME-OUTS

Article 3. Charged Time-Outs.

Each team is entitled to 1 charged time-out during each half.

Article 5. Captain-Referee Conference.

When a team requests a charged time-out for a misapplication or misinterpretation of a rule, the Referee will confer with the team captain. The request must be made before the ball becomes live following the play to be reviewed unless the half has ended. If the Referee changes his/her ruling, it is an official's time-out. If the ruling is not changed, it is a charged time-out. If the team used all available time-outs, a delay of game penalty will be assessed.

SECTION 5. DELAYS

Article 1. Delay of Game.

The ball must be put in play promptly and legally and any action or inaction by either team, which tends to prevent this, is delay of game. This includes:

- A. Failure to snap within 25 seconds after the ball is declared ready for play.
- B. Putting the ball in play before it is declared ready for play.
- C. Deliberately advancing the ball after it has been declared dead.
- D. Captain-Referee Conference after permissible charged time-outs for the captain's team have been used, and during which the Referee is requested to reconsider the application of a rule and no change results.

Penalty: *Dead Ball Foul, Delay of Game, 5 yards from the succeeding spot (S7 and S21).*

SECTION 6. CONSERVING OR CONSUMING TIME

Article 1. Illegally Conserving or Consuming Time.

The Referee may order the game clock started or stopped whenever, in his/her opinion, either team is trying to conserve or consume playing time by tactics obviously unfair.

Penalty: *Delay of Game, 5 yards (S7 and S21).*

PLAY. Team A, losing, is deflagged with 10 seconds left in the game. They line up quickly and snap the ball prior to the Referee marking it ready for play. There are 2 seconds on the clock. **RULING.** Delay of game penalty. The Referee will start the game clock on the ready as Team A is attempting to conserve time. Prior to sounding the whistle, the Referee will inform Team A that the game clock will start on the ready.

SECTION 7. SUBSTITUTIONS

Article 1. Eligible Substitutions.

No substitute can enter during a down. Between downs unlimited substitutes can enter provided the substitution is done before ball becomes alive. Entering substitutes shall be on their team's side of the neutral zone when ball is snapped.

Penalty: *Substitution Infraction, 5 yards (S22). If it is a dead ball or non-player foul, 5 yards from the succeeding spot (S7 and S22).*

PLAY. Co-rec Team A has 9 players on the field. Male A9 realizes this and runs toward his end line to get off the field: (a) he steps over the end line prior to the snap; or (b) he steps over the end line after the ball is snapped. **RULING.** Substitution Infraction. In (a) Dead Ball Foul and (b) Live Ball Foul.

Article 2. Legal Substitutions.

During the same dead ball, no substitute shall become a player and then withdraw, and no player shall withdraw and then re-enter unless a penalty is accepted, a dead ball foul occurs, there is a charged time-out, or a half ends.

Penalty: Substitution Infraction, 5 yards from previous spot (S22).

RULE 4. BALL IN PLAY, DEAD BALL, OUT-OF-BOUNDS

SECTION 1. BALL IN PLAY-DEAD BALL

Article 1. Dead Ball Becomes Alive.

A dead ball, after having been declared ready for play, becomes a live ball when it is snapped legally.

Article 2. Ball Declared Dead.

A live ball becomes dead and an official shall sound the whistle or declare it dead:

- A. When it goes out-of-bounds.
- B. When any part of the runner other than a hand(s) or foot (feet) touches the ground.

PLAY. QB A-1 rolls out and slips, but regains his/her balance as the ball in contact with his/her hand touches the ground. **RULING.** Play continues as a ball in possession is considered part of the hand.

- C. When a touchdown, touchback, safety, or successful Try is made.
- D. When the ball strikes the ground following first touching by K.
- E. When a player of the kicking team catches a punt which is beyond the neutral zone, when an untouched punt comes to rest on the ground and no player attempts to secure it.
- F. When a forward pass strikes the ground or is caught simultaneously by opposing players.
- G. When a backward pass/fumble by a player hits the ground or is caught simultaneously by opposing players.
- H. When a ball snapped, hits the ground before or after getting to the intended receiver, is dead at the spot where it hits the ground. **NOTE:** If in doubt, the snap close to the ground remains alive.
- I. When a forward pass is legally completed, or a loose ball is caught by a player on, above, or behind the opponent's goal line.
- J. When a runner has a flag belt removed legally by an opponent. A flag belt is removed when the clip is detached from the belt. **NOTE:** If in doubt, the flag belt has been pulled.
- K. When a runner is legally tagged with one hand between the shoulders and knees, including the hand and arm, by an opponent once the flag belt is no longer attached (flag only).
- L. When a passer is deflagged/tagged prior to releasing the ball. **NOTE:** If in doubt as to the release or not, the ball is released.
- M. When a muff of a punt strikes the ground.
- N. When an official sounds his/her whistle inadvertently during a down or during a down in which the penalty for a foul is declined, when:
 1. The ball is in player possession- the team in possession may elect to put the ball in play where declared dead or replay the down
 2. The ball is loose from a fumble, backward pass, illegal kick, or illegal forward pass- the team in possession may elect to put the ball in play where possession was lost or replay the down.
 3. During a legal forward pass or punt – ball is returned to the previous spot and the down replayed.

If a foul occurs during any of the above downs, an accepted penalty shall be administered as in any other play situation. When the foul is accepted, disregard the inadvertent whistle. **NOTE:** There is no time added to the game clock during a down with an inadvertent whistle.

SECTION 2. OUT-OF-BOUNDS

Article 1. Player Out-of-Bounds.

A player is out-of-bounds when any part of him/her touches anything, other than another player or a game official, which is on or outside the sideline or end line.

Article 2. Player in Possession Out-of-Bounds.

A ball in player possession is out-of-bounds when the runner or the ball touches anything, other than another player or game official, which is on or outside the sideline or end line.

Article 3. Loose Ball Out-of-Bounds.

A loose ball is out-of-bounds when it touches anything, including a player or game official, which is out-of-bounds.

RULE 5. SERIES OF DOWNS, NUMBER OF DOWN AND TEAM POSSESSION AFTER PENALTY

SECTION 1. A SERIES – HOW STARTED, HOW BROKEN, RENEWED

Article 2. Series of Downs.

Team A shall have 4 consecutive downs to advance to the next zone. Any down may be repeated or lost.

Article 3. Zone Line-to-Gain.

The zone line-to-gain will be the zone in advance of the ball, unless distance has been lost due to penalty or failure to gain. In such case, the original zone at the beginning of the series of downs is the zone line-to-gain.

Article 4. Awarding a New Series.

A new series of downs shall be awarded when a team moves the ball into the next zone on a play free from penalty; or a penalty against the opponents moves the ball into the next zone; or an accepted penalty against the opponents involves an automatic first down; or either team has obtained legal possession of a ball as a result of a penalty, punt, touchback, pass interception, or failure to gain the zone in advance of the ball.

SECTION 2. DOWN AND POSSESSION AFTER A PENALTY

Article 1. Penalty Resulting in First Down.

After a penalty which leaves the ball in possession of a team beyond its zone line-to-gain, or when a penalty stipulates a first down, the down and distance established by the penalty will be first down next zone line-to-gain.

PLAY. Fourth and 5 from Team A's 15 yard line. A-1 throws an illegal forward pass beyond the Team A scrimmage line: (a) at A's 23 yard line and the ball hits the ground. (b) at A's 26 yard line and the ball hits the ground. **RULING.** In (a), Team B's ball on Team A's 18 yard line, first down and goal to go. Since the 5-yard penalty put Team A 2 yards short of the zone line-to-gain on fourth down, the loss of down awards the ball to Team B. In (b), A is penalized 5 yards and loss of down which puts the ball on the 21 yard line- first down and 19. Even though an illegal forward pass carries a loss of down, since the 5-yard penalty enforcement places the ball beyond the 20 yard line; it is first down for Team A.

Article 2. Foul Before Change of Team Possession.

Following a distance penalty between the goal lines which occurs during a down and before any change of team possession during that down, the ball belongs to Team A. The down shall be repeated unless the penalty also involves loss of a down, or leaves the ball on or beyond the zone line-to-gain. If the penalty involves loss of a down the down shall count as one of the four in that series.

Article 3. Foul After Change of Team Possession.

Following a distance penalty for a foul committed after team possession has changed during that down, the ball belongs to the team in possession when the foul occurred. The down and distance established by that penalty shall be first down with zone line-to-gain.

PLAY. B-4 intercepts a pass by A-1 and returns it to the Team A 25 yard line. During the run by B-4, B-2 makes illegal contact with A-6 at the Team A's 29 yard line. **RULING.** B is penalized 10 yards utilizing the all-but-one principle from the Team A 29 yard line- the spot of the foul. It is B's ball, first down and 19. Team B obtained the ball with "clean hands."

Article 4. Penalty Declined.

If a penalty is declined the number of the next down is whatever it would have been if that foul had not occurred.

RULE 6. KICKING THE BALL

SECTION 1. PUNT

Article 2. Punt.

Prior to the fourth down, the Referee must ask the Team A captain if they want to punt. The Referee must let Team B and the other officials know (S43). The Team A captain may declare a punt on any down. After such announcement, the ball must be punted. [EXCEPTION: If (a) a Team A or B time-out is called, (b) the period ends, or (c) a foul occurs anytime prior to or during this down after the Team A captain's decision which results in the kicking team having the right to repeat the down again, the Referee must ask Team A again if they want to punt and announce this decision to Team B Captain] (S43)

Article 3. Formation and Snap

Neither Team K or R may advance beyond their respective scrimmage lines until the ball is punted.

Penalty: *Illegal Procedure, 5 yards from the previous spot (S19).*

NOTE: All scrimmage line rulings regarding the snap, encroachment, false start, minimum line players, motion, and shift in Rules 7-1, 7-2, and 7-3 apply to the punt.

Article 4. Punting the Ball.

After receiving the snap, the kicker must punt the ball immediately in a continuous motion.

Penalty: *Illegal Procedure, 5 yards (S19).*

Article 5. After Being Punted.

Once the ball is punted, any R player may block the kick. If the block punt hits the ground, it is dead at the spot. If the punt is blocked by any R player and then caught by any K player behind the Team A scrimmage line, they may advance. R may advance the punt anywhere in the field of play or end zone. A K player cannot punt the ball to himself/herself or any other K player. Team K may punt the ball once only per down.

Penalty: *Illegal Kick, 10 yards (S31).*

Article 6. Crosses K's Scrimmage Line.

When a punt, which has crossed K's scrimmage line, touches a player from either team and then hits the ground, the ball is dead and belongs to R. If it hits an R player and then is caught in the air, it can be advanced by R. If caught by K, the ball is dead, belongs to K, and a new series begins for K.

PLAY. R-1, attempting to catch a punt, muffs the ball. K3 catches the ball before it hits the ground and runs for a touchdown. **RULING.** K's ball at the spot where the ball is caught, first down and zone line-to-gain.

During a punt, K cannot advance a muff by R. However, K can advance an airborne fumble by R because the punt has ended with possession.

Article 7. First Touching.

If a K player touches a punt after it crosses K's scrimmage line and before it is touched by any R player, it is referred to as "first touching." R may take the ball at that spot or may choose to have the ball put in play as determined by the action which follows first touching. The right of R to take the ball at the spot of first touching by K is cancelled if R touches the punt and thereafter during the down commits a foul or if the penalty is accepted for any foul committed during the down (S16).

Article 8. Punt Out-of-Bounds Between the Goal Lines or at Rest.

If a punt goes out-of-bounds between the goal lines or comes to rest inbounds untouched and no player attempts to secure it, the ball becomes dead and belongs to the receiving team at that spot.

Article 9. Punt Behind the Goal Line.

When any punt touches anything while the punted ball is on or behind R's goal line (plane), it can be downed by R and is a touchback. **NOTE:** R may run the kick out of the end zone.

SECTION 2. KICK CATCH INTERFERENCE

Article 1. Interference

While any punt is in flight beyond K's scrimmage line, K shall not touch the ball or R, nor obstruct R's path to the ball, unless the punt has been touched by R. K may catch, touch, muff or bat a punt in flight beyond K's scrimmage line if no R player is in position to catch the ball.

Penalty: *Kick Catch Interference, 10 yards (S33).* R may choose a 10 yard penalty from the previous spot with K retaining the football and the down replayed, or they may accept an awarded catch at the spot of the foul.

PLAY. A punt is in flight and (a) K-3 is in the path of R-2's attempt to catch the ball, or (b) K-4 tags or deflags R-2 before he/she touches the ball. **RULING.** In (a) and (b), Kick catch interference.

PLAY. A punt is in flight and K-1 touches the ball. (a) R-1 is in position to catch the kick. (b) No receiver is in position to catch the kick. **RULING.** (a) Kick catch interference. (b) There is no kick catch interference since no receiver was in position to catch the kick.

RULE 7. SNAPPING, HANDING, AND PASSING THE BALL

SECTION 1. THE SCRIMMAGE

Article 1. The Start.

All plays must be started by a legal snap.

Article 2. Ball Responsibility.

Team A is responsible for retrieving the ball after a down. A towel may be placed under the ball.

SECTION 2. PRIOR TO THE SNAP

Article 1. Encroachment.

Following the ready for play and until the snap, no player on defense may encroach, touch the ball, nor may any player contact opponents or in any other way interfere with them. This includes standing in the neutral zone to give defensive signals, or shifting through the zone. After the snapper has placed his/her hand(s) on the ball, it is encroachment for any player to break the scrimmage line plane, except for the snapper's right to be over the ball.

Penalty: *Dead Ball Foul, Encroachment, 5 yards from the succeeding spot (S7 and S18).*

PLAY. After the ball is marked ready for play by the Referee, B-4 charges into the neutral zone beyond B's scrimmage line, to give Team A a first down. **RULING.** Dead ball foul for encroachment, 5 yards. The penalty is declined by Team A. Team B is informed by the Referee that if this occurs again during the same dead ball interval, a 10 yard penalty will be enforced, if accepted.

Article 2. False Start.

No offensive player shall make a false start. A false start includes simulating a charge or start of a play. Infractions may be penalized if the ball is snapped or not and the penalty for any resultant encroachment shall be cancelled.

Penalty: *Dead Ball Foul, Illegal Procedure, 5 yards from the succeeding spot (S7 and S19).*

Article 3. Snap.

The snapper, after assuming position for the snap, may neither move nor change the position of the ball in a manner simulating the beginning of a play until it is snapped. An infraction of this provision may be penalized, whether or not the ball is snapped, and the penalty for any resultant encroachment foul by an opponent shall be cancelled.

When over the ball the snapper shall have his/her feet behind his/her scrimmage line. The snapper shall pass the ball back from its position of the ground with a quick and continuous motion of the hand(s).

Penalty: *Dead Ball Foul, Illegal Procedure, 5 yards from the succeeding spot (S7 and S19).*

SECTION 3. POSITION AND ACTION DURING THE SNAP

Article 2. Minimum Line Players.

The offensive team must have at least 4 players (**Co-Rec require 5 players**) on their scrimmage line at the snap. The remaining players must be on their scrimmage line or behind their backfield line. All players must be inbounds. A player in motion is not counted as on the scrimmage line. NOTE: If in doubt, the player is on the scrimmage line.

Penalty: *Illegal Formation, 5 yards (S19).*

Article 3. Motion.

One offensive player may be in motion, but not in motion toward the opponent's goal line at the snap. Other offensive players must be stationary in their positions without movement of the feet, body, head or arms.

Penalty: *Illegal Motion, 5 yards (S20).*

PLAY. After a huddle all Team A Players come to a stop and remain stationary for a full second, then (a) A-2 goes in motion legally and the ball is snapped (b) A-1 goes in motion legally as A-2 moves to a new position in the backfield, sets, and the ball is snapped. **RULING.** (a) legal. (b) illegal motion, live ball foul, 5 yards.

Article 4. No Illegal Snap.

Snapper may not snap the ball to themselves. Player receiving the snap must be at least 2 yards behind the offensive line of scrimmage. Direct snaps are illegal. NOTE: If in doubt, the player receiving the snap is 2 yards back.

Penalty: *Illegal Procedure, 5 yards (S19).*

Article 5. Shift.

In a snap preceded by a huddle or shift, all offensive players must come to a complete stop and remain stationary in legal position without movement of feet, head, body, or arms for at least one full second before the snap.

Penalty: *Illegal Shift, 5 yards (S20).*

SECTION 4. HANDING THE BALL

Article 1. Anytime.

Any player may hand the ball forward or backward at any time.

SECTION 5. MALE RUNNER

Article 1. Co-recreation Rule Only.

A Team A male runner cannot advance the ball through Team A's scrimmage line. There are no restrictions:

- A. During a run by a male runner once the ball is beyond the Team A or K scrimmage line.
- B. During a run by a female runner.
- C. After a change of team possessions.

Penalty: Illegal Procedure, 5 yards from the previous spot (S19).

NOTE: See Illegal Forward Pass – Co-recreation Rule

PLAY. Male A-1 throws a forward pass to female A-2 beyond the neutral zone who then throws a backward pass to male A-3 who is behind Team A's scrimmage line. Male A-3 runs through Team A's scrimmage line for a 10 yard gain. **RULING.** Legal Play. The next play is "open."

PLAY. Third and 5 on A 15. The play is "open." Male A-1 throws a legal forward pass to male A-3 who first touches the ball behind the Team A scrimmage line, juggles it through Team A's scrimmage line, and catches it beyond. **RULING.** Legal Play. A-3 becomes a runner when he possesses the ball. The next play is "closed."

SECTION 6. BACKWARD PASS AND FUMBLE.

Article 1. Anytime.

A runner may pass the ball backward or lose player possession by a fumble anytime except if intentionally thrown out-of-bounds to conserve time. **NOTE:** If in doubt, the pass is backward.

Penalty: Illegal Pass, 5 yards from the spot of the pass or fumble and loss of down (S35 and S9). Referee will start the clock on the ready for play.

Article 2. Caught or Intercepted.

A backward pass or fumble in flight may be caught or intercepted by any player inbounds and advanced. A player may not throw an untouched backward pass to him/herself.

Penalty: Illegal Pass, 5 yards from the spot of the pass and loss of down (S35 and S9)

Article 3. Simultaneous Catching by Opposing Players.

If a backwards pass or fumble in flight is caught simultaneously by members of opposing teams inbounds, the ball becomes dead at the spot of the catch and belongs to the offensive team.

Article 4. Out-of-Bounds.

A backward pass or fumble which goes out-of-bounds between the goal lines belongs to the offensive team at the out-of-bounds spot. If out-of-bounds behind a goal line, it is a touchback or safety.

Article 5. Ball Dead When It Hits Ground.

A backward pass or fumble which touches the ground between the goal lines is dead at the spot where it touches the ground and belongs to the offensive team unless lost on downs.

SECTION 7. LEGAL AND ILLEGAL FORWARD PASS

Article 1. Legal Forward Pass

All players are eligible to touch or catch a pass. During a down a forward pass may be thrown provided the passer's feet are behind Team A's scrimmage line when the ball leaves the passer's hand. Only one forward pass can be thrown per down. **NOTE:** If in doubt, the passer is behind the Team A scrimmage line.

PLAY. A-1 runs with the ball beyond the scrimmage line and throws a backward pass from Team A's 31 yard line which is first touched and caught by A-6 at the Team A 33 yard line. **RULING.** Legal play. The initial direction of a pass determines whether the pass is forward or backward. While a backward pass may have its flight path altered by wind or forward player momentum and caught beyond the point of release, this does not change the status of the pass.

Article 2. Illegal Forward Pass.

A forward pass is illegal:

- A. If the passer's foot is beyond Team A's scrimmage line when the ball leaves his/her hand (S35 and S9).
- B. If thrown after team possession has changed during the down (S35).
- C. If intentionally thrown to the ground or out-of-bounds to save loss of yardage (S36 and S9).
- D. If a passer catches his/her untouched forward pass (S35 and S9).
- E. If there is more than one forward pass per down.

Penalty: *Illegal Pass, 5 yards from the spot of the pass and a loss of down if by Team A before possession changes during a scrimmage down (S35 and S9).* NOTE: If in doubt, the pass is legal.

PLAY. A-1 throws a short forward pass: (a) A-1 catches; (b) the ball is tipped by A-4, or B-3, then A-1 catches; or (c) A-6 catches pass and throws a backward pass to A-1. **RULING.** In (a) illegal forward pass. In (b) and (c) the play is legal as another player touched the ball before A-1 again possessed it. However, Team A cannot throw a second forward pass during the down.

Article 3. Illegal Forward Pass – Co-recreation Rule Only

- A. The term “closed” means a male player may NOT throw a legal forward pass to any other male player. The term “open” means any player can complete a legal forward pass to any other player. NOTE: All illegal forward pass fouls are classified as fouls during a running play. Thus, illegal forward passes do not change the “open/closed” status of a down.
- B. If the officials erroneously indicate “open/closed”, the play is nullified and the down is repeated.
- C. During the offensive team's possession there may not be 2 consecutive legal forward passes from a male passer to a male receiver. This rule applies to the try.
- D. If a male passer completes a legal forward pass to a male receiver, the next legal forward pass completion must involve either a female passer or female receiver for positive yards. The spot where the ball becomes dead must be beyond the Team A scrimmage line. There is NO foul for a female receiver being tagged or deflagged behind the Team A scrimmage line. The next legal forward pass completion remains “closed.”
- E. A legal forward pass caught jointly by male and female teammates is considered a female reception.
- F. There are no other restrictions concerning a male passer completing legal forward passes to a female receiver, or female to female, or female to male.
- G. Any foul, accepted or declined, has no effect on whether next play is “open” or “closed.”

Penalty: *Illegal Forward Pass, 5 yards from the spot where the second consecutive male to male completed legal forward pass is released, and a loss of down (S35 and S9).*

PLAY. Second and 15 on A 25. The down is “closed” – the last legal forward pass completion was male to male. (a) Male A-1 throws a legal forward pass caught by female A-2 at the A 23. Female A-2 runs to the A 26 and is deflagged; or (b) Same play, except Female A-2 is deflagged at the A 24. **RULING.** (a) the next play is “open.” Team A may throw a male to male legal forward pass completion. Team A gained positive yards. In (b) there is no foul. The next play is still “closed” – Team A may not throw a male to male forward pass completion. Team A did not gain positive yards. The dead ball spot was behind the Team A scrimmage line.

PLAY. Second and 7 on A 13. This down is “closed.” Male A-1 completes a legal forward pass to female A-2 at the A 19. After the catch A-2 guards her flag belt at the A 22. **RULING.** If accepted, enforce guarding the flag belt, 10 yards from the spot of the foul. It would be A's ball second and 8 on the A 12. All fouls carry their usual enforcement. The next play will be “open” since there was a male to female legal forward pass completion, and the ball became dead beyond the Team A scrimmage line. Whether the foul is accepted or declined has no effect on “open” or “closed” restrictions.

Article 4. Illegal Forward Pass – Co-recreation Rule Only

If a female passer completes a forward pass to a male receiver behind the Team A scrimmage line and any Team A male runs beyond this scrimmage line, it is an illegal forward pass.

Penalty: *Illegal Forward Pass, 5 yards from the spot of the pass and loss of down (S35 and S9).*

PLAY. The down is “closed.” Female A-1 throws a legal forward pass at the A 26 to male A-6 who catches the ball behind his scrimmage line and : (a) advances the ball beyond his scrimmage line for positive yards; or (b) is deflagged behind his scrimmage line. **RULING.** In (a) Illegal Forward Pass. Male A-6 advanced the ball through the Team A scrimmage line. Enforce the foul at the A 26. The next down is “closed.” (b) Legal play. The next down is still “closed.”

Article 5. After Illegal Forward Pass.

When an illegal forward pass touches the ground or goes out-of-bounds the ball becomes dead and belongs to passing team, at the spot where the pass was thrown, unless a new series of downs has been created. In such a case the ball belongs to the passing team if, after enforcement of the penalty, the ball is left in advance of the zone line-to-gain, or belongs to the opponents if the ball, after the penalty, did not make the next zone line to gain and the foul occurred during fourth down. If a player catches an illegal forward pass, the ball stays in play until declared dead.

SECTION 8. COMPLETED OR INTERCEPTED PASSES

Article 1. Pass Caught or Intercepted.

Counted as a completion/interception if the first part of the person to make contact with the ground after the catch, usually one foot, touches inbounds.

Article 2. Simultaneous Catch by Opposing Players.

A forward pass caught simultaneously by opposing teams, the ball is dead at the spot and belongs to the offense.

SECTION 10. FORWARD PASS INTERFERENCE

Article 1. Interference.

During a down when a legal forward pass crosses Team A's scrimmage line contact that interferes with an eligible receiver beyond Team A's scrimmage line is pass interference unless it occurs when 2 or more eligible receivers make a simultaneous and bona fide attempt to reach, catch, or bat a pass. Hindering an opponents vision without making an attempt to catch, intercept, or bat the ball is pass interference, even if no contact was made. It's also pass interference if an eligible receiver is deflagged/tagged before touching the ball beyond Team A's scrimmage line.

PLAY. A-1 throws a legal forward pass toward A-5 who is beyond Team A's scrimmage line. Before A-5 touches the pass, B-2 deflags A-5. **RULING.** Defensive pass interference.

Article 2. Offensive Pass Interference.

After the ball is snapped, and until it has been touched by a receiver, there shall be no offensive pass interference beyond Team A's scrimmage line.

Penalty: *Offensive Pass Interference, 10 yards from the previous spot and loss of down (S33 and S9).*

Article 3. Defensive Pass Interference.

After the pass is thrown, and until it is touched, there shall be no defensive pass interference beyond Team A's Scrimmage line while the ball is in flight.

Penalty: *Defensive Pass Interference, 10 yards from the previous spot, automatic first down (S33 and S8).*

RULE 8. SCORING PLAYS AND TOUCHBACK

SECTION 2. MERCY RULE

Article 1. Two Minute Warning.

If a team is 19 or more points (**Co-recreation Rule – 25 points**) ahead when the Referee announces the 2 minute warning for the second half, the game shall be over.

Article 2. After 2 Minute Warning

If a team scores during the last 2 minutes of the second half and that score creates a point differential of 19 or more points (**Co-recreation Rule – 25 points**) the game shall end at that point.

SECTION 3. TOUCHDOWN=6 OR 9 POINTS

Article 1. Touchdown Values

If a female scores a touchdown, the point value is 9. If a female player throws a legal forward pass and a touchdown is scored by any Team A player, the point value is 9 (**Co-recreation Rule Only**). All other touchdowns are 6 points.

Article 2. How Scored

It's a touchdown if the ball penetrates the vertical plane of a goal line or a loose ball is caught on/behind a goal line.

SECTION 4. TRY=1, 2, OR 3 POINTS

Article 1. 1, 2, or 3 Points

An opportunity to score 1 point from the 3 yard line, 2 points from the 10 yard line, or 3 point from the 20 yard line shall be granted a team scoring a touchdown. NOTE: if a touchdown is scored on the last timed down of the 2nd half, the try is not attempted, unless it will affect the outcome of the game or playoff qualifying.

Article 2. Referee's Responsibility and Defense Scores 3 Points.

The Referee must ask the captain whether the Try shall be from the 3 or 10, or 20 yard line. Once Team A makes the choice, they may change the decision only when a time-out is taken. A team's choice cannot be changed if penalty occurs. Enforcement of yardage penalties does not change the value of the Try. The point(s) will be awarded if the Try results in a touchdown. If Team B intercepts a pass or fumble during the Try and returns it for a touchdown, they score 3 points.

PLAY. During a Try A-1's pass is intercepted by B-1. During the return B-1 throws a backward pass which is intercepted by A-2. A-2 runs across the goal line and scores. (a) The original Try was for 1 point from the 3 yard line; or (b) the original Try was for 2 points from the 10 yard line; or (c) the original Try was for 3 points from the 20 yard line. **RULING.** The Try continues until the ball becomes dead by rule. In (a) Team A scores 1 point; (b) Team A scores 2 points; or (c) Team A scores 3 points.

Article 3. Fouls During a Try Before Team B Possession.

If a double foul occurs during the down, the down shall be replayed. When a distance penalty is incurred by team A during a successful Try, the down will be repeated, if accepted. However, if a team A penalty carries a loss of down, the Try has ended and will not be repeated. No points are scored for team A, if accepted (see 10-3-8 and 10-3-9)

PLAY. Team A during a try throws two forward passes which results in a score. **RULING.** Since the penalty carries a loss of down, the Team A Try ends with no points.

Article 4. Next Play.

After a Try, ball will be snapped by opponent of scoring team at own 14 yard line, unless moved by penalty.

SECTION 6. MOMENTUM, SAFETY AND TOUCHBACK

Article 1. Safety=2 points

It is a safety when:

- A. A runner carries ball from field of play to or across own goal line, and it becomes dead there in their team's possession;
EXCEPTION: When a Team B player intercepts a forward pass, fumble, backward pass or catches a punt between his/her 5 yard line and the goal line and his/her original momentum carries him/her into the end zone where the ball is declared dead in his/her team's possession behind the goal line, the ball belongs to Team B at the spot where possession was gained. This is known as the momentum rule.
- B. A player punts, passes, fumbles, snaps, muffs or bats a loose ball from the field of play to or across his/her goal line and the ball subsequently becomes dead there in his/ her team's possession. This includes when the ball is declared dead on or behind their goal line. However, it does not apply to a legal forward pass which becomes incomplete.
- C. A player on offense commits any foul for which the penalty is accepted and measurement is from a spot in his/her end zone; or throws an illegal forward pass from his/her end zone and the penalty is declined in a situation which leaves him/her in possession at the spot of the illegal pass and with the ball having been forced into the end zone by the passing team.

PLAY. A-1 after receiving the snap in his/her end zone, is deflagged/tagged with the ball above the goal line, it's forward point in the field of play. **RULING.** Safety. The entire ball has to be in the field of play when taking it out of your own end zone.

- D. After a safety, the ball shall be snapped by the scoring team at their own 14 yard line unless moved by penalty.

Article 2. Touchback

It is a touchback when:

- A. R downs a punt that touches anything while the ball is on or behind R's goal line.
- B. K downs a punt that touches anything while the ball is on or behind R's goal line, or if no one attempts to secure the ball.
- C. The ball is out-of-bounds behind a goal line (except from an incomplete forward pass), when the ball becomes dead in possession of a player on, above or behind the player's own goal line, or when the ball becomes dead not in possession on, above or behind the team's own goal line, and the attacking team is responsible.

PLAY. B-1 intercepts a pass in his/her end zone: (a) runs for a touchdown; or (b) runs around in his/her end zone and is deflagged or steps across the end line. **RULING.** In (a) Touchdown. A player can run the ball out of his/her end zone. In (b) Touchback. A's force put the ball into B's end zone.

PLAY. A-1 running for an apparent touchdown fumbles the ball on the Team B 3 yard line. The ball lands in the Team B end zone. **RULING.** Touchback. The force which put the ball in the end zone was the fumble.

D. After a touchback, the ball shall be snapped from the nearest 14 yard line, unless moved by penalty.

RULE 9. CONDUCT OF PLAYERS AND OTHERS

SECTION 1. UNSPORTSMANLIKE CONDUCT

Article 1. No contact Player Acts.

No player shall commit non-contact acts during a period or intermission.

Examples include, but are not limited to:

- A. Refusal to comply or abide by the request or decision of an official.
- B. Using offensive audibles and quarterback cadence prior to snap in an attempt to interfere with Team A.
- C. Intentionally kicking at the ball, other than during a legal punt.
- D. Leaving the field between downs to gain an advantage unless replaced or with permission of the Referee.
- E. Intentionally kicking at any opposing player (DQ).
- F. Intentionally swinging an arm, hand or fist at any opposing player (DQ).
- G. Participate while wearing illegal player equipment.

Penalty: *Unsportsmanlike Conduct, 10 yards (S27). If flagrant in 1A, 1B, 1C and 1D, the offender shall be disqualified (S47). In Article 1E and 1F the offender will be disqualified.*

Article 2. Dead Ball Player Fouls.

When the ball becomes dead in possession of a player, he/she shall not:

- A. Intentionally kick the ball.
- B. Spike the ball into the ground.
- C. Throw the ball high into the air.

Penalty: *Unsportsmanlike conduct, 10 yards (S27), and if flagrant, the offender shall be disqualified (S47).*

Article 3. Prohibited Acts.

There shall be no unsportsmanlike conduct by players, substitutes, coaches, or fans.

Examples include, but are not limited to:

- A. Attempting to influence a decision by an official.
- B. Disrespectfully addressing an official.
- C. Indicating objections to an official's decision.
- D. Holding an unauthorized conference, or being on the field illegally.
- E. Using profanity, taunting, insulting or vulgar language or gestures.
- F. Intentionally contacting a game official physically during the game by persons subject to the Rules (DQ),
- G. Fighting an opponent (DQ).
- H. Leaving the team area and entering the playing field during a fight (DQ).

Penalty: *Unsportsmanlike Conduct, 10 yards (S27), and if flagrant, the offender shall be disqualified (S47). In Article 3F, 3G, and 3H the offender will be disqualified.*

Article 4. Second Unsportsmanlike Foul.

The second unsportsmanlike foul by the same player or non-player results in that person being ejected.

Article 6. Fourth Unsportsmanlike Foul.

The fourth unsportsmanlike foul by the same team results in their forfeiture of the game.

SECTION 2. UNFAIR ACTS

Article 2. Unfair Acts.

No player, substitute, coach or others subject to the Rules shall use disconcerting words or phrases or commit any act not in accordance with the spirit of fair play for the purposes of confusing the opponent.

Penalty: *Unfair Act, Live Ball Foul, 10 yards (S38).*

PLAY. Center A-2 shouts to the Referee "wet ball, wet ball" in an attempt to have Team B relax. A-2 then snaps the ball and play begins. **RULING.** Unfair Act. Use of disconcerting words or acts to gain an unfair advantage. Penalize as all-but-one.

SECTION 3. PERSONAL FOULS

Article 1. Player Restrictions.

No player shall commit a personal foul during a period or an intermission. Any act prohibited here under or any other act of unnecessary roughness is a personal foul. No player shall:

- A. Punch, strike, strip, steal or attempt to steal the ball from a player in possession (S38).
- B. Trip an opponent (S46).
- C. Contact an opponent who is on the ground (S38).
- D. Throw the runner to the ground (S38).
- E. Hurdle any other player (S38).
- F. Contact an opponent either before or after the ball is declared dead (S38).
- G. Make unnecessary contact with opponents including using fists, locked hands, elbows, forearm, or hand (S38).
- H. Deliberately drive or run into a defensive player (S38).
- I. Clip an opponent (S39).
- J. Position himself/herself on the shoulders or body of a teammate or opponent to gain an advantage (S38).
- K. Tackle runner by grasping/encircling with hand(s)/arm(s) and take to the ground like tackle football (S38 and S47). (DQ)
- L. Fighting (S38 and S47) (DQ). NOTE: Each player will be assessed one flagrant personal foul for fighting.

Penalty: 10 yards, and if flagrant, the offender will be disqualified (S47).

PLAY. B-2, moving toward A-1 who has the ball in his/her possession: (a) grabs/strips the ball from A-1; or (b) tries to knock the ball out of A-1's hands. **RULING.** In (a) and (b) this is a personal foul for stripping the ball. B must go for the flag belt or the tag.

PLAY. A-1, running for a score, dives into the end zone: (a) breaks the plane with the ball without contacting any Team B player; (b) charges into B-3 at the 1 yard line; or (c) charges into B-4 in the end zone after crossing the goal line. **RULING.** In (a) the score counts. In (b) a 10 yard penalty is assessed against Team A from the 1 Yard line. In (c) the score counts and Team A will be assessed a 10 yard dead ball penalty on the Try.

Article 2. Roughing the Passer.

Defensive players must make a definite effort to avoid charging into a passer after it is clear the ball has been thrown forward legally. No defensive player shall contact the passer who is standing still or fading back as he/she is considered out of the play after the pass is released. Roughing the passer restrictions do not apply, if the forward pass is thrown from beyond Team A's scrimmage line.

Penalty: Roughing the Passer, 10 yards and an automatic first down (S34 and S8).

PLAY. Rusher B-3, jumps to block a pass thrown by A-1 from behind the scrimmage line and: (a) blocks the ball and, avoiding unnecessary contact, brushes A-1; (b) is unsuccessful in blocking the pass and charges into A-1; (c) blocks the ball and charges into A-1; or (d) contacts passer A-1's hand or arm. **RULING.** In (a), no foul; in (b), (c), and (d) roughing the passer, 10 yards and an automatic first down. If the rusher contacts the passer's hand or arm, whether or not he/she touches the pass, it is roughing the passer. NOTE: Roughness by an opponent beyond the scrimmage line could be illegal contact against a player who throws an illegal pass beyond the scrimmage line.

Article 3. Offensive Screen Blocking.

The offensive screen block shall take place without contact. The screen blocker shall have their hands and arms at their side or behind their back. Any use of the hands, arms, elbows, legs, or body to initiate contact during an offensive player's screen block is illegal. A blocker may use his/her hand or arm to break a fall or to retain his/her balance. A player must be on his/her feet before, during, and after screen blocking. **Penalty:** *Personal Foul, 10 yards (S38).*

Article 4. Screen Blocking Fundamentals.

A player who screens shall not:

- A. Take a position closer than a normal step when behind a stationary opponent.
- B. Make contact when assuming a position at the side or in front of a stationary opponent.
- C. Take a position so close to a moving opponent that his/her opponent cannot avoid contact by stopping or changing direction. This position will vary and may be 1 to 2 normal steps or strides from the opponent.
- D. After assuming a legal screening position move to maintain it, unless moving in the same direction and path as his/her opponent. If the screener violates any of these provisions and contact results, he/she has committed a personal foul.

Penalty: *Personal Foul, 10 yards (S38).*

Article 5. Blocking and Interlocked Interference.

Teammates of a runner or passer may interfere for him/her by screen blocking, but shall not use interlocked interference by grasping or encircling one another in any manner.

Penalty: Personal Foul, 10 yards (S38).

Article 6. Use of Hands or Arms by the Defense.

Defensive players must go around the offensive player's screen block. Their arms and hands may not be used as a wedge to contact the opponent. A blocker may use his/her arms to break a fall or retain his/her balance.

Penalty: Personal Foul, 10 yards (S38).

SECTION 4. RUNNER

Article 1. Flag Belt Removal.

- A. Players must have possession of the ball before they can be deflagged legally by an opponent.
- B. When a runner loses flag belt accidentally, inadvertently (not removed by grabbing or pulling), or on purpose, play continues. Deflagging reverts to a one hand tag of the between the shoulders and knees.
- C. If flag belt is removed illegally, play should continue with the option of the penalty or the play.
- D. **Penalty:** Personal Foul, 10 yards (S38).
- E. An opponent intentionally pulling a flag belt from an offensive player without the ball is illegal. **Penalty:** Personal Foul, 10 yards (S38).
- F. Tampering with the flag belt in any way to gain an advantage including tying, using foreign materials, or other such acts is illegal. **Penalty:** Personal Foul, 10 yards from the previous spot, and player disqualification. If by Team A, loss of down (S9). If by Team B, automatic first down (S8).

PLAY. A-1 tampers with his/her flag belt and scores a touchdown with or without any B player having a chance to deflag A-1. **RULING.** The official pulls A-1's flag belt and finds it has been tampered. Personal Foul, 10 yard penalty, loss of down from previous spot, A-1 is disqualified, and the touchdown is disallowed.

Article 2. Guarding the Flag Belt.

Runners can not flag guard using hands, arm, or the ball to deny opponents to pull or remove the flag belt. Examples of flag guarding include, but are not limited to:

- A. Placing or swinging the hand or arm over the flag belt.
- B. Placing the ball in possession over the flag belt.
- C. Lowering the shoulders in such a manner which places the arm over the flag belt.

Penalty: Flag Guarding, 10 yards (S24).

Note: If an offensive player flag guards, but the defense still deflags them then no foul has been committed.

PLAY. A-1 catches the snap from center A-2, fakes a handoff to A-3, then places the ball on his/her hip, rolls out, and throws a forward pass. **RULING.** If B-1 could not reach the flag belt because A-1 had placed the ball on the belt, then penalize; however, if a B player was not close enough to deflag A-1, then do not penalize. Advantage versus disadvantage is the key.

Article 3. Stiff Arm.

Runners cannot contact opponent with hand or arm, including a "stiff arm" extended to ward off an attempt to deflag/tag.

Penalty: Personal Foul, 10 yards (S38).

Article 4. Helping the Runner.

The runner shall not grasp a teammate or be grasped, pulled or pushed by a teammate.

Penalty: Helping the Runner, 5 yards (S44).

Article 5. Obstructing the Runner.

Defensive players can not hold, grasp, or obstruct progress of a runner when removing the flag belt or making a tag.

Penalty: Personal Foul, 10 yards (S42).

Article 6. Charge.

A runner shall not charge into nor contact an opponent in his/her path nor attempt to run between two opponents or between an opponent and a sideline, unless the space provides a chance for them to go through without contact. If an opponent can legally establish a defensive position in the runner's path, the runner must avoid contact.

Penalty: *Personal Foul, 10 yards (S38).*

PLAY. A-1 running toward B-2, who is attempting to deflag A-1: (a) goes around B-2 to avoid being deflagged; (b) deliberately runs through B-2 making no attempt to avoid contact; or (c) ducks his/her head while contacting B-2.

RULING. In (a) Play is legal. In (b) and (c), Team A personal foul, 10 yards. If B-2 is stationary, A-1 must go around. The charge/block principles used in basketball apply.

SECTION 7. ILLEGAL PARTICIPATION

Article 1. It is Illegal Participation:

- A. To have 8 (Corec-9) or more players participating at the snap.
- B. To have more than the legal number of males or females participating at the snap (Co-recreation only)
- C. To use a replaced player or pretended substitution to deceive opponents at or immediately before the snap.
- D. For a player to be lying on the ground to deceive opponents at or immediately before the snap.
- E. For a disqualified player to reenter the game.
- F. If, prior to change of possession, a Team A player goes out-of-bounds and returns participate, unless blocked out-of-bounds by an opponent. If blocked out-of-bounds by an opponent and returns inbounds, he/she shall return at the first opportunity. During the down, no player shall intentionally go out-of-bounds and return.

Penalty: *Illegal Participation, 10 yards (S28).*

- I. When any player, replaced player, or substitute enters during a down.

PLAY. QB A-1 throws a legal forward pass to A-2. A-2 steps on the sideline, returns inbounds, and catches a pass. **RULING.** Completed Pass, Illegal Participation, 10 yards.

RULE 10. ENFORCEMENT OF PENALTIES

SECTION 1. PROCEDURE AFTER A FOUL

Article 1. Definitions.

A foul is a rule infraction for which a penalty is prescribed. Types of fouls are:

- A. Dead Ball- A foul which occurs in the time interval after a down has ended and before the ball is next snapped.
- B. Live Ball- A foul which occurs during a down.
- C. Simultaneous with the Snap- An act which becomes a foul when the ball is snapped.

Article 2. Captain's Choice.

When a foul occurs during a live ball, at the end of the down, notify both captains. Then inform the captain of the rights of penalty acceptance or declination and indicate the number of the ensuing down, distance to be gained, and the status of the ball for each available choice. The distance penalty for any foul may be declined. If the penalty is declined or there is a double foul, there is no loss of distance. A captain's choice of options may not be revoked.

Article 3. Dead Ball Foul.

When a foul occurs during a dead ball either between downs or before a snap, the ball should not live. The penalty for any foul between downs, any non-player foul, or any unsportsmanlike foul, is enforced from the succeeding spot. The succeeding spot is where the ball would next be snapped if a foul had not occurred.

Article 4. Live Ball/Dead Ball Foul.

When a live ball foul by one team is followed by a dead ball foul by the opponent, the penalties are administered separately and in the order of occurrence. If the same team commits a live ball foul and one or more dead ball fouls, all fouls may be penalized.

Article 5. Establishing the Zone Line-to-Gain.

- A. On a live ball foul mark off the penalty yardage first then establish the zone line-to-gain.
- B. Penalties for fouls with succeeding spot enforcement which occur prior to the ready for play signal shall be administered before setting the zone line-to-gain down box for a new series.
- C. Penalties for fouls with succeeding spot enforcement which occur after the ready for play signal shall be administered after setting the zone line-to-gain down box for a new series.

NOTE: During overtime the zone line-to-gain is always the goal line. The zone line-to-gain is not set until the ready for play whistle has been blown.

PLAY. Third and 2 on A 18. A-2 runs to the A26. (a) A-2 flag guards at the A25 and is deflagged at A 35; or (b) A-2 is deflagged at the A 26. The Referee calls an unsportsmanlike conduct on A-2 prior to the ready for play signal. **RULING.** (a) Penalize Team A 10 yards for flag guarding, A's ball third and 5 on A 15. (b) Penalize Team A 10 yards for the dead ball foul from the A 26; first and 4 on A 16.

SECTION 2. TYPES OF PLAY AND BASIC ENFORCEMENT SPOTS

Article 1. Live Ball Fouls.

Any live ball foul is penalized according to the all-but-one enforcement principle except:

- A. A foul which occurs simultaneously with the snap is penalized from the previous spot.
- B. A non-player foul, unsportsmanlike foul, or dead ball foul is penalized from the succeeding spot.

Article 2. All-But-One Enforcement Principle.

Enforcement philosophy is based on the fact that a team is given the advantage of the distance which is gained without assistance of a foul. It is assumed that the only foul which would give this aid is a foul by the offense behind the basic spot. Therefore, all fouls but this one, that is a foul by the offense behind the basic spot, are penalized from the basic spot. This one foul is penalized from the spot of the foul.

NOTE: Exception: Roughing the passer

Article 3. Two Types of Plays.

Whenever the ball is live, 1 of 2 plays is in progress, either a loose ball play or a running play. The type of play has no significance unless a foul occurs. If a foul does occur, the officials must know whether it was during a loose ball play or during a running play. This determines the basic spot of enforcement.

Article 4. Loose Ball Play.

A loose ball play is action during:

- A. A punt.
- B. A legal forward pass.
- C. A backward pass, including the snap, or fumble made by A from on or behind their scrimmage line.
- D. The run or runs which precedes such legal pass, kick or fumble.

If a foul occurs during a loose ball play, the basic enforcement spot is the previous spot, the spot of the snap.

EXCEPTION: The penalty for roughing the passer on a completed forward pass will be enforced from the end of the last run when the run ends beyond the neutral zone and no change of possession has occurred.

PLAY. First and 13 on A 27. QB A-1 throws a legal forward pass. While the pass is in flight A-2 illegally contacts a Team B player on the Team A 25 yard line. The pass is complete and the runner is deflagged on the A 30.

RULING. If accepted, penalize from the Team A 25 yard line, first and 25 on A 15. The penalty is enforced at the spot of the foul since the offense fouled behind the basic spot which is the previous spot or where the ball was snapped. **STIFF THE OFFENSE.**

Article 5. Running Play.

A running play is any action which is not a loose ball play.

- A. Behind the line it includes:
 - 1. A run which is not followed by a loose ball behind the line.
 - 2. A run which is followed by an illegal pass from behind the line.
- B. Beyond the line it includes any run. A run ends when a runner loses possession, but the related running play continues until the ball becomes dead or some player again gains possession.

If a foul occurs during a running play, the basic enforcement spot is the spot where the related run ends:

- A. Where the ball becomes dead if the runner does not lose possession.
- B. Where the player loses possession if his/her run is followed by his/her fumble or pass
- C. At the spot of the catch when the momentum rule is in effect.

PLAY. K-1's punt is caught by R-1. During the run R-1 guards the flag at his/her 22 yard line. R-1 is then deflagged by K-1 at the 40 yard line. **RULING.** Penalize Team R 10 yards from the 22 yard line which is the spot of the foul, R's ball first and 8 on A 12. Once the kickoff is caught the loose ball play has ended. It is now a running play. The foul by the offensive team behind the basic spot, the end of the run, is enforced from the spot of the foul. **STIFF THE OFFENSE.**

PLAY. K-1's punt is caught by R-1. During the run K-2 illegally contacts R-1 at the K 35 yard line. R-1 is deflagged/tagged at the K 28 yard line. **RULING.** Penalize Team K 10 yards from the K 28 yard line which is the end of the run, R's ball first and goal on the K 18. All fouls, except by the offense behind the end of the run, are penalized from the basic spot, the end of the run.

SECTION 3. SPECIAL ENFORCEMENTS

Article 1. Half the Distance.

A measurement cannot take the ball more than half the distance from the enforcement spot to the offending team's goal line. If the penalty is greater than this, the ball is placed halfway between the enforcement spot and the goal line.

Article 2. Safety/Goal Line.

If the offensive team throws an illegal forward pass from its end zone or commits any other foul for which the penalty is accepted and measurement is from on or behind its goal line which is now the basic spot, it is a safety. For a defensive team foul, if the enforcement spot which is now the basic spot, is on or behind the offended team's goal line any measurement is from the succeeding spot.

PLAY. Team B intercepts a pass in the Team B end zone. (a) B-3 commits an illegal contact foul after the interception on the B 5 yard line. (b) Team B flag guards in his/her end zone. Team B is deflagged in the end zone. **RULING.** (a) B's ball, first and 17-1/2 on the B 2-1/2. The basic spot on a touchback is the 14 yard line. Penalize using the All-But-One principle from the B 5 yard line. (b) Safety.

Article 5. Kick Catch Interference.

R may choose a 10 yard penalty from the previous spot with K retaining the football and the down replayed, or they may accept an awarded catch at the spot of the foul.

Article 6. Foul on a Score.

If there is a foul by the offensive team, other than unsportsmanlike/non-player, during a down which results in a successful touchdown or Try, the acceptance of the penalty nullifies the score. If there is a foul by the defensive team, other than unsportsmanlike or non-player, during a down which results in a successful touchdown or Try, the penalty will be enforced from succeeding spot.

PLAY. Third and goal on B 6. QB A-1 runs for a touchdown. B-1 illegally contacts A-3 prior to the touchdown on B 2 yard line. **RULING:** Touchdown. The Referee will ask the Team A Captain whether they wish to go for a 1, 2, or 3 point Try, after explaining that the 10 yard penalty will be enforced as part of the Try. Once the Team A Captain makes a decision, penalize Team B 10 yards or half the distance on the Try from the 3, 10, or 20 yard line.

PLAY. Try. QB A-1 runs across the Team B goal line for a successful 2 point Try. B-1 grabs and holds A-1's jersey in an unsuccessful attempt to deflag A-1. **RULING:** Score 2 points for Team A. Penalize Team B for illegal holding at the succeeding spot, the Team B 14 yard line, half the distance, first and 13 at the B 7.

Article 7. Foul Prior to a Try.

When a foul occurs after a touchdown and before the ball is ready for play for the Try, the enforcement is at the succeeding spot where the ball will be next be snapped for the Try.

PLAY. QB A-1 scores a touchdown and then spikes the ball. **RULING.** The touchdown counts. The Referee will ask the Team A Captain whether they wish to go for a 1, 2 or 3 point Try after explaining that the 10 yard penalty will be enforced as part of the Try. Once the Team A captain makes a decision, penalize Team A 10 yards or half the distance on the Try from the 3 or 10 or 20 yard line.

Article 8. Fouls During a Try or Overtime After Team B Possession

Live ball fouls committed by either Team A or Team B after Team B gains possession during a Try or overtime shall be enforced at the succeeding spot. If there are offsetting fouls whether one or both occur after Team B possession, the down is not replayed. The fouls offset at the succeeding spot. Any scores are cancelled.

PLAY. During a Try, A-1's pass is intercepted by B-1. During the return B-1: (a) flag guards in his/her own end zone; or (b) A-3 holds B-1. A-5 deflags B-1 on the A 15 yard line. **RULING.** The Try has ended. A new series begins. Penalize at the succeeding spot, the Team B 14 yard line. (a) B's ball, first and 13 at the B7. (b) B's ball, first and 16 at the B 24, if accepted.

Article 9. Fouls During a Try or Overtime Before Team B Possession

Live ball foul(s) committed by Team B before Team B gains possession during a Try or an overtime are enforced using the All-But-One Enforcement Principle, Double Foul, and Multiple Foul Rules.

Article 10. Double Foul.

It's a double foul if both teams commit fouls, other than unsportsmanlike/non-player, during the same live ball in which:

- A. There is no change of team possession.
- B. There is a change of team possession, and the team in possession at end of the down fouls before final change of possession.
- C. There is a change of possession and the team in final possession accepts the penalty for its opponent's foul.

In (A), (B), and (C) the penalties cancel and the down is replayed.

EXCEPTION: If each team fouls during a down in which there is a change of team possession, the team last gaining possession may retain the ball, provided its foul is not prior to the final change of possession and it declined the penalty for its opponents foul(s), other than unsportsmanlike or non-player. This exception is commonly referred to as the principle of "clean hands." **NOTE:** This Rule does not apply to double fouls during a Try or overtime period.

PLAY. K-1 punts, R-1 catches the ball and throws an illegal forward pass from his/her 26 yard line. R-2 catches the pass and K-2 holds R-2 prior to the tag/deflag. **RULING.** The Referee will present the following options to the R captain: (1) if you accept the holding foul by K-2, it is a double foul, and the ball will be punted again, if elected; (2) if you want to keep the ball, you must decline the holding foul by K-2. The Referee will mark off 5 yards to R's 21 yard line, R's ball, first and 19.

Article 11. Multiple Live Ball Fouls.

When two or more live ball fouls are committed by the same team, only one penalty may be chosen except when a foul(s) for unsportsmanlike or non-player conduct occurs. The penalty/penalties for the unsportsmanlike conduct or non-player fouls are administered from the succeeding spot as a dead ball foul.

Note: Mark off live ball foul than dead ball fouls.

Article 12. Multiple Dead Ball Fouls.

Penalties for dead ball fouls are administered separately and in order of occurrence. Dead ball fouls are not coupled with live ball fouls or other dead ball fouls to create double or multiple fouls. Penalize all unsportsmanlike and non-player fouls separately.

Article 13. Loss of Down Fouls

Fouls by Team A which include loss of down are:

- A. Illegal Backward Pass.
- B. Illegal Forward Pass.
- C. Offensive Pass Interference.
- D. Illegally Secured Flag Belt.

Article 14. Automatic First Down Fouls.

Fouls by Team B which give Team A an automatic first down are:

- A. Forward Pass Interference
- B. Roughing the Passer who has thrown from behind the Team A scrimmage line.
- C. Illegally Secured Flag Belt.





















SUMMARY OF CO-RECREATION FOOTBALL RULES





















- 1-1-2 The Game.** The game shall be played between 2 teams of 8 players, 4 men and 4 women. Teams with 7 players shall be 4 women and 3 men. Six players, 3 men and 3 women or 4 women and 2 men, are required to avoid a forfeit. *Penalty:* Illegal Participation, 10 yards (S28).
- 7-3-2 Minimum Line Players.** The offensive team must have at least 5 players on their scrimmage line at the snap. *Penalty:* Illegal Procedure, 5 yards (S19).
- 7-5-1 Male Runner.** A Team A male runner cannot advance the ball through Team A's scrimmage line. There are no restrictions: during a run by a male runner once the ball is beyond the Team A scrimmage line; during a run by a female runner; and after a change of possession. *Penalty:* Illegal Procedure, 5 yards from the previous spot (S19).
- 7-7-3 Male to Male Completion.** During the offensive team's possession there may not be 2 consecutive legal forward pass completions from a male passer to a male receiver. This rule applies to the try. If a male passer completes a legal forward pass to a male receiver, the next legal forward pass completion must involve either a female passer or a female receiver for positive yards. The spot where the ball becomes dead by rule must be beyond the Team A scrimmage line (first ball spotter-orange). There are no other restrictions concerning a male passer completing legal forward passes to a female receiver, or female to female, or female to male. A legal forward pass caught jointly by male and female teammates is considered a female reception. *Penalty:* Illegal Forward Pass, 5 yards from the spot where the second consecutive male to male completed legal forward pass is released, and a loss of down. (S35 and S9). Any foul, whether accepted or declined, shall have no effect on whether the next legal forward pass completion is "open" or "closed."
- 7-7-4 Illegal Forward Pass.** If a female passer completes a forward pass to a male receiver behind the Team A scrimmage line and runs beyond this scrimmage line, it is an illegal forward pass. *Penalty:* Illegal forward pass, 5 yards from the spot of the pass and loss of down (S35 and S9).
- 8-2-1 Mercy Rule.** If a team is 25 or more points ahead when the Referee announces the 2 minute warning for the second half, the game shall be over.
- 8-2-2 Mercy Rule.** If a team scores during the last 2 minutes of the second half and that score created a point differential of 25 or more points, the game shall end at that point.
- 8-3-1 Touchdown Value.** If a female player scores a touchdown, the point value is 9. If a female player throws a legal forward pass and a touchdown is scored by any Team A player, the point value is 9.

IF IN DOUBT . . .

- . . . the pass is backwards
- . . . as to the release of the pass or not, the ball is released
- . . . the player receiving the snap is two yards back
- . . . the pass is legal
- . . . the snap close to the ground remains live
- . . . the player is on the scrimmage line
- . . . the passer is behind the Team A scrimmage line
- . . . it is not a foul
- . . . it is not a catch
- . . . a departing player has left the field prior to the snap
- . . . the defensive back has legally initiated contact in passing situations
- . . . call time out for an injured player
- . . . players are legally moving rather than illegal motion
- . . . the ball is dead in the field rather than a touchdown
- . . . as to touching the ball, a player has not touched it
- . . . don't throw the flag
- . . . don't blow the whistle

PART V. CODE OF OFFICIAL FOOTBALL SIGNALS

1  Ball ready for play *Untimed down	2  Start clock	3  Time-out; Discretionary or injury time-out (follow by tapping hands on chest)	4  TV/Radio time-out
5  Touchdown Point(s) after touchdown	6  Safety	7  Ball dead; Touchback (move side to side)	8  First down
9  Loss of down	10  Incomplete forward pass; Penalty declined; No play, no score; Toss option delayed	11  Legal touching of forward pass or punt	12  Inadvertent whistle (face press box)
13  Disregard flag	14  End of period	15  Sideline warning	16  First touching
17  Backward Pass	18  Encroachment	19  Illegal procedure; False start; Illegal formation	20  Illegal shift - 2 hands; Illegal motion - 1 hand

21  Delay of game	22  Substitution infraction	23  Failure to wear required equipment	24  Flag guarding
27  Unsportsmanlike conduct; Noncontact foul	28  Illegal participation	29  Sideline interference	31  Illegal batting/kicking (followed by pointing toward toe for kicking)
33  Forward pass interference; Kick catching interference	34  Roughing the passer	35  Illegal pass	36  Intentional grounding
38  Personal foul	40  Open (Corec only)	41  Closed (Corec only)	42  Holding/obstructing
43  Declared punt	44  Helping the runner	45  Forward pass	47  Player disqualification

PENALTY ENFORCEMENT

WHO	(fouled)
WHAT	(was the foul)
WHERE	(was the foul)
WHEN	(was the foul)

PENALTY ENFORCEMENT TERMS

PREVIOUS SPOT	is where the ball was last snapped.
END OF THE RUN	is where the players loses possession or the ball becomes dead in player possession.
SUCCEEDING SPOT	is where the ball would next be snapped or punted if a foul had not occurred.
SPOT OF THE FOUL	is where the foul occurred.
ALL-BUT-ONE	all fouls are penalized from the basic spot unless the offense fouls behind the basic spot (exception: roughing the passer)
DOUBLE FOUL	is when both teams commit live ball fouls.
MULTIPLE FOUL	is when two or more live ball fouls are committed by the same team.
CLEAN HANDS PRINCIPLE	if each team fouls during a down in which there is a change of team possession, the team last in possession may retain the ball, provided its foul is not prior to the final change of possession, and it declines all live ball fouls.
HALF THE DISTANCE	a measurement cannot take the ball more than half the distance from the enforcement spot to the offending team's goal line.
LOSS OF DOWN	fouls committed by the offense that carry a loss of down penalty.
AUTOMATIC FIRST DOWN	fouls committed by the defense that carry an automatic first down.
<u>SPECIAL NOTES</u>	penalties for dead ball fouls are administered separately and in order of occurrence. A dead ball foul is not coupled with a live ball foul or another dead ball foul to create a double or multiple fouls. All dead ball fouls are administered from the succeeding spot.
DEAD BALL FOUL	occurs during a dead ball either between downs or prior to the snap.
LIVE BALL FOUL	occurs during a live ball simultaneous with the snap and before the ball becomes dead by rule.
LOOSE BALL PLAY	-action during a punt, -legal forward pass, -legal backward pass, -fumble made by team A from on or behind his/her scrimmage line, -action during the run or runs which precede such legal pass, punt, or fumble.
RUNNING PLAY	any action which is not a loose ball.

BASIC SPOT

PREVIOUS SPOT
(where the ball was snapped)

PASS BEHIND THE LINE OF SCRIMMAGE – PREVIOUS SPOT
(where the ball was snapped)

RUN – END OF THE RUN

ALL BUT ONE PRINCIPAL
(STIFF THE OFFENSE)

Penalize all fouls on the offense from the spot of the foul if they are behind the basic spot.

ESTABLISHING THE ZONE LINE-TO-GAIN

LIVE BALL FOUL

PENALIZE then establish the zone line-to-gain

DEAD BALL FOULS PRIOR TO THE READY-FOR-PLAY

PENALIZE then establish the zone line-to-gain

DEAD BALL FOULS AFTER THE READY-FOR-PLAY

Establish the zone line-to-gain the PENALIZE

LIVE BALL FOUL FOLLOWED BY ONE OR MORE DEAD BALL FOULS

PENALIZE LIVE BALL FOUL first then PENALIZE DEAD BALL FOULS

in order of occurrence using the above principles.

FOULS PRIOR TO THE SNAP
(DEAD BALL FOULS)

F I E L D

- F - FALSE START**
- I - ILLEGAL SNAP**
- E - ENCROACHMENT**
- L - LEAVE THE FIELD ON THE WRONG SIDE OR END LINE**
- D - DELAY OF GAME**

- 1. WHISTLE**
- 2. THROW FLAG**
- 3. STOP PLAY**

ENFORCE AT SUCCEEDING SPOT – 5 YARDS

FOULS SIMULTANEOUS WITH THE SNAP

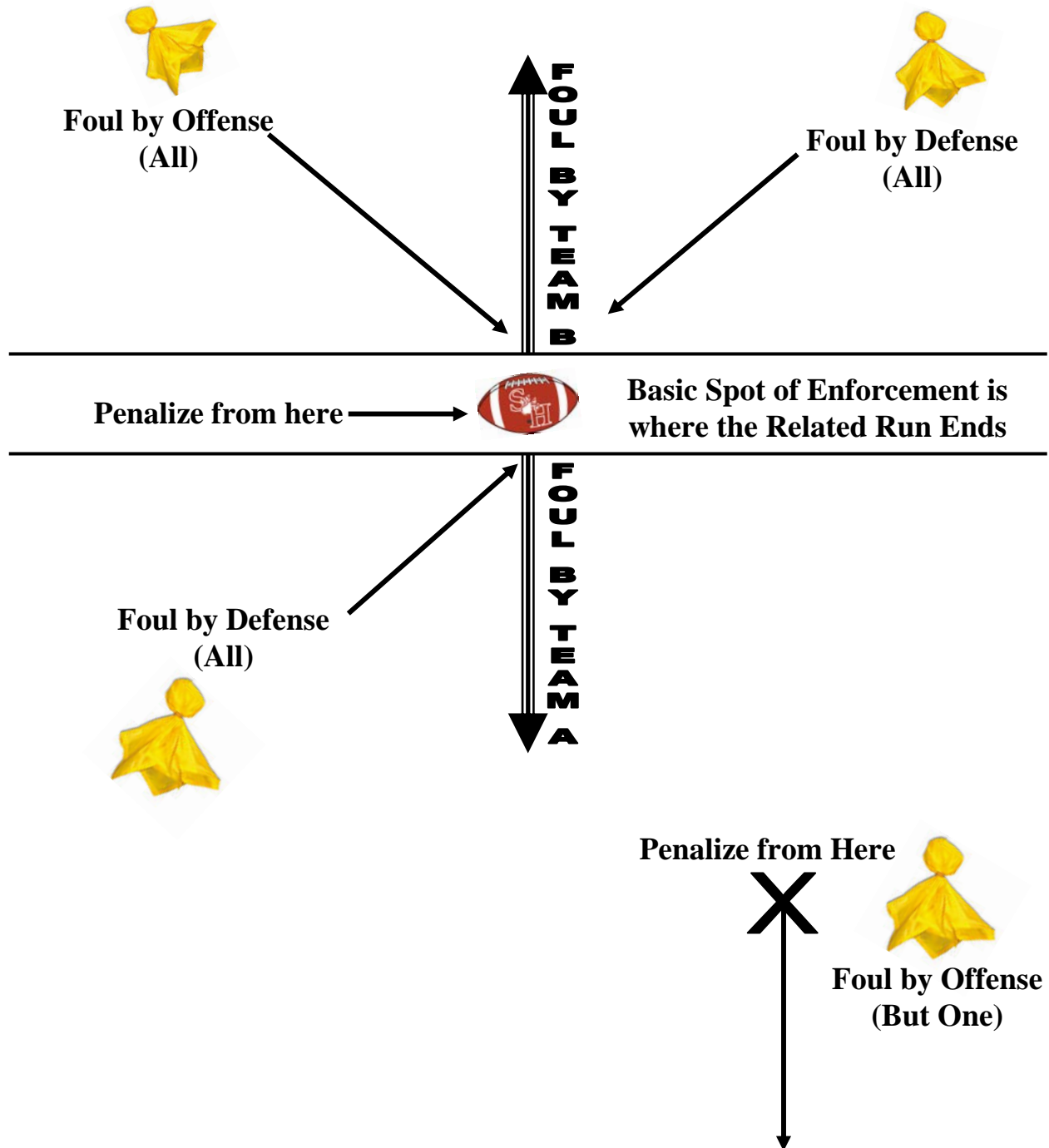
M I S H A P S

- M - MOTION** 5 yds.
- I - ILLEGAL SUBSTITUTION** 5 yds.
- S - SHIFT** 5 yds.
- H - HAVE A MINIMUM NUMBER OF PLAYERS ON THE LINE** 5 yds.
- A - ALL PLAYERS WITHIN 15 YARDS OF THE BALL** 5 yds.
- P - PARTICIPATING ILLEGALLY** 10 yds.
- S - SNAP** 5 yds.

- 1. THROW FLAG**
- 2. CONTINUE TO OFFICIATE**
- 3. ENFORCE AT PREVIOUS SPOT**

ALL-BUT-ONE RULE

Running Play



ALL-BUT-ONE RULE

Loose Ball Play

