

# 2012 Starport Flag Football Rule Points of Emphasis

## **Timing**

- The game will consist of two 20-minute halves. The game clock will run continuously throughout the first half. The clock will start/stop only during the final 2 minutes of the second half according to NFHS rules. Each team will have 2 timeouts per half. Halftime will last 3 minutes.

## **Mercy Rule**

- A Mens/Womens game will be ended if the point differential is 19 points or more with 2 minutes remaining.
- A Co-Rec game will be ended if the point differential is 25 points or more with 2 minutes remaining.

## **Equipment**

- Teams are encouraged to bring their own football to the contest. Mens teams must use a regulation size high school / NCAA football. Womens/CoRec teams may use a youth sized football if desired.
- Intramural Sports will provide flag belts for all players.
- Participants must wear appropriate athletic footwear- cleats may be worn but may not have any exposed metal.

## **Unsportsmanlike Conduct**

- The 3rd unsportsmanlike conduct foul by the same team in the same game results in forfeiture of that game.

## **Minimum Number of Players**

- In order to start a game, a Mens/Womens team must have 5 players signed in and ready to play. In order to start a Co-Rec game, the team must have an acceptable combination of 6 players signed in and ready to play.

## **Co-Rec Combinations**

- A Co-Rec team must have a minimum of 6 players present to start a game. The following are all acceptable combinations of male/female players to start a game:

4 Male - 4 Female	3 Male - 4 Female	2 Male - 4 Female
4 Male - 3 Female	3 Male - 3 Female	
4 Male - 2 Female		

## **Major Points of Emphasis**

- Participants may not wear clothing with pockets when playing flag football. Clothing that has pockets that are zipped, taped, or otherwise "closed" is **not** permitted.
- Shirts must be long enough to tuck-in or short enough that they do not cover any part of the flag belt. Shirts with cut-off sleeves may not have arm holes that open more than 3 inches below the arm.
- Extra point attempts and overtime series will end when the defensive team gains possession of the ball.
- Blocking, as in regulation tackle football, is prohibited. A screen block shall take place without contact. The screen blocker shall have his/her hands and arms at his/her side or behind his/her back. Any use of the hands, arms, elbows, legs, or body to initiate contact during a screen block is illegal. A blocker may use his/her hands or arm to break a fall or retain his/her balance. A player must be on his/her feet before, during, and after screen blocking.
- A defensive player must avoid running into the quarterback behind the line of scrimmage. If a defender contacts the passer's hand or arm, whether or not he/she touches the ball, it is roughing the passer.
- An offensive player may not stiff arm or guard his/her flags by blocking them with their hands or the ball.
- An offensive player may not dive or hurdle over, through or into an opponent who is on their feet.
- Players on the sidelines must stay 2-yards off the playing surface.
- Towels may not hang from a participant's waist, nor may they be placed on the ground during play.
- Playbooks may not be placed on the ground during play.

# **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 start the game and avoid a forfeit. The game may be continued with less than 5 players as long as the team has a chance to win. NOTE: If in doubt, continue the game. Penalty: Illegal Participation, 10 yards (S28).

### **Article 2. The Game – Co-Recreation Rule Only.**

The Corecreational game shall be played between two teams of 8 players, 4 men and 4 women. Teams with 7 players shall be 4 men and 3 women or 3 men and 4 women. Six players, 3 men and 3 women, 4 women and 2 men are required to start the game and avoid a forfeit. The game may be continued with less than 6 players as long as the team has a chance to win. NOTE: If in doubt, continue the game. Penalty: Illegal Participation, 10 yards (S28).

### **Article 3. Supervision.**

The game shall be played under the supervision of 2 to 4 officials. The officials are Referee, Line Judge, Back Judge and Field Judge.

### **Article 4. Team Captains.**

Each coach shall designate to the Referee the team captain or captains. If more than one player is designated, a speaking captain must be selected to make all decisions. The captain's first choice of any penalty option shall be irrevocable. Decisions involving penalties shall be made before any charged time-out is granted to either team.

### **Article 5. Persons Subject to the Rules.**

Team representatives, including players, substitutes, replaced players, coaches, trainers, spectators and other persons affiliated with the team are subject to the rules of the game and shall be governed by decisions of officials assigned to the game.

### **Article 6. Referee's Authority.**

The Referee has authority to rule promptly, and in the spirit of good sportsmanship, on any situation not specifically covered in the rules. The Referee's decisions are final in all matters pertaining to the game.

### **Article 7. Game Official's Authority.**

The game officials shall assume authority for the contest, including penalizing unsportsmanlike acts, 30 minutes prior to the scheduled game time, or as soon thereafter as they are able to be present. The official's jurisdiction extends through the Referee's declaration of the end of the 2<sup>nd</sup> half or overtime.

## **SECTION 2. THE FIELD**

### **Article 1. Zone Markings. (IN BLACK PAINT)**

The field shall be a rectangular area with lines and zones as shown in the accompanying diagram. However, in case of facility limitations, distances of field length and width can be modified. The width of the field should be lined at 20 yard intervals goal line to goal line. These zone markings may be changed according to field dimensions. All yard lines inside the boundaries shall stop four inches from each sideline. There shall be one inbounds hash mark dividing the field into halves. The hash mark shall run parallel with each sideline. The 3 and 10-yard try lines shall be two yards wide. Both 14-yard lines shall be marked with an "X" on the hash mark.

### **Article 2. Inbounds/Out-of-Bounds.**

The lines bounding the sidelines and the end zones are out-of-bounds in their entirety, and these lines bind the inbound areas. The entire width of each goal shall be a part of each end zone.

### **Article 3. Team Area.**

On each side of the field a team area is designated for the teams, coaches, and authorized team attendants. This team area shall be located 2 yards from the sideline and between the 20-yard lines. When the playing area is modified, so should the team area. If teams cannot agree on a sideline, the Referee will conduct a coin toss. NOTE: It is permissible for both team boxes to be on the same side of the field, provided each team box is marked between their respective 20 and 35 yard lines. The words "inbounds lines" have been eliminated here and the book. The correct term is hash marks.

#### **Article 4. Pylons.**

Soft, flexible pylons shall be placed at the inside corner of each of the intersections of the sideline with the goal lines and the end lines, and at the intersections of the end lines and the inbounds line extended.

### **SECTION 3. GAME EQUIPMENT**

#### **Article 1. The Ball.**

The official ball shall be pebble-grained leather or rubber covered and meet the recommended size and shape for a regulation football. There are no requirements regarding ball pressure and markings. Men shall use the regular size ball only. The regular, intermediate, youth, or junior size football shall be used for Women's and Corecreational games. The Referee shall be the sole judge of any ball offered for play and may change the ball during play at his/her discretion. During the game each team must use a legal ball of its choice during its possession.

#### **Article 2. Ball Spotters.**

Two Soft and pliable ball spotters are required. One, orange in color, will mark the offensive scrimmage line. The second, gold in color, will mark the defensive scrimmage line. The ball spotters will always be 1 yard apart.

#### **Article 3. Down Marker.**

A down marker shall be used to indicate the number of the down and placed at the zone line-to-gain. It shall be positioned 2 yards out-of-bounds and operated under the jurisdiction of the Line Judge for 3 or 4 Person Crews and the Referee for a 2 Person Crew. During the Try, the down box will display the point value (1,2, or 3) declared by A and be placed at the goal line.

### **SECTION 4. PLAYER EQUIPMENT – REQUIRED**

#### **Article 1. Jersey.**

Players of opposing teams must wear contrasting color jerseys, without pockets. It is highly recommended that each team have numbered jerseys. The visiting team is responsible for avoidance of similarity of colors, but if there is any doubt, the Referee may request the home team to change. Jerseys must be either:

- A. Long enough so they remain tucked in the pants/shorts 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. The Referee will use a fist to measure the distance between the waistline and the bottom of the jersey.

#### **Article 2. Pants/Shorts.**

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

#### **Article 3. Flag Belt.**

Each player must wear a one-piece belt, without any knots, at the waist line with three flags permanently attached, one flag on each side and one in the center of the back. The flags should be a minimum of 2 inches wide and 14 inches long. The flags must be of a contrasting color to their opponent's flags. The belt must have a spring-loaded clip. 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 the 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 of leather, rubber or composition material that may have cleats or be cleatless. Among the items that do not meet these requirements are gymnastic slippers, tennis shoes cut so protection is reduced, "five finger shoes," ski and logger boots, and other apparel not intended for football

use. Cleats are limited to studs or projections, which do not exceed ½, inch in length, and are made with nonabrasive rubber or rubber-type synthetic material, which does not chip or develop a cutting edge.

**Article 5. Penalty.**

Failure to wear required equipment in Articles 1-4. Penalty: Live Ball or Dead Ball Foul. 5 yards (S23).

**SECTION 5. PLAYER EQUIPMENT- OPTIONAL**

**Article 1. Ace Bandage.**

Players may use an ace bandage no more than two turns thick in any given area. It can be anchored at each end by tape not to exceed two turns.

**Article 2. Gloves.**

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

**Article 3. Headwear.**

- A. Players may wear the Navy Watch-Style knit or stocking cap. The cap may have no bill. It can have a knit ball on top.
- B. Players may wear a headband no wider than 2” and of non-abrasive unadorned single-colored cloth, elastic, fiber, soft leather or rubber. Rubber or cloth elastic bands may be used to control hair.

**Article 4. Knee Pads.**

Players may wear soft, pliable basketball or wrestling kneepads on the leg, knee and/or ankle. Soft and yielding padded compression shorts and shirts are legal apparel.

**Article 5. Mouth and Tooth Protector.**

It is strongly recommended that all players wear a mouthpiece.

**Article 6. Play Books.**

Players may carry a play book inside their clothing as long as it is not made of any unyielding material.

**Article 7. Sunglasses.**

Players may wear pliable and non-rigid sunglasses.

**Article 8. Face Shield (new).**

Players may wear a face shield molded to the face with no protrusions to protect against a facial injury.

**SECTION 6. PLAYER EQUIPMENT- ILLEGAL**

**Article 1. Illegal Equipment.**

A player wearing illegal equipment shall not be permitted to play. This applies to any equipment, which, in the opinion of the Referee, is dangerous or confusing. Types of equipment or substances, which shall always be declared illegal, include:

- A. Headwear containing any hard, unyielding, stiff material, including billed hats, or items containing exposed knots. EXCEPTION: Face Shield
- B. Jewelry.
- C. Pads or braces worn above the waist.
- D. Shoes with metal, ceramic, screw-in, or detachable cleats. EXCEPTION: Screw-in cleats are allowed if the screw is part of the cleat.
- E. Shirts or jerseys that do not remain tucked in. Any hood on a coat, sweatshirt, or shirt, which does not remain tucked in.
- F. Tear-away jerseys or jerseys that have been altered in any manner which produces a knot-like protrusion or creates a tear-away jersey.
- G. Pants or shorts with any belt(s), belt loop(s), pocket(s) or exposed drawstring(s).
- H. Leg and knee braces made of hard, unyielding material, unless covered on both sides and all edges overlapped, and any other hard substance unless covered with at least ½ inch of closed cell slow recovery rubber or other material or similar thickness and physical properties.
- I. Any slippery or sticky foreign substance on any equipment or exposed part of the body.
- J. Equipment which includes computers or any electronic or mechanical devices for communication.

- K. Exposed metal on clothes or person. This includes “O” or “D” rings used to secure flag belts.
- L. Towels attached at the player’s waist (flag only).

Penalty: Unsportsmanlike Conduct, 10 yards (S27).

PLAY. A-10 enters the field wearing illegal player equipment: (a) the Referee sees it prior to the snap or (b) the Referee sees it either during or after the down. RULING. In (a) the Referee will inform A-10 to return to the team box for repair or replacement of the illegal equipment. In (b) the Referee will enforce an unsportsmanlike conduct penalty against A-10.

## **SECTION 7. PLAYER EQUIPMENT- MISSING OR ILLEGAL**

When any required player equipment is missing or when illegal equipment is found on any incoming substitute or player, correction must be made before participation. An official’s time-out shall be declared to permit prompt repair of equipment, which becomes illegal or defective through use.

# **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 during:

- A. A running play.
- B. A scrimmage or free kick before possession is gained or the ball is dead by Rule.
- C. The interval after a legal forward pass is released, and before it becomes complete, incomplete or intercepted.

### **Article 3. When the Ball is Ready for Play.**

A dead ball is ready for play when the Referee:

- A. If the clock is running, sounds the whistle and signals “ready for play” (S1).
- B. If the clock is stopped, sounds the whistle and signals either “start the clock” or “ball ready for play” (S2) or (S1).

### **Article 4. 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 or placekick 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 2. BAT**

### **Article 1. Bat.**

A bat intentionally slapping or striking the ball with the hand or arm.

## **SECTION 3. CATCH, INTERCEPTION, SIMULTANEOUS CATCH, TOUCHING**

### **Article 1. Catch.**

A catch is the act of establishing player possession of a live ball which is in flight, and first contacting the ground inbounds or being contacted by an opponent in such 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.** QB A-1 throws a forward pass, which is low and near the ground to receiver A-2, who appears to make the catch. **RULING.** The officials must visibly see the ball strike the ground to rule incomplete. If an official does not see the ball hit the ground, it will be ruled a completed pass.

**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 2. Interception.**

An interception is the catch of an opponent's fumble or pass.

### **Article 3. Simultaneous Catch or Recovery.**

A simultaneous catch or recovery is a catch or recovery in which there is joint possession of a live ball by opposing players who are inbounds.

### **Article 4. Touching.**

Catching is always preceded by touching the ball; thus, if touching causes the ball to become dead; securing possession of the ball has no significance.

## **SECTION 4. DOWN AND BETWEEN DOWNS**

### **Article 1.**

A down is a unit of the game which starts, after the ball is ready for play, with a legal snap or free kick and ends when the ball next becomes dead. Between downs is the interval during which the ball is dead.

## **SECTION 5. ENCROACHMENT**

### **Article 1.**

Encroachment is a term to indicate a player is illegally in the neutral zone. An entering substitute is not considered to be a player for encroachment restrictions until he/she is on his/her team's side of the neutral zone.

## **SECTION 6. FIGHTING**

### **Article 1.**

Fighting is an attempt by a player or nonplayer to strike or engage an opponent in a combative manner unrelated to football. Such acts include, but are not limited to: attempts to strike an opponent(s) with the arm(s), hand(s), leg(s) or foot (feet), whether or not there is contact.

## **SECTION 7. FOUL**

### **Article 1.**

A foul is a rule infraction for which a penalty is prescribed. NOTE: If in doubt, it is not a foul.

## **SECTION 8. FUMBLE**

### **Article 1.**

A fumble is a loss of player possession other than by handing, passing, or punting the ball.

## **SECTION 9. GOAL LINES**

### **Article 1.**

Each goal line is a vertical plane separating the end zone from the field of play. The plane of the goal line extends beyond the sidelines.

## **SECTION 10. HANDING THE BALL**

### **Article 1.**

Handing the ball is transferring player possession from one teammate to another without throwing or kicking it.

## **SECTION 11. HUDDLE**

### **Article 1.**

A huddle is two or more offensive players grouped together after the ball is ready for play and before assuming scrimmage formation prior to the snap.

## **SECTION 12. HURDLING**

### **Article 1.**

Hurdling is an attempt by a player to jump with one or both feet or knees foremost over an opponent who is contacting the ground with no part of his/her body, except one or both feet.

## **SECTION 13. KICKS**

### **Article 1. Kicker.**

The kicker is any player who punts or place kicks. The kicker is a runner until he/she actually kicks the ball. Players of his/her team are known as kickers and any opponent is a receiver.

### **Article 2. Legal and Illegal Kicks.**

A legal kick is a punt or place kick by a player of the team in possession when such a kick is permitted by Rule. Any punt continues to be a punt until it is caught by a player or becomes dead. Kicking the ball in any other manner is illegal.

### **Article 3. Punt.**

A punt is made by Team A under restrictions, which prohibits either team from advancing beyond their scrimmage lines until the ball is punted. A punt is kicking the ball by the player who drops it and kicks it before it strikes the ground.

## **SECTION 14. LOSS OF A DOWN**

### **Article 1.**

“Loss of a down” means “loss of the right to repeat the down.”

## **SECTION 15. MUFF**

### **Article 1.**

A muff is an unsuccessful attempt to catch a ball, the ball being touched in the attempt.

## **SECTION 16. NEUTRAL ZONE**

### **Article 1.**

The neutral zone is from the forward point of the football one yard to the Team B scrimmage line and extended to each sideline. It is established when the ball is marked ready for play.

## **SECTION 17. PASSER**

### **Article 1.**

The passer is the player who has thrown a legal forward pass. He/she remains the passer while the ball is in flight or until he/ she moves to participate in the play.

## **SECTION 18. PASSES**

### **Article 1. Passing.**

Passing the ball is throwing it. In a pass, the ball travels in flight. 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 a pass thrown with its initial direction toward the opponent's end line. A backward pass is a pass thrown with its initial direction parallel with or toward the passer's end line. A pass continues to be a pass until it is caught or strikes the ground. A backward pass or fumble that hits the ground is ruled dead at that spot.

## **SECTION 19. PENALTY**

### **Article 1.**

A penalty is a loss imposed by Rule upon a team, which has committed a foul.

## **SECTION 20. REMOVING THE FLAG BELT**

### **Article 1. Flag Belt Removal.**

**When the flag belt is clearly taken from the runner in possession of the ball, the ball is declared dead and the down shall end. An opponent who removes the flag belt from the runner should immediately hold the flag belt above his/her head to assist the official in locating the spot where the capture occurred. If a flag belt inadvertently falls to the ground, a one-hand tag between the shoulders and knees constitutes capture. A player may leave his/her feet to remove the flag belt.**

### **Article 2. Contact.**

**In an attempt to remove the flag belt from a runner, an opponent may contact the body and shoulders, but not the face, neck, or any part of the head of an opponent with their hands. An opponent may not hold, push, or knock the runner down in an attempt to remove 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.**

A scrimmage is the interplay of two teams during a down in which play begins with a snap and ends when the ball next becomes dead.

### **Article 2. Scrimmage Line.**

The scrimmage line for Team A is the yard line and its vertical plane, which passes through the forward point of the ball. The scrimmage line for Team B is the yard line and its vertical plane, which passes one yard from the point of the ball nearest its own goal line. Team B's scrimmage line may extend into their end zone. A Team A player is on his/ her scrimmage line when facing his/ her opponent's goal line with his/her head or foot breaking the plane of the imaginary line drawn through the waistline of the snapper and parallel to the scrimmage line. The snapper is a line player.

### **Article 3. Backfield Line.**

To be legally in the backfield a Team A player's head or foot must not break the plane of the line drawn through the waistline of the nearest Team A player, except the snapper, on the scrimmage line.

## **SECTION 23. SHIFT**

### **Article 1.**

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

## **SECTION 24. TAGGING**

### **Article 1.**

Tagging is placing one hand anywhere between the shoulders and knees of an opponent with the ball. The tagger may leave his/her feet to make the tag. Pushing, striking, slapping, and holding are not permitted. If the player trips the runner in his/her attempt to make a diving tag, it is a foul.

## **SECTION 25. TEAM AND PLAYER DESIGNATIONS**

### **Article 1. Disqualified Player.**

A disqualified player is one who becomes ineligible for further participation in the game.

### **Article 2. Line Player and Backfield Player.**

A line player is any person on his/her scrimmage line when the ball is snapped. A backfield player is any person who is legally behind that line when the ball is snapped.

### **Article 3. Offensive and Defensive Team.**

The offensive team is the team in possession or the team to which the ball belongs. The defensive team is the opposing team.

### **Article 4. Player.**

A player is any one of the participants in the game.

### **Article 5. Runner.**

The runner is the player in possession of a live ball or simulating possession of a live ball. Once a player catches or intercepts a pass, he/she becomes a runner.

### **Article 6. Snapper.**

The snapper is the player who snaps the ball.

### **Article 7. Substitute.**

A substitute is a team member who may replace a player.

### **Article 8. Team A and B.**

Team A is the team, which puts the ball in play. The opponent of Team A is Team B. A player of A is A1 and teammates are A2 and A3. Other abbreviations are B1 for a player of B, K1 for a player of the kickers and R1 for one of the receivers. The word "team" is eliminated in front of A and B here and throughout the book.

## **RULE 3. PERIODS, TIME FACTORS, SUBSTITUTIONS**

### **SECTION 1. THE START OF EACH PERIOD**

#### **Article 1. Coin Toss**

Three minutes before the start of the game the Referee shall designate which captain shall call the fall of the coin then toss a coin in the presence of the opposing field captains. **All officials shall be present at the coin toss. NO KICKOFFS.**

The captain winning the toss shall have a choice of options for the first half or shall defer his/her option to the second half. The options for each half shall be:

- A. To choose whether his/her team will start on offense or defense.
- B. To choose the goal his/her team will defend. The captain, not having the first choice of options for a half, shall exercise the remaining option.
- C. The Referee shall instruct the visiting captain to give a "heads" or "tails" choice before the coin toss. The Referee will then toss and catch the coin.

#### **Article 2. Change periods.**

Between the first and second and between the third and fourth periods, the teams shall change goals. Team possession, number of the next down, and the zone line-to gain remain unchanged.

#### **Article 3. Forfeit Time.**

A grace period will be issued for the first 10 minutes of game time before forfeit time is declared.

#### **Article 4. Start Each Half.**

Unless moved by penalty, the ball shall be snapped on the 14 yard line to start each half.

## SECTION 2. GAME TIME

### Article 1. Playing Time and Intermissions.

Playing time shall be 40 minutes, divided into two halves of 20 minutes each. The intermission between halves shall be 5 minutes. When overtime is used, there will be a 3minute intermission. Timing rules may be modified due to program constraints.

### Article 2. Unusual Situations.

- A. A half or both halves may be shortened in any emergency by mutual agreement of the opposing captain's captains and the Referee (i.e., darkness, inclement weather). When thunder is heard or a cloud-to-ground lightning bolt is seen, suspend play immediately. Wait at least 30 minutes prior to resuming play. If subsequent thunder is heard or lightning is seen after the beginning of the 30 minutes count, reset the clock and another 30 minute count will begin.
- B. By mutual agreement of the opposing captains and the Referee, any remaining half(s) may be shortened at any time or the game terminated.
- D. Games interrupted because of events beyond the control of the responsible administrative authority shall be continued from the point of interruption, unless the opposing captains and the Referee agree to terminate the game with the existing score, or there are institutional or Championship Tournament (Rule 11) rules which apply.
- E. When weather conditions are construed to be hazardous to life or limb of the participants the crew of officials is authorized to delay or suspend the game. NOTE: If in doubt, consider the safety of all paramount to the game.

### Article 3. Extension of Periods

A half must be extended by an untimed down (S1), except for unsportsmanlike or nonplayer fouls, 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 2<sup>nd</sup> half and the point(s) would not affect the outcome of the game or playoff qualifying.
- E. Fouls for which enforcement by Rule result in a safety

If (A), (B), or (C) occurs during the untimed down (S1), the procedure is repeated. Apply the "extension of periods" rule prior to enforcing the mercy rule (8-2).

### Article 4. Game Timer

It is recommended that playing time be kept on a stopwatch operated by the Back Judge.

### Article 5. First 20 Minutes

The clock will start on the snap when the ball is legally touched. It will run continuously for the entire first half and the first 18 minutes of the second 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.
- C. End of the first or third period-starts on the snap.

### Article 6. Two Minute Warning.

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

### Article 7. Last 2 Minutes.

During the final 2 minutes of the second and fourth periods 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 the 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 kick – 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.
- P. First touching on a free kick and ball strikes ground – starts on the snap.

**PLAY.** Inside the final two minutes of the second half A-1: (a) advances the ball across the zone line-to-gain and is deflagged inbound, 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.

**PLAY.** 4<sup>th</sup> and 15. Team A announces a protected scrimmage kick. There are 10 seconds remaining in the second half when the ball is snapped. A-3 snaps the ball to punter A-2 who holds the ball for 6 or 7 seconds, then punts it out-of-bounds. Time expires during the down. **RULING.** The Referee will enforce “attempting to consume time.” Penalize Team A 5 yards for illegal procedure from the previous spot. Reset the game clock to 10 seconds and start the clock on the snap.

### **Article 8. Correct Timing Errors.**

The Referee shall have authority to correct obvious timing errors if discovery is prior to the second live ball following the error unless the period has officially ended.

### **Article 9. Ending of a Period.**

Following delay to insure:

- A. No foul has occurred.
- B. No obvious timing error has occurred.
- C. No request for a coach-referee conference has occurred.
- D. No other irregularity has occurred.

The Referee shall hold the ball in one hand overhead to indicate the period has officially ended (S14).

## **SECTION 3. TIE GAME**

### **Article 1. Pre-Toss**

In case of a game ending in a tie score, the officials must bring all players and coaches of both teams to the center of the field. They will discuss the tiebreaker procedures and answer all questions prior to the coin toss. After this meeting the field captains will stay while the remaining players and coaches return to their respective sidelines.

### **Article 2. The Coin Toss.**

A coin will be flipped by the Referee to determine the options as in the start of the game. The home team captain shall call the toss. There will be only one coin flip during the overtime. If additional overtime periods are played, field captains will alternate choices. The winner of the toss shall be given options of offense, defense, or direction. The loser of the toss shall make a choice of the remaining options. **ALL OVERTIME PERIODS ARE PLAYED TOWARD THE SAME GOAL LINE. The visiting captain shall call the toss.**

### **Article 3. Tie Breaker.**

Unless moved by penalty, each team will start 1st and goal from the Team B (see 2-24-8) 10 yard line. The goal line shall be line-to-gain in overtime. The object will be to score a touchdown. An overtime period consists of a series of 4 downs by each team. If the score is still tied after one period, play will proceed to a second period or as many as are needed to determine a winner. If the first

team, which is, awarded the ball scores, the opponent will still have a chance to win the game. Unless moved by penalty, they will start 1<sup>st</sup> and goal from the Team B 10 yard line. Trys will be attempted and scored as indicated in Rule 8. When B secures possession, the ball is dead and the series is over. Each team is entitled to one time-out only during the entire overtime period.

**PLAY.** During the first tie breaker A-1 throws a forward pass, which is intercepted by B-1. On the return B-1 throws a backward pass which is intercepted by A-3. **RULING:** Team A must score a touchdown. If they do not, it is Team B's ball first and 10 at the B 10 yard line.

#### **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 an 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 shall always be zone line-to-gain in overtime.

### **SECTION 4. TIME-OUTS**

#### **Article 1. How Charged.**

The Referee shall declare a time-out when he/she suspends play for any reason. Each time-out shall be charged either to the Referee or one of the teams.

#### **Article 2. Referee's Time-Out.**

The Referee shall declare an official's time-out after a touchdown or safety, when an excess time-out is allowed for an injured player, or when the game clock is stopped to complete a penalty. The Referee may declare an official's time-out for any contingency not covered elsewhere by the Rules. If a time-out is for repair or replacement of player equipment, which becomes illegal through play and is considered dangerous to other players, the Referee shall charge himself/herself.

#### **Article 3. Charged Time-Outs.**

Each team is entitled to 2 charged time-outs during each half. Successive charged time-outs may be granted to each team during a dead ball period. If the ball is dead and a team has not exhausted its charged time-outs, the Referee shall allow a time-out and charge that team or complete a coach-referee conference. NOTE: The Referee will communicate the number of team time-outs remaining for each team to the Team A and B Captains after each charged time-out is taken.

#### **Article 4. Length of Time-Outs.**

A charged time-out requested by any player, which is legally granted, shall be one minute and can be shortened if both teams are ready. Other time-outs may be longer only if the Referee deems it necessary to remove an injured player.

#### **Article 5. Coach-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 or coach. The request must be made prior to the time the ball becomes alive following the play to be reviewed unless the period has officially 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 has used its available time-outs, a delay of game penalty will be assessed.

#### **Article 6. Notification.**

The referee shall notify both teams 5 seconds before a charged time-out expires. The team then has 25 seconds to put the ball in play. When 2 time-outs have been charged to a team in a half, the Referee shall notify both field captains and both head coaches. Note: The Referee will communicate the number of team time-outs remaining for each team to the A and B captains and all officials after each charged time-out is taken.

#### **Article 7. Authorized Conferences.**

There are two types of authorized conferences permitted during charged time-outs, television/radio time-outs, and following a score or Try:

- A. One or more players and one or more coaches may meet directly in front of the team box within 5 yards of the sideline.
- B. One coach may enter the field at his/her team's huddle on the inbounds hash mark to confer with his/her players.

### **Article 8. Injured Player.**

An injured or apparently injured player who is discovered by an official while the ball is dead and the clock is stopped, shall be replaced for at least 1 down unless the halftime or overtime intermission occurs. A player who is bleeding, or has an open wound, or has an excessive amount of blood on the uniform shall be considered an injured player.

### **Article 9. Unconscious or Apparently Unconscious Player.**

A time-out occurs when an unconscious or apparently unconscious player is determined by the game officials. The player may not return to play in the game without written authorization from a physician. Any player who exhibits signs, symptoms, or behaviors consistent with a concussion (such as loss of consciousness, headache, dizziness, confusion, or balance problems) shall be immediately removed from the game and shall not return to play until cleared by an appropriate healthcare professional.

## **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 or free kick 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. Coach-Referee Conference after all permissible charged time-outs for the coach'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).

### **Article 2. 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). NOTE: If in doubt, apply conserving/consuming time.

**Play.** As the game clock is running near the end of a period, A stalls and allows the 25 second count to expire. **Ruling.** Delay of game penalty. The Referee shall order the clock started on the next snap.

**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 two seconds left 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 the team A captain that the game clock will start on the ready.

## **SECTION 6. SUBSTITUTIONS**

### **Article 1. Eligible Substitutions.**

No substitute shall enter during a down. Between downs any number of eligible substitutes may replace players provided the substitution is completed by having the replaced players off the field before the ball becomes alive. An incoming substitute must enter the field directly from his/ her team area. A replaced player must leave the field at the sideline nearest his/her team area prior to the ball being snapped. An entering substitute shall be on his/her team's side of the neutral zone when the ball is snapped or free kicked. 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.** Corec 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 interval, no substitute shall become a player and then withdraw, and no player shall withdraw and then re-enter as a substitute unless a penalty is accepted, a dead ball foul occurs, there is a charged time-out, or a period 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 Live.

A dead ball, after having been declared ready for play, becomes a live ball when it is snapped or free kicked 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. K's Punt breaks the plane of R's goal line.
- D. B secures possession during a try or overtime
- E. When a touchdown, touchback, safety, or successful try is made.
- F. When the ball strikes the ground following first touching by K.
- G. When a player of the kicking team catches a free kick or any muffed free kick or a protected scrimmage kick which is beyond the neutral zone; when a free kick or an untouched protected scrimmage kick comes to rest on the ground and no player attempts to secure it.
- H. When a forward pass strikes the ground or is caught simultaneously by opposing players.
- I. When a backward pass or fumble by a player strikes the ground or is caught simultaneously by opposing players. A ball snapped from scrimmage, which 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.
- J. 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.
- K. **When a runner has a flag belt removed legally by an opponent. A flag belt is removed when the clip is detached for the belt (flag only).**
- L. **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).**
- M. When a runner is legally tagged with one hand between the shoulders and knees, including the hand and arm (touch only).
- N. Kicking team's punt breaks the plane of the receiving team's goalline.
- O. When Team B secures possession of the ball during a Try or overtime

**PLAY.** B-2 deflags/tags A-4 after the passed ball is touched by A-4 and: (a) the ball is muffed then caught by A-4; or (b) the ball is muffed then intercepted by B-2; or (c) the ball is muffed then touched by B-2 and finally caught by A-4. **RULING.** In (a), (b) and (c) the ball is live and reverts to a one hand tag in (a) and (c). The ball becomes dead when the runner is tagged/deflagged legally.

- P. 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.

**PLAY.** QB A-1 is tagged or deflagged when: (a) his/her arm is moving forward in an attempt to throw the ball; or (b) the ball has already left the hand. **RULING.** In (a), A-1 is down at the spot of the tag or deflag. In (b), the ball remains live; since the ball left the passer's hand before he/she was tagged or deflagged.

- Q. When a muff of a punt strikes the ground.
- R. 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 a free or protected scrimmage kick- the 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 or nonplayer 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 1. A Down is a Unit.**

A down is a unit of the game, which starts with a legal snap or legal free kick, and ends when the ball next becomes dead. Between downs is any period when the ball is dead.

#### **Article 2. Series of Downs.**

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

#### **Article 3. Zone Line-to-Gain.**

The zone line-to-gain in any series shall 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 in advance of the ball at the beginning of the series of downs is the zone line-to-gain. The most forward point of the ball, when declared dead between the goal lines, shall be the determining factor.

#### **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, free kick, protected scrimmage kick, 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 that penalty shall be first down with 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) 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 shall be whatever it would have been if that foul had not occurred.

### **Article 5. Rule Decisions Final.**

No rule decision may be changed after the ball is next legally snapped or free kicked.

## **RULE 6. KICKING THE BALL**

### **SECTION 1. PUNT**

#### **Article 1. Legal Punt.**

A legal protected scrimmage kick is a punt made in accordance with the rules. Quick kicks and fake punts are illegal. *Penalty:* Illegal Kick, 10 yards (S31).

#### **Article 2. Punt.**

Prior to making the ball ready for play on fourth down, the Referee must ask the Team A captain if he/she wants a protected scrimmage kick. The Referee must communicate this decision to the Team B captain and the other officials (S43). The Team A captain may request a protected scrimmage kick on any down. After such announcement, the ball must be kicked. [EXCEPTION: If (a) a Team A or B time-out is called, or (b) 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 the Team A captain whether or not he/she wants a protected scrimmage kick and communicate this decision to the Team B captain.]

#### **Article 3. Formation and Snap.**

Neither K or R may advance beyond their respective scrimmage line until the ball is kicked. *Penalty:* Illegal Procedure, 5 yards from the previous spot (S19).

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

#### **Article 4. Punting the Ball.**

After receiving the snap, the kicker must kick the ball immediately and in a continuous motion. *Penalty:* Illegal Procedure, 5 yards (S19).

**PLAY.** 4<sup>TH</sup> AND 15. Team A announces a punt. There are 2 minutes remaining in the first half when the ball is snapped. Center A-2 snaps the ball to punter A-3 who holds the ball for 6 or 7 seconds, the punts it out-of-bounds. Approximately 15 seconds runs off the clock. **RULING.** The Referee will enforce "attempting to consume time." Penalize Team A 5 yards for illegal procedure from the previous spot. Reset the game clock to 2 minutes and start the clock on the snap

### **Article 5. After Being Punted.**

Once the ball is punted, any R player may block the kick. If the blocked punt hits the ground, it is dead at that spot. If the punt is blocked by an R player and then caught by any K player behind the Team A scrimmage line (first ball spotter-orange), they may run and/or throw a pass. R may advance the kick anywhere in the field of play or end zone. A K player cannot kick the ball to himself/herself or any other K player. Team K may punt the ball once only per down. *Penalty:* Illegal Kicking, 10 yards (S31).

### **Article 6. Crosses K's Scrimmage Line**

When a protected scrimmage kick which has crossed K's scrimmage line (first ball spotter-orange) 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 and belongs to K, and a new series begins for K.

**PLAY.** R-1 attempting to catch a protected scrimmage kick, 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 was caught. During a protected scrimmage kick, K cannot advance a muff by R. However, K can advance an airborne fumble by R because the kick has ended with possession.

### **Article 7. First Touching.**

If any K player touches a protected scrimmage kick after it crosses K's scrimmage line (first ball spotter-orange) 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 kick 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 protected scrimmage kick 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 a punt breaks the plane of R's goal line, it is a touchback unless R chooses the spot of 1<sup>st</sup> touching by K.

## **SECTION 2. KICK CATCH INTERFERENCE**

### **Article 1.**

While any free kick or protected scrimmage kick is in flight beyond K's scrimmage line (first ball spotter-orange), K shall not touch the ball or R, nor obstruct R's path to the ball, unless the kick has been touched by R. K may catch, touch, muff or bat a protected scrimmage kick 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.** R1, attempting to catch a protected scrimmage kick, touches the ball, which is then caught by K1 before striking the ground. **RULING.** Not interference. Protection against kick catch interference ceases when any R player touches the ball. It is dead where caught and belongs to K, first down and zone line-to-gain.

### **PLAY.**

A free kick 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 protected scrimmage kick 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.

## **SECTION 3. SIGNALS**

### **Article 1.**

Players shall ignore any signals given by the kickers or receivers. The ball remains live. There is no foul.

## **RULE 7. SNAPPING, HANDING, AND PASSING THE BALL**

### **SECTION 1. THE SCRIMMAGE**

#### **Article 1. The Start.**

All plays from scrimmage must be started by a legal snap from a point of the inbounds line, unless the rules provide for a free kick. The ball may be moved with approval by the Referee due to poor field conditions

#### **Article 2. Ball Responsibility.**

Team A players are responsible for retrieving the ball after a scrimmage down. The snapper will bring it from the huddle to the team A scrimmage line (first ball spotter-orange). A towel may be placed under the ball.

#### **Article 3. Stances.**

Players may use a 2, 3, or 4-point stance.

### **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). During the interval between scrimmage down when two or more consecutive encroachment fouls are committed by the defensive team, the penalty will be 10 yards for subsequent encroachment fouls.

**PLAY.** After the ball is marked ready for play by the Referee, B-4 charges into the neutral zone beyond B's scrimmage line (second ball spotter-gold), 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 of start of a play. An infraction of this rule may be penalized whether or not the ball is snapped 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 and adjusting the ball, 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 (first ball spotter-orange). The snapper shall pass the ball back from its position of the ground with a quick and continuous motion of the hand(s). The ball shall leave the hand(s) in this motion. *Penalty:* Dead Ball Foul, Illegal Procedure, 5 yards from the succeeding spot (S7 and S19).

### **SECTION 3. POSITION AND ACTION DURING THE SNAP**

#### **Article 1. Legal Position.**

Anytime on or after the ball is marked ready for play, each A player must momentarily be at least 5 yards inbounds before each snap. *Penalty:* Illegal Procedure, 5 yards (S19).

#### **Article 2. Minimum Line Players.**

The offensive team must have at least 4 players (**Corecreation rules require 5 players**) on their scrimmage line (first ball spotter-orange) at the snap. The remaining players must either be on their scrimmage line (first ball spotter-orange) or behind their backfield line. All players must be inbounds. A player in motion is not counted as one of the 4 or 5 on the scrimmage line. *Penalty:* Illegal Procedure, 5 yards (S19). **NOTE:** If in doubt, the player is on the scrimmage line.

### **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 Direct Snap.**

The player who receives the snap must be at least 2 yards behind the offensive line of scrimmage line (first ball spotter-orange). Direct snaps are illegal. *Penalty:* Illegal Procedure, 5 yards (S19). **NOTE:** If in doubt, the player receiving the snap is 2 yards back.

**PLAY.** A-1 is under the center. The center snaps the ball through the legs of A-1 to A-6 who is 5 yards behind Team A's scrimmage line. **RULING.** Legal. The snap was received by a player who was at least 2 yards behind Team A's scrimmage line.

### **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).

**PLAY.** Following a huddle or shift one offensive player takes a preliminary position, then advances or drops into a final position. **RULING.** Such movement constitutes a shift; all players must hold their final position for at least one second before the snap.

## **SECTION 4. HANDING THE BALL**

### **Article 1.**

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

## **SECTION 5. MALE RUNNER**

### **Article 1. Corecreation Rule Only.**

A team A male runner cannot advance the ball through Team A's scrimmage line (first ball spotter-orange). 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 – Corecreation 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 (first ball spotter-orange). Male A-3 runs through Team A's scrimmage line for a 10 yard gain. **RULING.** Legal Play.

**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. *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. **NOTE:** If in doubt, the pass is backward.

### **Article 2. Caught or Intercepted.**

A backward pass or fumble may be caught or intercepted in flight inbounds by any player and advanced.

### **Article 3. Simultaneous Catching by Opposing Players.**

If a backward pass or fumble in flight is caught simultaneously by members of opposing teams, 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 team last in possession 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 team last in possession 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 scrimmage down and before team possession has changed a forward pass may be thrown provided the passer's feet are behind Team A's scrimmage line (first ball spotter-orange) 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 subsequently caught beyond the point of release, this does not change the status of the pass.

**PLAY.** QB A-1 throws a legal forward pass which is controlled by airborne A-2. Prior to returning to the ground, A-2 throws the ball forward or backward to A-3 who runs for a touchdown. **RULING.** Legal play. The pass remains a pass until A-2 alights on the ground for a completion. Since A-2 is airborne he/she may bat or throw the pass in any direction.

#### **Article 2. Illegal Forward Pass.**

A forward pass is illegal:

- A. If the passer's foot is beyond Team A's scrimmage line (first ball spotter-orange) 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 or backward 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.

**PLAY.** QB A-1 catches the snap from the center and IMMEDIATELY throws the ball into the ground to stop the clock.

**RULING.** This play is legal provided the QB is not trying to avoid the loss of yardage.

#### **Article 3. Illegal Forward Pass – Corecreation Rule Only**

- A. The term "closed" (S41) means a male player may NOT throw a legal forward pass completion to any other male player. The term "open" (S40) means any player can complete a legal forward pass to any other player.
- B. 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.)
- C. 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 by Rule must be beyond the Team A scrimmage line (first ball spotter-orange). 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."

- D. 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.
- E. Any foul, whether accepted or declined, shall have no effect on whether the next forward pass completion is “open” or “closed.”
- F. If the crew of officials erroneously indicate the “open/closed” status of a down, the play is nullified and the down will be repeated.

**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 and 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.

**PLAY.** The down is “closed.” Male A-1 throws a legal forward pass beyond the scrimmage line to male A-2 who secures the pass with his feet off the ground. Male A-2 tosses the ball forward or backward to female A-3 prior to touching the ground. **RULING.** Completed pass. The next down is “open.” **NOTE:** Male A-2 did not complete a catch since his feet were off the ground. He “handled” a loose ball.

#### **Article 4. Illegal Forward Pass – Corecreation Rule Only**

If a female passer completes a forward pass to a male receiver behind the Team A scrimmage line (first ball spotter-orange) 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 the passing team, at the spot from 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 continues in play until declared dead.

## **SECTION 8. COMPLETED OR INTERCEPTED PASSES**

### **Article 1. Pass Caught or Intercepted.**

A forward pass completed when caught by a member of the passing team inbounds. A forward pass is intercepted when caught by a member of the opposing team inbounds. It is counted as a completion or interception as long as 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.**

If a forward pass is caught simultaneously by members of opposing teams, the ball becomes dead and belongs to the team that snapped the ball at the spot of the catch.

## SECTION 9. INCOMPLETE PASSES

### Article 1. Becomes Dead.

When a forward pass touches the ground or anything out-of-bounds, it becomes dead.

## SECTION 10. FORWARD PASS INTERFERENCE

### Article 1. Contact.

During a down in which a legal forward pass crosses Team A's scrimmage line (first ball spotter-orange) contact which interferes with an eligible receiver who is beyond Team A's scrimmage line (first ball spotter-orange) 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. It is also pass interference if an eligible receiver is deflagged/tagged prior to touching the ball on a pass thrown beyond Team A's scrimmage line (first ball spotter-orange), or if a player places 1 or both hands in front of the opponent's face or waves his/her hand(s) or arm(s) near the opponent's face in an obvious attempt to block the the opponent's vision and ability to see the football.

**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 (first ball spotter-orange). *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 (first ball spotter-orange) while the ball is in flight. *Penalty:* Defensive Pass Interference, 10 yards from the previous spot, automatic first down (S33 and S8). If the pass interference by either player is intentional or unsportsmanlike, his/her team shall be penalized an additional 10 yards (S27).

**PLAY.** B-1 defending against a legal forward pass beyond Team A's scrimmage line, waves his/her arms in the face of A-2 who is attempting to catch the pass. **RULING.** Defensive pass interference.

### Article 5. Catchable/ Uncatchable.

Whether a pass is catchable or uncatchable has no bearing on offensive and defensive pass interference.

## RULE 8. SCORING PLAYS AND TOUCHBACK

NOTE: The Referee will communicate the current score to the Team A and B Captains after each touchdown, Try and safety.

## SECTION 1. FORFEITED GAME

### Article 1. Forfeited Score

The score of a forfeited game shall be: Offended Team-1, Opponent-0. If the offended team is ahead at the time of the forfeit, the score stands.

## SECTION 2. MERCY RULE

### Article 1. Two Minute Warning.

If a team is 17 or more points (**Corecreation Rule – 23 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 17 or more points (**Corecreation Rule – 23 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 (Corecreation Rule Only). All other touchdowns are 6 points.

### Article 2. How Scored

It is a touchdown when a runner advances from the field of play so that the ball penetrates the vertical plane of the opponent's goal line. It is a touchdown when a loose ball is caught by a player while the ball is on or behind the opponent's goal line.

### Article 3. Player Responsibility

The player scoring the touchdown must raise his/her arms so the nearest official can deflag the player. If the player is not deflagged with one pull and the official determines the flag belt has been secured illegally, the touchdown is disallowed, and the player is disqualified. Penalty: Personal Foul, 10 yards from the previous spot (S38 and S47). If by Team A, loss of down (S9). If by Team B, automatic first down (S8).

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

### Article 1. 1 or 2 or 3 Points.

An opportunity to score 1 point from the 3-yard line, 2 points from the 10 yard line, or 3 points from the 20 yard line by running or passing only shall be granted the team scoring a touchdown. Note: If a touchdown is scored on the last timed down of the 2<sup>nd</sup> 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 speak to the field captain only, asking him/her whether the Try shall be from the 3, 10, or 20-yard line. Once the Team A captain makes the choice, he/she may change the decision only when a charged Team A or B time-out is taken. A team's choice cannot be changed if penalty should occur. Enforcement of yardage penalties does not change the value of the Try. The point(s) shall be awarded if the Try results in what would have been 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. In (b) Team A scores 2 points; or (c) Team A scores 3 points.

**PLAY.** Score: A-24, B-25. Team A attempts for a 1, 2 or 3 point Try. A-1's pass is intercepted by B-2 in his/her end zone. B-2 runs into the field of play, then back to his/her end zone to avoid a deflag. A-3 then deflages B-2 in the team B endzone. **RULING.** One-point safety. Score: A-25, B-25. B's force put the ball into his/her own end zone. Next play: Team B, first and 10 on B 15.

### 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) The Try Begins when the ball is marked ready for play. The Try ends when B secures possession.

**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 scored.

### Article 4. Next Play.

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

## SECTION 5. FORCE AND RESPONSIBILITY

### Article 1. Responsibility.

The team responsible for a ball being on, above, or behind a goal line is the team whose player:

- A. Carries the ball to or across the goal line.
- B. Imparts to the ball an impetus which forces it to or across that line.
- C. Incurs a penalty which leaves the ball on or behind the line.

## Article 2. Force.

The force imparted by a player who kicks, passes, snaps, or fumbles the ball shall be considered responsible for the ball's progress in any direction even though its course is deflected, or reversed, after striking the ground or after striking a player of either team. However, the initial force is considered expended and a new force is provided if a loose ball is illegally kicked or batted or it is contacted again after coming to rest.

## SECTION 6. MOMENTUM, SAFETY AND TOUCHBACK

### Article 1. Safety=2 points

It is a safety when:

- A. A runner carries the ball from the field of play to or across his/ her own goal line, and it becomes dead there in his/her team's possession;  
EXCEPTION: When a Team B player intercepts a forward pass, fumble, backward pass, or catches a legal kick 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 was gained. This is known as the momentum rule.
- B. A player kicks, 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
- D. 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 yardline, 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.
- D. It is a touchback when K's punt breaks the plane of R's goal line.

**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 endline. **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.

**PLAY.** A-4 kicks off to B-3, who touches the ball in flight at his/her 4-yard line. The ball bounces off his/her hands and lands in the end zone. **RULING.** Touchback. The initial force was imparted by the kicking team and the ball was never in possession of A-3.

E. After a touchback, the ball shall be snapped from the nearest 14 yardline, unless moved by penalty.

NOTE: Teams cannot score points by a field goal attempt.

## RULE 9. CONDUCT OF PLAYERS AND OTHERS

### SECTION 1. UNSPORTSMANLIKE CONDUCT

#### Article 1. Noncontact Player Acts.

No player shall commit noncontact 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 words similar to the offensive audibles and quarterback cadence prior to the snap in an attempt to interfere with Team A's signals or movements.
- C. Intentionally kicking at the ball, other than during a legal kick.
- 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.
- H. No Player or nonplayer shall commit noncontact acts during a period or intermission including: being outside the team box, but not on the field, "during a live ball"

**Play.** B-1 calls defensive signals loudly: (a) before Team A gets set; or (b) while Team A is yelling cadence or audibles. IN both cases B-1 is not using words similar to Teams A's cadence or audibles. **Ruling.** Legal in (a) and (b).

### **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.
- A. 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 others subject to the Rules.

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.

**PLAY.** Team A substitute voice their disapproval using abusive language concerning a judgement call by the Back Judge.

**RULING.** The Referee should call an "official's time-out." Inform Team A captain that such behavior is unacceptable and tell the captain to communicate this information to his/her bench. If such behavior is exhibited again during the game, penalize 10 yards for unsportsmanlike conduct. It is imperative that the officials stop such behavior the first time it occurs. Team A and B are present to play the game, not officiate it. When the officials accept the game assignment, they must be strong and ready to take control.

### **Article 4. Second Unsportsmanlike Foul.**

The second unsportsmanlike foul by the same player or nonplayer results in disqualification.

### **Article 5. Player Ejection.**

If a player is ejected from a game due to unsportsmanlike conduct, he/she is allowed to remain on the bench. If the ejected player creates a problem for the game officials from the bench area, he/she will then be told to leave the field area. The field area is defined as "out of sight, out of sound." If the ejected player refuses to leave after a reasonable amount of time, the Referee will inform the captain/coach that the game will be forfeited. MSU POLICY ALWAYS TAKES PRECEDENCE (i.e. must leave immediately)

### **Article 6. Fourth Unsportsmanlike Foul.**

The fourth Unsportsmanlike foul by the same team results in their forfeiture of the game. NOTE: By institutional adoption this number can be reduced to three. MSU POLICY ALWAYS TAKES PRECEDENCE (i.e. 3<sup>rd</sup> Unsportsmanlike Foul = Forfeit)

## **SECTION 2. UNFAIR ACTS**

### **Article 1. Refusal to Play or Halving the Distance.**

If a team refuses to play within two minutes after being ordered by the Referee, or if a team repeatedly commits fouls which can be penalized only by halving the distance to its goal line, the Referee may enforce any penalty he/she considers equitable, including the awarding of a score. For refusal to play, or for repeated fouls, the Referee shall, after one warning, forfeit the game to the opponents.

### **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.

**PLAY.** Center A-2 snaps the ball but only one person leaves the scrimmage line. All other teammates stand up and yell at the person that the snap count was on 2. When Team B Relaxes, A-1 throws the ball to the person who left the scrimmage line.

**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. Strip or attempt to strip the ball from a player in possession by punching striking or stealing (S38). Note: A player who controls a pass with both feet off the ground becomes a runner when the first part of the person touches the ground
- B. Contact an opponent who is on the ground (S38).
- C. Throw the runner to the ground (S38).
- D. Hurdle any other player (S38).
- E. Contact an opponent either before or after the ball is declared dead (S38).
- F. Make contact of any nature with an opponent which is deemed unnecessary including using fists, locked hands, elbows or any part of the forearm or hand, except according to Rule (S38). A nonplayer deflags or interferes with a runner.  
*Penalty:* Personal Foul 10 yards (S38). The Referee will award a touchdown (S5) and disqualify (S47) the nonplayer
- G. Deliberately drive or run into a defensive player (S38).
- H. Clip an opponent (S39).
- I. Position himself/herself on the shoulders or body of a teammate or opponent to gain an advantage (S38).
- J. Tackle the runner by grasping or encircling with the hand(s) or arm(s) and taking the opponent toward the ground as in tackle football (S38 and S47). (DQ)  
*Penalty:* 10 yards, and if flagrant, the offender will be disqualified (S47). In Article 1 K the offender will be disqualified.

**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 penalty. 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.

**PLAY.** A-3 muffs a legal forward pass and B-2 pushes A-3 out of the way in an attempt to secure the ball. **RULING.** Personal foul for illegal contact, penalize 10 yards.

### **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. Roughing the passer restrictions do not apply If the forward pass is thrown from beyond Team A's scrimmage line (first ball spotter-orange). *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 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.

## SECTION 4. BLOCKING

### Article 1. Offensive Screen Blocking.

The offensive screen block shall take place without contact. The screen blocker shall have his/her hands and arms at his/her side or behind his/her 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 Foul*, 10 yards (S38).

### Article 2. 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. The speed of the player to be screened will determine where the screener may take his/her stationary position. This position will vary and may be 1 to 2 normal steps or strides from the opponent.
- D. After assuming his/her legal screening position move to maintain it, unless he/she moves 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 3. 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 4. Use of Hands or Arms by the Defense.

Defensive players must go around the offensive player's screen block. The arms and hands may not be used as a wedge to contact the opponent. The application of this Rule depends entirely on the judgement of the official. A blocker may use his/her arms to break a fall or retain his/her balance. *Penalty:* Personal Foul, 10 yards (S38).

## SECTION 5. RUNNER

### Article 1. Guarding the Flag Belt.

Runners shall not flag guard by using their hands, arm, or the ball to deny the opportunity for an opponent 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)

**PLAY.** A-1 catches the snap from center A-2, fakes a handoff to A-3, then places the ball on his/her hip (bootleg), 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 2. Stiff Arm.

The runner shall be prohibited from contacting an opponent with extended hand or arm. This includes the use of a "stiff arm" extended to ward off an opponent attempting to deflag/tag. *Penalty:* Personal Foul, 10 yards (S38).

### Article 3. 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 4. Obstructing the Runner.

**The defensive player shall not hold, grasp, or obstruct the forward progress of a runner when in the act of removing the flag belt or making a legal tag. *Penalty:* Personal Foul, 10 yards (S42).**

**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.**

### **Article 5. 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 is such as to provide a reasonable chance for him/her to go through without contact. If a runner in his/her progress has established a straight line path, he/she may not be crowded out of that path, but if an opponent is able to legally establish a defensive position in that path, the runner must avoid contact by changing direction. *Penalty:* Personal Foul, 10 yards (S38).

## **SECTION 6. BATTING AND KICKING**

### **Article 1. Batting a Free Ball.**

Players shall not bat a loose ball other than a pass or fumble in flight. A backward pass in flight shall not be batted forward by the passing team. A ball in player possession shall not be batted forward by a player of the team in possession. **EXCEPTION:** The kicking team may bat a grounded protected scrimmage kick beyond the Team A scrimmage line their own goal line. **Illegal Batting, 10 yards (S31).**

### **Article 2. Illegal Kicking.**

No player shall intentionally kick a ball other than a punt. **NOTE:** An illegal kick shall be treated like a fumble. *Penalty:* Illegal Kicking, 10 yards (S31).

## **SECTION 7. ILLEGAL PARTICIPATION**

### **Article 1. Blocked or Pushed Out-of-Bounds.**

Prior to a change of possession, no player of A or K shall go out-of-bounds and return during the down unless blocked out-of-bounds by an opponent. If a player is blocked out-of-bounds by an opponent and returns inbounds during the down, he/she shall return at the first opportunity. During the down, no player shall intentionally go out-of-bounds and return.

### **Article 2. Hinder an Opponent.**

No replaced player or substitute shall hinder an opponent, touch the ball, influence the play, or otherwise participate.

### **Article 3. It is Illegal Participation:**

- A. To have 8 (Corec-9) or more players participating at the snap or free kick.
  - B. **To have more than the legal number of males or females participating at the snap or free kick (Corecreation only)**
  - C. If an injured player is not replaced for at least one down; unless the end of the period or overtime intermission occurs.
  - D. To use a replaced player or substitute in a substitution or pretended substitution to deceive opponents at or immediately before the snap or free kick.
  - E. For a player to be lying on the ground to deceive opponents at or immediately before the snap or free kick.
  - F. For a disqualified player to reenter the game.
- Penalty:* Illegal Participation, 10 yards (S28).

**PLAY.** QB A-1 throws a legal forward pass to A-2. A-2 steps on the sideline, returns and touches the pass.

**RULING.** A-2, Illegal Participation, 10 yards.

## **SECTION 8. FLAG BELT**

### **Article 1. Basic Tenets.**

There are basic rules, which are established for flag football because of legal or illegal removal of the flag belt.

- A. **Players must have possession of the ball before they can legally be deflagged by an opponent.**
- B. **When a runner loses his/her flag belt either accidentally, inadvertently (not removed by grabbing or pulling), or on purpose, play continues. The deflagging reverts to a one hand tag of the runner between the shoulders and knees by an opponent.**

- C. In circumstances where a flag belt is removed illegally, play should continue with the option of the penalty or the play. *Penalty:* Personal Foul, 10 yards (S38).
- D. An opponent intentionally pulling a flag belt from an offensive player without the ball is illegal. *Penalty:* Personal Foul, 10 yards (S38).
- E. 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 (S38 and S47). 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.

**PLAY.** A-1 carries the ball when B-1 and B-2 attempt to deflag the runner. B-1 and B-2 touch or grasp the flag belt momentarily. A-1 continues to run a few steps and the flag belt falls to the ground. **RULING.** A-1 is down where the original deflag was attempted. B-1 and B-2 are deemed to have caused the deflag.

## **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 or free kicked.
- 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 or free kicked.

#### **Article 2. Captain's Choice.**

When a foul occurs during a live ball, the Referee shall, at the end of the down, notify both captains. He/she shall inform the captain of the offended team regarding the rights of penalty acceptance or declination and shall indicate to him/her the number of the ensuing down, distance 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 if there is a double foul, 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 free kick or snap, the officials shall not permit the ball to become alive. The penalty for any foul between downs, any nonplayer foul, or any unsportsmanlike foul, is enforced from the succeeding spot. If a dead ball foul occurs after time expires for any period, the penalty shall be measured from the succeeding spot. The succeeding spot is where the ball would next be snapped or free kicked 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. When the same team commits a live ball foul followed by 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.

**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 or free kick is penalized from the previous spot.
- B. A nonplayer 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 or 2 of 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 free kick or protected scrimmage kick.
- B. A legal forward pass.
- C. A backward pass, including the snap, or fumble made by A from on or behind his/her scrimmage line (first ball spotter-orange).
- 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, either the spot of the snap or the free kick.**

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.** K-1's kickoff is rolling along the ground when: (a) K-1 commits an illegal contact foul at the R 19 yard line; or (b) R-1 commits an illegal contact foul at the R19 yard line. **RULING.** The foul is during a loose ball play since the kickoff had not been possessed by either team. The enforcement spot is the previous spot which is the spot of the kickoff.

**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 of where the ball was snapped.

**PLAY.** Fourth and 8 on A 32. Passer A-1 is roughed by B-1: (a) forward pass is complete to A-2 who is tagged/deflagged at the A 35; (b) pass is incomplete; or (c) forward pass is complete to A-2 who is tagged/deflagged at the A 28. **RULING.** Roughing the passer. (a) A's ball, first and 15 on B 35; in (b) and (c) it is A's ball, first and 18 on the B 38. In (b) and (c) penalize from the previous spot.

Exception 2: A post scrimmage kick (PSK) foul is an R foul that occurs on R's side of the neutral zone prior to the end of the kick during a punt that ends beyond the neutral zone and K does not have possession of the ball when the kick ends. The PSK spot is the spot where the kick ends. R retains the ball after penalty enforcement from the PSK spot when a PSK foul occurs. R fouls behind the PSK spot are spot fouls. The spot where the kick ends is R's 14 if the kick ends in R's end zone.0.

**PLAY.** During a punt, R-2 illegally contacts K-2 beyond the neutral zone at the R 34 yard line. The kick then becomes dead: (a) in the R end zone; (b) when the punt rolls out-of-bounds at the R 31 yard line; or (c) when R-1 catches the punt at the R 32 and is deflagged at the R 36. **Ruling.** Enforce all 3 plays utilizing PSK penalty enforcement as follows: (a) enforce at the PSK spot, the R 14 yard line, first and 13 at the R 7; (b) enforce at the R 31 since the foul is behind the PSK spot, first and 19 at the R 21; (c) enforce at

the PSK spot, the R 32 where the punt was caught by R-1, first and 18 at the R 22. In (a), (b), and (c) Team R retains the football, first down. NOTE: The BJ must drop a bean bag where the punt is caught by R.

### **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 kickoff 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.

**PLAY.** K-1's protected scrimmage kick 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.

**PLAY.** Third and 2 on A 38. QB A-1 runs two yards beyond the Team A scrimmage line (first ball spotter-orange) and throws an illegal forward pass from the 40 yard line. **RULING.** Fourth and 5 on A 35. All illegal forward passes are treated as running plays. Penalize from the spot where the pass was thrown from, the end of the run.

**PLAY.** Third and 5 on A 35. QB A-1 throws a legal pass to receiver A-2 who runs to the Team B 19 yard line and flag guards. A-2 scores an apparent touchdown. **RULING.** No touchdown. Penalize A-2 10 yard from the Team B 19 yard line, first and 9 on B 29. Once A-2 caught the pass it became a running play. Since there was a foul by the offense behind the end of the run, which is the goal line, penalize from the spot of the foul.

## **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. NOTE: See 10-3-8 for enforcement of fouls after change of possession during a Try or overtime.

**PLAY.** Team B intercepts a pass in their own end zone, Team A commits an illegal contact foul, and Team B then is deflagged/tagged in the end zone. **RULING.** Option for Team B-decline the illegal contact foul and accept a touchback, first and 5 on B 15, or accept the illegal contact foul and it will be first and 15 on B 25, measured from the succeeding spot, the B 15.

**PLAY.** Team B intercepts a pass in the Team B end zone. B-3 commits an illegal contact foul after the interception on the B 5 yard line. Team B is deflagged in the end zone. **RULING.** B's ball, first and 17-1/2 on the B 2-1/2. The basic spot on a touchback is the 15 yard line. Penalize using the All-But-One principle from the B 5 yard line.

### **Article 3. Disqualified Player.**

A disqualified player must be removed.

#### **Article 4. Forfeiture of Game.**

A Referee's decision to forfeit a game is final.

#### **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.**

- A. If there is a foul by the offensive team, other than unsportsmanlike or nonplayer, 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, during a down which results in a successful touchdown or Try, the penalty will be enforced from the succeeding spot.
- B. If an opponent of the scoring team commits a foul (other than unsportsmanlike or nonplayer) during a down in which a touchdown is scored, "and there was not a change of possession during the down in which a touchdown is scored, "and there was not a change of possession during the down, " A may accept the results of the play and then choose to have the foul enforced on the Try, or after the Try, at the 14 yard line.
- C. If an opponent of the scoring team commits a foul (other than unsportsmanlike or nonplayer) during a down in which a touchdown is scored, "and there was a change of possession during the down and such foul occurs after the change of possession," the scoring team may accept the results of the play and then choose to have the foul enforced on the Try, or after the Try, at the 14 yard line.
- D. If either team commits an unsportsmanlike or nonplayer foul during the down in which a touchdown is scored, the opponent may accept the results of the play and then choose to have the foul enforced on the Try, or after the Try, at the 14 yard line.

**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 the B 2 yard line. **Ruling.** A 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 of 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 snapped for the Try, usually the 3 or 10 yard line.

**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 or 2 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 on the Try from the 3 or 10 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 an 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 15 yard line. (a) B's ball, first and 12-1/2 at the B7-1/2. (b) B's ball, first and 15 at the B 25, if accepted.

**PLAY.** On second down during an overtime period, A-1's pass is intercepted by B-1. During the return B-1 flag guards in his/her own end zone, or A-3 holds B-1, then deflags B-1. **RULING.** A new series begins. Penalize either foul at the succeeding spot, the Team B 10 yard line.

**PLAY.** A-3 is called for illegal motion. QB A-1's pass is intercepted by B-3. B-3 flag guards on the return and then scores a touch down during: (a) a Try down; or (b) an overtime period. **RULING.** Negate the score. The fouls offset at the succeeding spot.

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

Live ball foul(s) committed by 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 is a double foul if both teams commit fouls, other than unsportsmanlike or nonplayer, during the same live ball period in which:

- A. There is no change of team possession.
- B. There is a change of team possession, and the team in possession at the end of the down fouls prior to the 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 opponent's foul(s), other than unsportsmanlike or nonplayer. 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 kicks off, 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 of the ball by K-2, it is a double foul, and the ball will be re-kicked; (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 nonplayer conduct occurs. In such cases, the penalty/penalties for the unsportsmanlike conduct or nonplayer fouls are administered from the succeeding spot as a dead ball foul.

### **Article 12. Multiple Dead Ball Fouls.**

Penalties for dead ball fouls are administered separately and in the 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 nonplayer 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. Forward 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 (first ball spotter-orange).
- C. Illegally Secured Flag Belt.

## **SUMMARY OR CORECREATION 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 men and 3 women or 4 women and 3 men. Six players, 3 men and 3 women or 4 women and 2 men, are required to start the game and avoid a forfeit. The game may be continued with less than 6 players as long as the team has a chance to win. **NOTE:** If in doubt, continue the game. *Penalty:* Illegal Participation, 10 yards (S28).

**1-3-1 The Ball.** The regular, intermediate, youth or junior size football shall be used.

**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. *Penalty:* Illegal Forward Pass, 5 yards from the spot where the second consecutive male

to male completed 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 (first ball spotter-orange) 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).

**8-2-1 Mercy Rule.** If a team is 23 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 23 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.

## SUMMARY OF FOULS AND PENALTIES

<b>Loss of 5 Yards</b>	<b>Rule</b>	<b>Section</b>	<b>Article</b>	<b>Official's Signal</b>
Required Equipment Worn Illegally	1	4	3	23
Delay of Game (Dead Ball)	3	5	1	7,21
Unfair Tactics	3	5	2	21
Substitution Rules Infractions	3	6	1,2	22
Infraction of Free Kick Formation (Dead Ball)	6	1	2	7,19
Encroachment of Free Kick Lines (Dead Ball)	6	1	3	7,18
Free Kick Out-of-Bounds	6	2	1	19
Infraction of Protected Scrimmage Kick Formation – Line Players	6	3	3	19
Infraction of Protected Scrimmage Kick Formation – Kickers	6	3	4	19
Encroachment (Dead Ball)	7	2	1	7,18
False Start (Dead Ball)	7	2	2	7,19
Illegal Snap (Dead Ball)	7	2	3	7,19
Offensive Player Not Within 15 Yards of Ball	7	3	1	19
Infraction of Scrimmage Formation	7	3	2	19
Player Out-of-Bounds When Ball is Snapped	7	3	2	19
Offensive Player Illegally in Motion	7	3	3	20
Player Receiving Snap Within Two Yards of Scrimmage Line	7	3	4	19
Illegal Shift	7	3	5	20
Illegally Handing Ball Forward (Loss of Down if by Team A)	7	4	1	35,9
<b>Advancement by Male Runner</b> (Corec Only)	7	5	1	19
Intentionally Throwing Backward Pass or Fumble Out-of-Bounds (Loss of Down if by Team A)	7	6	1	35,9
Illegal Forward Pass (Loss of Down in by Team A)	7	7	2	35,9
Intentional Grounding (Loss of Down)	7	7	2	36,9
<b>Illegal Forward Pass – 2 Consecutive Male to Male Forward Pass Completions</b> (Loss of Down) (Corec Only)	7	7	3	35,9
<b>Illegal Forward Pass – Male Catches Pass and Runs Beyond Scrimmage Line (Loss of Down) (Corec Only)</b>	7	7	4	35,9
Helping the Runner	9	5	3	44
<b>Loss of 10 Yards</b>				
Illegal player Equipment	1	6	1	27
Quick Kick	6	3	1	31
Kick Catch Interference	6	4	1	33
Two or More Consecutive Encroachments During Same Interval Between Scrimmage Downs	7	2	1	7,18
Forward Pass Interference – Offensive (Loss of Down)	7	10	2	33,9
Forward Pass Interference – Defensive (Automatic First Down)	7	10	3	33,8

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<b>Illegally Secured Flag Belt on Touchdown</b> (Loss of Down if by Offensive) (Automatic First Down if by Defense)	8	3	3	47,38,9
Unsportsmanlike Player Conduct	9	1	1	27
Spiking, Kicking, or Throwing Ball During Dead Ball	9	1	2	27
Unsportsmanlike Conduct by Coaches, Substitutes or Others	9	1	3	27
Steal, Strike or Attempt to Steal Ball	9	3	1A	38
Trip an Opponent	9	3	1B	46
Contact With Opponent on the Ground	9	3	1C	38
Throw Runner to Ground	9	3	1D	38

Hurdle any Player	9	3	1E	38
Contact Before or After Ball is Dead	9	3	1F	38
Unnecessary Contact of any Nature	9	3	1G	38
Drive or Run Into Player	9	3	1H	38
Clipping	9	3	1I	39
Position Upon Shoulders Or Body	9	3	1J	38
Tackle Runner	9	3	1K	38,47
Roughing the Passer (Automatic First Down)	9	3	2	34,8
Illegal Offensive Screen Blocking	9	4	1,2	38
Interlocked Interference	9	4	3	38
Defensive Use of Hands	9	4	4	38
Guarding the Flag Belt	9	5	1	24
Stiff Arm	9	5	2	38
Obstruction or Holding Runner	9	5	4	42
Batting a Free Ball	9	6	1	31
Illegal Kicking	9	6	2	31
Illegal Participation	9	7	1	28
Illegal Substitute/Replaced Player	9	7	2,3	28
Pretended, Unfair Substitution	9	7	3C	28
Reentry of Disqualified Player	9	7	3E	28
<b>Illegal Flag Belt Removal</b>	9	8	1C	38

<b>Disqualification Associated With Certain 10 Yard Penalties</b>				
Flagrant Unsportsmanlike Player Conduct	9	1	1	47
Intentionally Kicking or Swinging an Arm, Hand or Fist at any Opposing Player	9	1	1	47
Flagrant Spiking, Kicking or Throwing Ball	9	1	2	47
Flagrant Unsportsmanlike Conduct by Players, Coaches, Substitutes or Others Subject to the Rules	9	1	3	47
Intentionally Contacting an Official	9	1	3	47
Flagrant Personal Fouls	9	3	1	47
Tackle the Runner	9	3	1K	47
<b>Intentional Tampering With Flag Belt – Offensive</b> (Loss of Down)	9	8	1E	38,9
<b>Intentional Tampering With Flag Belt – Defensive</b> (Automatic First Down)	9	8	1E	38,8