

**THE SEVENTH-DAY ADVENTIST
SPORTS ACTIVITIES RULES COMMITTEE**

is composed of representatives of the Seventh-day Adventist academies, colleges and universities in North America.

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Photography by Jason Wells

RULES INTERPRETATION

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INTRODUCTION

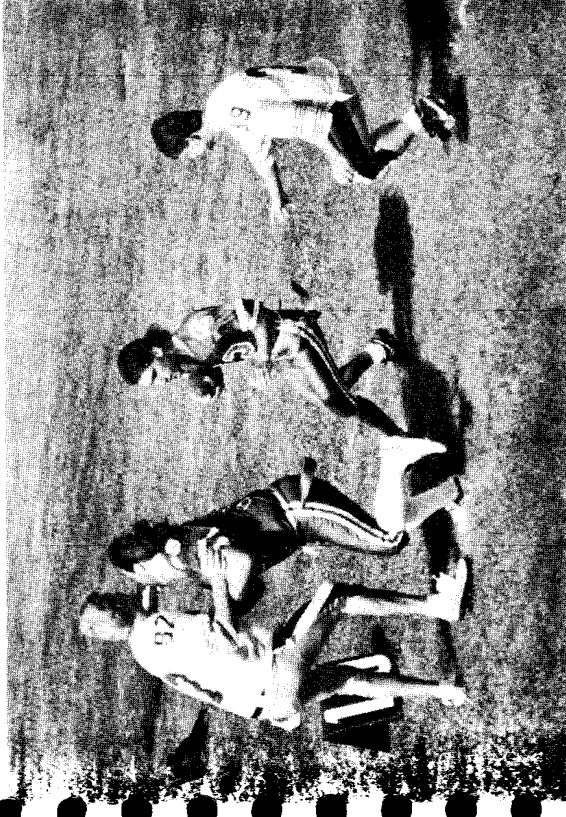
The function of the Seventh-day Adventist Sports Activities Rules committee (SDA-SARC) is to develop and distribute flagball rules for use in SDA academies, colleges and universities in the United States and Canada.

SDA-SARC was formed and the first rules compiled at the SDA college physical educators meeting in 1968. The rules were revised in 1969, 1972, 1974 and 1980. At the 1980 meeting it was decided to include optional rules for Hawaiian Flagball, No Block Flagball and Restricted Block Flagball.

Seventh-day Adventist colleges have been playing flagball in intramural programs for over 25 years. Each had developed its own rules until 1968. The rules in this book are, thus, a product of the experience of numerous physical educators over many years.

The game is appropriate for physical education classes and intramural programs from grade seven through adulthood. The rule books have been used as student texts in flagball units in SDA academies and colleges.

Vernon Scheffel served as chair of the rule committee for 26 years, from 1969 to 1984. Committee members included Walt Hamerslough, Donald Moon, John Pangman and Wally Specht. In the last eleven years no revisions have been made. In 1995 Tim Windemuth was elected by SDA-HPERA to serve as chair of SARC and a new committee was selected. The format of the rule book was changed so that actual photographs were used to illustrate rules rather than line drawings.



A CODE OF CONDUCT

No set of rules is any better than the SPIRIT in which they are adhered to by those who play by them and those who are responsible for their enforcement.

The well-being of the player must be kept paramount in a modified contact game that has as its essence the absence of protective player equipment. Players should be made aware of their responsibility in the avoidance of unnecessary injury.

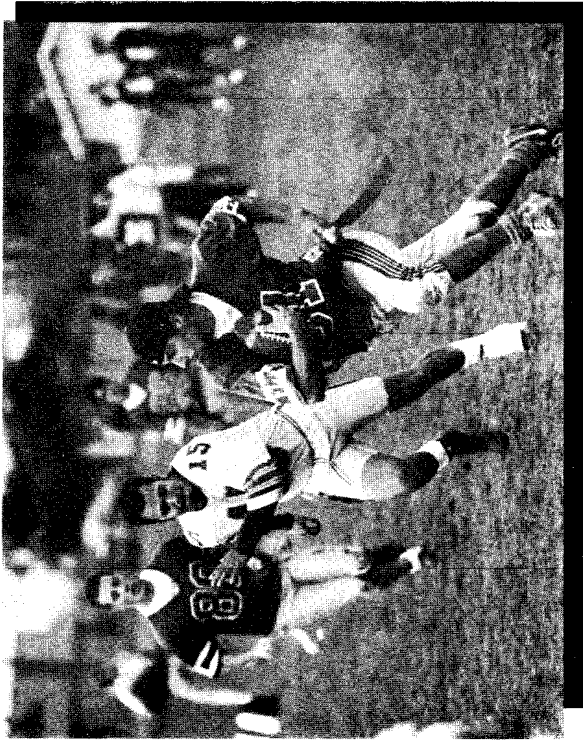
The officials are the key to keeping unnecessary rough play out of the game. They can determine the tempo at which a game will be played by close calling and maintaining the spirit of sportsmanship on the field.

Coaches and administrators have a responsibility to see to it that players who are continually unnecessarily rough are either brought under control or eliminated from play.

These statements are in no way intended to curtail hard, clean play, but rather to eliminate from the game that element that adds only ill-will and unnecessary injuries to the game.

RULE ONE

THE GAME, FIELD, PLAYERS AND EQUIPMENT



Section 1. The Game.

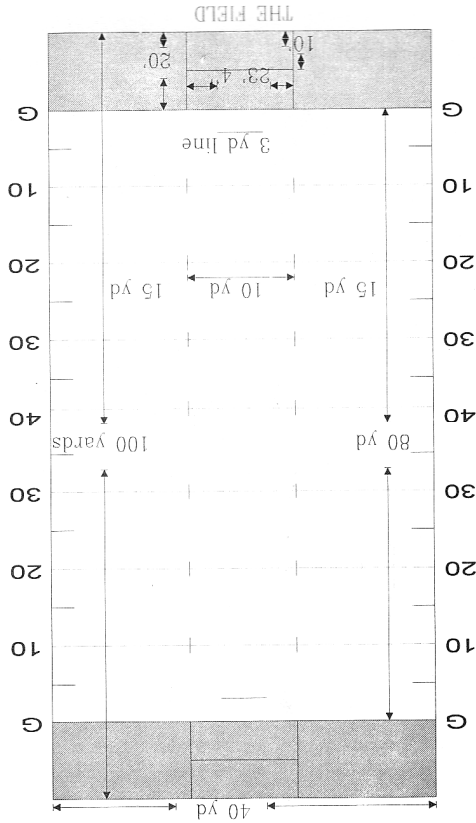
Art 1...The game shall be played by two teams of six players on a rectangular field 40 x 100 yards, including the endzones, with a surface of turf or some other material that is relatively soft.

Art 2...The game is administered by three or four, (preferred) officials whose duties are explained in Appendix A: "Officiating Techniques."

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Section 2. The Field and Markings.

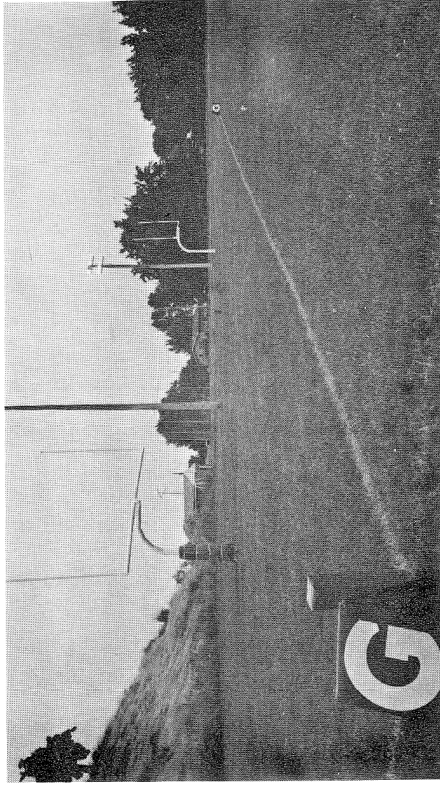


Art 1... The field shall be laid out in accordance with the accompanying diagram.

Art 2... Yardline markers shall be of a soft, pliable material if placed within five (5) yards of a sideline.

Art 3... Measurements shall be taken from the inside edges of boundary lines as such lines are out-of-bounds.

Art 4... The goal lines shall be laid down as part of the endzone as the edge nearest the field represents a vertical plane that need only be momentarily penetrated by any part of the **OFFENSIVE PLAYER'S HIPS FOR A TOUCHDOWN TO BE SCORED.**



Picture of correct field markings.

Art 5... Red pylons shall be placed at the intersection of the goal line and the sideline. Pylons shall mark the intersection of the endline and the sideline.

Art 6... The goal posts shall be regulation, 11-man goals as shown.

Section 3. Game Equipment.

Art 1... A regulation football shall be used. A rubber-covered ball may be used.

Art 2... The yardage chain shall be exactly fifteen (15) yards long and made of non-stretching line.



Official and downs marker.

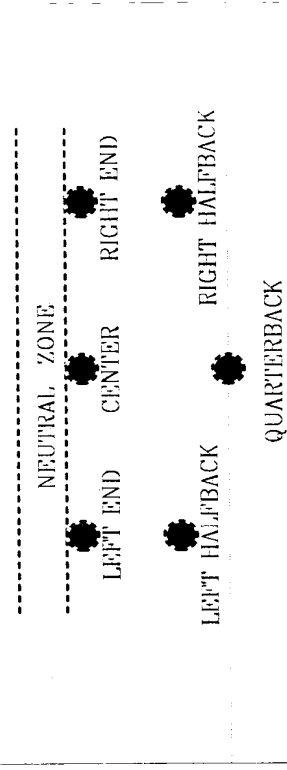
Art 3... The downs marker shall have the numbers one to four (1 to 4) large enough to be seen across the width of the field.

Art 4... A timing device shall be provided for keeping game time and other timing factors.

Section 4. Player Designations.

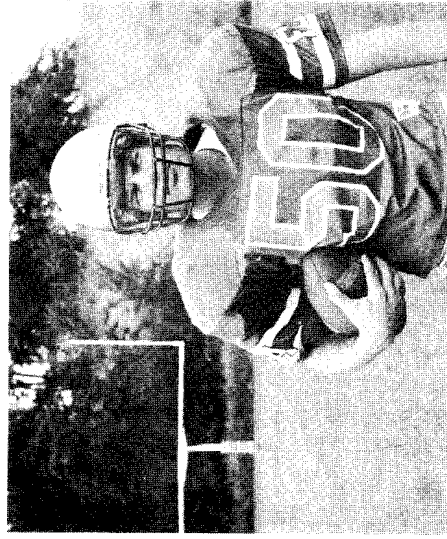
Art 1... A team may have as many captains as it wishes, but only one at a time shall be designated as the field captain, and he alone shall communicate with officials. (The job of the captain is to discuss and make decisions on official calls but not to argue or display any form of poor sportsmanship.)

Art 2... Player positions are named as is shown in the diagram. All players are eligible to receive a forward pass.



Section 5. Player Equipment.

Art 1... No player shall wear regular football pads. Other soft protective padding and padded braces are permissible. Mouth pieces are recommended. Football pants without pads are legal.



Rule 1-5-1 A flagball player, #50, shall not wear regular football equipment. The UMPIRE checks equipment before the game. To use such equipment after having been warned is a FLAGRANT violation - Penalty: 15 yards and disqualification.

Art 2... No player shall wear shoes with screw-in type cleats. All players must wear shoes.

Art 3... Each team shall wear the belt and flags provided by the Game Management.

Art 4... Any equipment deemed illegal by regular football rules shall be illegal for flagball.

Penalty: For illegal equipment - Penalty: 15 yards. Disqualification if not removed.



Rule 1-4-1 Only the designated field captain may talk to an official. Players #28, 50 & 79 are not the field captains and all are shouting vehemently, therefore this is unsportsmanlike conduct - Penalty: 15 yards. All may be co-captains of their team, but only one can be the field captain at a time.

DEFINITION OF PLAYING TERMS



Section 1. The ball.

Art 1...Live ball refers to the ball when it is actually in play.

Art 2...Dead ball is when the ball is not in play between downs.

Art 3...Loose ball refers to a live ball that is not in possession of any player, such as a pass, kick or fumble.

Art 4...Free ball refers to a loose ball that may be recovered by any player.

Section 2. Team and Player Designations.

Art 1...Team A refers to the team which puts the ball in play (OFFENSE). Team B is their opponent.(DEFENSE).

Rule 2-2/DEFINITION OF PLAYING TERMS

Art 2...A player is one of the twelve men on the field of play.

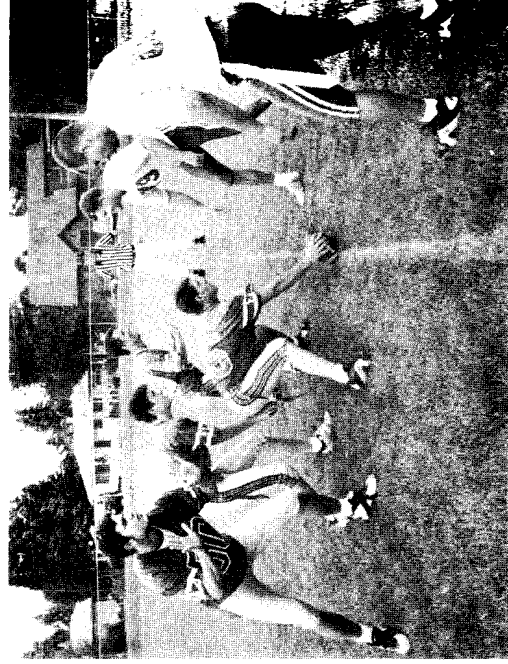
Art 3...A runner is a player in possession of a live ball.

Art 4...A field captain is a player designated by his team as their representative on the field.

Art 5...A team captain may be one or more persons who occupy a position of leadership on an organized team. All teams' captains may participate in the coin toss, but not in other officials' decisions.

Section 3. Scrimmage Line.

Art 1 ...The scrimmage line for each team is the yardline and its vertical plane which passes through the point of the ball nearest each team's own goal line. A player of Team A is on his scrimmage line when he is within 1 yard of that line.



Rule 2-3-2 Player #50 is in the backfield; not three men on the line of scrimmage. Illegal procedure - Penalty: 5 yards.

Rule 2-3/DEFINITION OF PLAYING TERMS

Art 2...The backfield line is a vertical plane one (1) yard behind and parallel to the offensive team's scrimmage line.



Rule 2-3-3 Offensive end in neutral zone - Penalty: 5 yards. Whistle should be blown; play is dead.

Art 3...Offsides denotes the position of a player, except the snapper or the kicker and holder of a place kick for a free kick, any part of whose person is beyond his own scrimmage line or his restraining line when the ball is put in play.

Section 4. Handling the Ball.

Art 1...A fumble is loss of player possession other than by passing, kicking or handing the ball.

Art 2...A muff is the touching of a loose ball in an unsuccessful attempt to secure possession.

Art 3...Batting is intentionally hitting the ball with the hand, arm, shoulder, etc., other than the foot.

Rule 2-4/DEFINITION OF PLAYING TERMS

Art 4...**Touching** refers to any contact with the ball, intentional or unintentional.

Art 5...A **snap** is handing or passing the ball to begin a play from scrimmage.

Art 6...A **forward pass** is throwing the ball toward the opponent's endline.

Art 7...A **backward pass** is throwing the ball parallel with or toward the passer's endline.

Art 8...A **scrimmage kick** is a kick made during a down that began with a snap.

Art 9...A **free kick** is a kick made under restrictions which prohibit either teams from advancing beyond established restraining lines until the ball is kicked. (The ball is not free in the sense that it may be recovered by any player.) Kicks after safeties are free kicks.

Art 10...A **kick-off** refers to a place kick that begins with each team aligned on the field at least ten (10) yards apart in accordance with the rules that govern such kicks.

Art 11...A **punt** is a kick where the ball is dropped and kicked before it hits the ground.

Art 12...A **place-kick** is a kick made while the ball is on a tee or the ground. It may be held in place by a player. Tee height shall not exceed 2 inches.

Art 13...A **drop kick** is a kick where the kicker drops the ball and kicks it as it hits the ground or as it rises from the ground.

Rule 2-4/DEFINITION OF PLAYING TERMS

Art 14...The **touch-off** is executed by two (2) backs of the offensive team, positioned any distance from the line of scrimmage, raising their arms and touching finger tips.

Art 15...The **touch-off zone** is the rectangular area formed by imaginary lines between the touch-off men and the line of scrimmage.

Art 16...**Handling the ball** is a direct transfer where the ball is touching both players simultaneously.

Art 17...**Force** is the result of energy exerted by a player which gives impetus to the ball. (Significant in determining whether a safety or a touchback has occurred.)

Art 18...**Lineman and back.** A lineman is any player on his scrimmage line when the ball is snapped; a back is any player who is legally behind that line when the ball is snapped (1 yard).

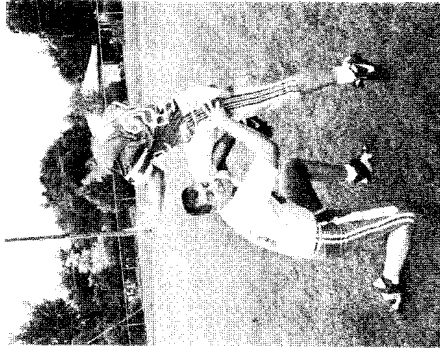
Art 19...A **running play** is when a live ball is in possession of a player.

Art 20...A **passing play** is when a forward or backward pass is in flight.

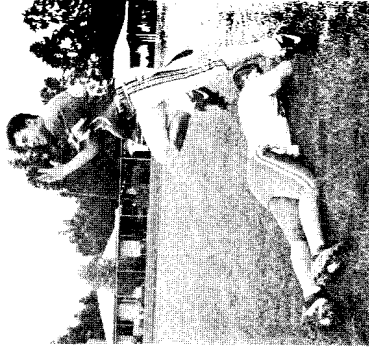
Section 5. Player Action.

Art 1...**Hurdling** is a jumping action with the feet or knees foremost in an attempt by a runner to jump over any player who is still on his feet.

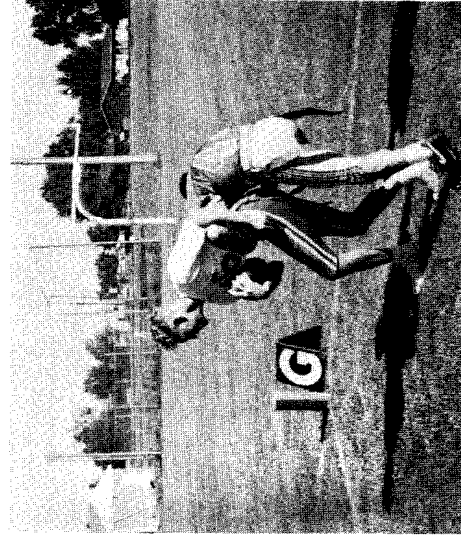
Rule 2-5/DEFINITION OF PLAYING TERMS



ILLEGAL Contact is made.



LEGAL No contact is made.



Rule 2-5-2 B stopping A by tackling, not pulling flag - Penalty: touchdown awarded.

Rule 2-5/DEFINITION OF PLAYING TERMS

Art 3... Guarding the Flag is the use of any part of the ball carrier's body or the ball to obstruct the defensive man from pulling the flag and includes lowering the head or shoulders.



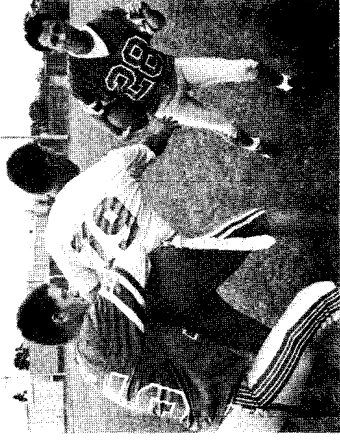
Rule 2-5-3 In the following picture, **THE BALL CARRIER IS ACTUALLY MAKING CONTACT WITH THE OPPONENT GUARDING THE FLAG** - Penalty: 5 yards; loss of down.



Not Guarding because NO CONTACT WAS MADE

Art 4...**Double foul or offsetting fouls** occur when both teams commit a foul or fouls during the same down. The fact that one is a live ball fifteen (15) yard penalty and the other five (5) yards has no significance. UNSPORTSMANLIKE CONDUCT IS ALWAYS PENALIZED.

Art 5...**Multiple foul** occurs when the same team commits more than one foul during the same down. Only one of the fouls shall be penalized; the captain of the offended team may choose which one, or may decline both.



Rule 2-5-6 Player #75, black, is taking a clear shot in the back of Player #79, white - Penalty: Clipping - 15 yards.

Art 6...**Clipping** is blocking a player from behind. It is not clipping when an opponent intentionally turns his back to avoid the block, nor during close line play when players turn during the blocking sequence. **CLIPPING MUST BE A CLEAR SHOT AT THE PLAYER FROM BEHIND.**



Rule 2-5-7 Player #79, white, is stripping the ball from Player #28, black - Penalty: 15 yards.

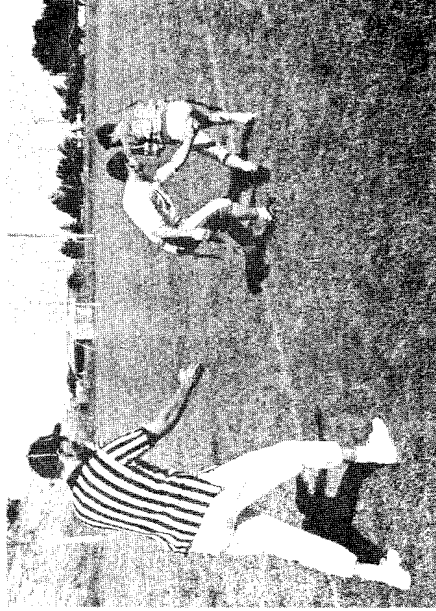
Art 7...**Stealing the ball** is taking the ball away from a player who has the ball in his possession.

Art 8... **Downing** the runner refers to stopping the progress of the ball carrier by pulling the flag (the only legal way to stop a runner), unless a ball carrier downs themselves by falling or kneeling.

Section 6. A down is from the snap until the ball becomes dead. Fouls during the down are called **live ball fouls** and any foul that occurs after the ball is dead (whistle blows) is a **dead ball foul** (even split-seconds later as a part of the playing action) and **DOES NOT CONSTITUTE** a part of a double or multiple foul situation.

Section 7. An early whistle is a whistle blown before the progress of the ball has been legally stopped. On a pass play (while the ball is in flight) the down shall be taken over. On a running play the team in possession has two options: (1) they may take the down over; (2) they may take the ball where the whistle blew the ball dead and count the down.

Exception: If the team in possession has committed a foul during the down, the option to replay the down is voided.



Rule 2-7 Early whistle (running play). The team in possession may take the down over or the play where the whistle blew the ball dead, the down counting.



Rule 2-7 Early Whistle. Official should have thrown his flag. The down shall be played over on a passing play.

Section 8. A foul is an infraction of the rules that carries a penalty enforcement. All penalties are for either five (5) or fifteen (15) yards, except for half-the-distance situations and defensive pass interference. A violation is a rule infraction for which no distance penalty is prescribed and does not offset the penalty for a foul.

Section 9. Spots.

Art 1... The **previous spot** is where the ball was last snapped or free-kicked.

Art 2... The **succeeding spot** is where the ball will be next snapped or kicked.



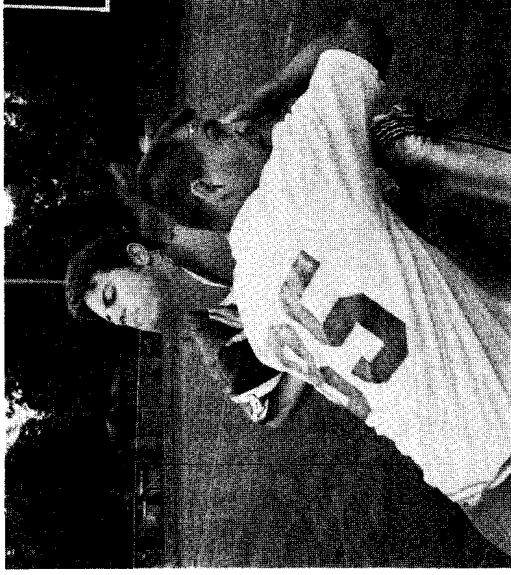
Art 3... The **out-of-bounds spot** is where the player's hips cross the line. This is the point at which the ball becomes dead.



Rule 2-9-4 The spot of the ball should be the player's hips, not his knee.

Art 4...**Spotting the ball.** When the ball in player possession becomes dead it shall be spotted on the ground directly under the foremost portion of the ball carrier's hips..

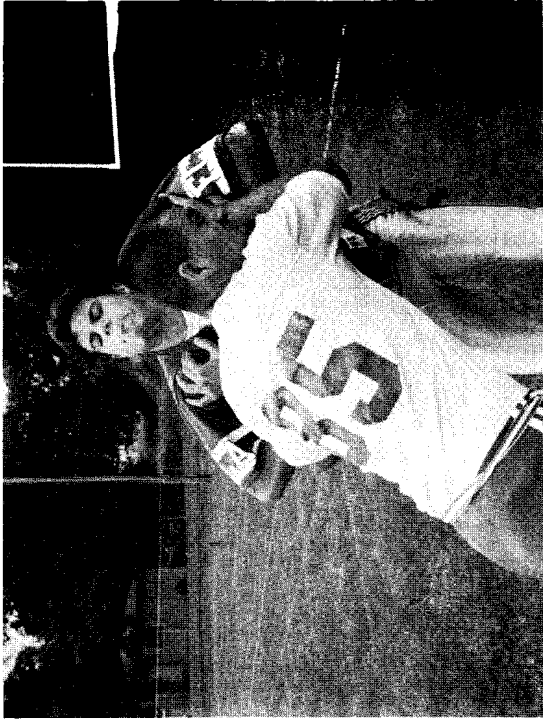
Art 5...The **spot of the foul** is where the foul occurs. A foul out-of-bounds is spotted at the lateral point on the field opposite the foul.



Section 10. Unnecessary roughness applies to any specific act or exertion of force (LEGAL OR ILLEGAL) that in the opinion of the official will tend to CAUSE INJURY, ILL-WILL or the game to become EXCESSIVELY ROUGH - Penalty - 15 yards.

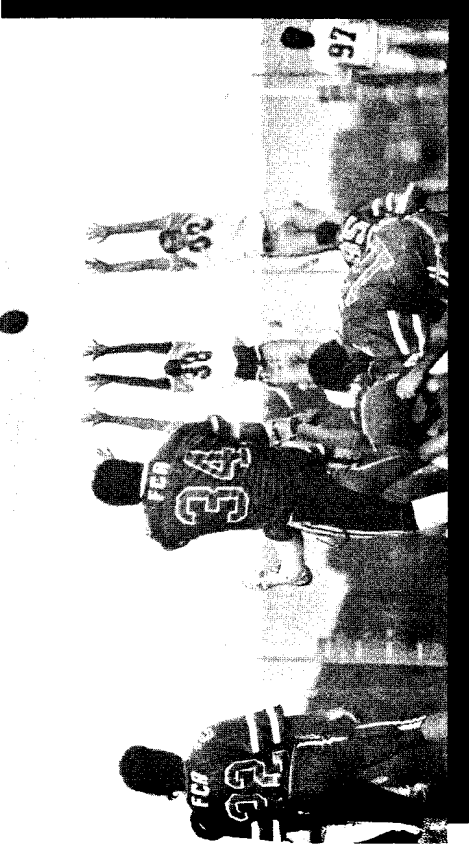


Rule 2-9-4 Spotting the ball. The ball is placed at the spot on the ground directly under the foremost portion of the ball carrier's hips NOT WHERE THE KNEE CONTACTS THE GROUND nor at the foremost point of the ball.



Rule 2-10 Even otherwise legal contact can be a foul if it involves excessive force. **UNNECESSARY ROUGHNESS** -
Penalty: 15 yards.

PERIODS, TIME FACTORS AND SUBSTITUTIONS!



Section 1. Length of Periods.

Art 1...The total playing time shall be 40 minutes divided into two (2) periods of 20 minutes each, with a five (5) minute intermission between the first and second half.

Art 2...Periods may be shortened by agreement of the captains or by order of the referee.

Art 3...The referee shall have authority to adjust errors in time.

Section 2. Starting Each Half.

The Game will start with a coin toss between two captains.

- a. The winner of the toss will choose one of the following options:
 1. To kick off
 2. To receive
 3. To designate which goal his team will defend
 4. To defer choice to the second half

Rule 3-3/PERIODS, TIME FACTOR AND SUBSTITUTIONS

- b. The loser of the toss shall make a choice of the remaining options with the teams changing directions at half time.

Section 3. Ending a Period.

Art 1...Approximately two (2) minutes before the end of each half the referee shall stop the clock and notify the team captains and coaches of the time remaining (TWO MINUTE WARNING), then signal ready-for-play and the clock will start on the snap.

Art 2...If time expires during a down, the down shall be completed before the period ends.

Art 3...A period cannot end on a play where the defense commits a foul. (Play is extended to an untimed down if it involves the end of a half.) If end of second half and A is leading, the game ends. (No time extended)

Exception: The period is not extended if both teams foul.

Section 4. Starting and Stopping the Clock.

Art 1...Following a free-kick the game clock shall be started when the ball is legally touched in the field of play. (EXCEPTION: IF TEAM A FIELDS A FREE-KICK IN HIS END ZONE, STARTS TO RUN IT OUT, THEN STOPS FOR A TOUCHBACK, NO TIME SHOULD RUN OFF THE CLOCK.) The clock shall then run continuously with the exception of the last two minutes of each half, stopping only for a score and official or team time-outs.

Art 2...During the last two minutes the clock shall stop for: time outs; live ball out-of-bounds; an incomplete forward pass; a penalty enforcement; a first down; a score; during a try-for-point; and injured player.

Rule 3-4/PERIODS, TIME FACTOR AND SUBSTITUTIONS

Art 3...The clock shall start with the next snap ONLY on (when the offensive team causes it to stop) incomplete forward passes, ball out-of-bounds, touchbacks, and following team time-outs. All others shall start with the ready-for-play signal by the referee.

Art 4...On a free-kick, the ball must be legally touched by a receiver inbounds before the clock shall start.

Section 5. Delay of Game.

Art 1...Team A has 30 seconds to put the ball into play following the ready-for-play signal.

Art 2...If a team attempts to conserve or consume time, the referee shall order the clock stopped or started.

Art 3...Failure of a team to play within two minutes of being ordered shall result in a forfeiture.

Penalty: Art 1 - five (5) yards.

Section 6. Free Time Outs.

Art 1...Each team is entitled to two (2) free time-outs during each half without penalty. Time-outs shall not exceed 90 seconds. (Referee indicates that the ball is ready for play after 60 seconds.) Consecutive free time-outs shall not be allowed the same team. Otherwise, if the ball is dead and a team has not exhausted its two free time-outs, the referee shall allow a free time-out and charge that team, only when requested by its field captain or his representative, or if an injured player is not replaced. (If the injured player is replaced, it is an official's time-out. If not replaced, it is a team time out.

Art 2...After a team's free time-outs have been exhausted, subsequent requests by its field captain or his

Rule 3-6/PERIODS, TIME FACTOR AND SUBSTITUTIONS

representative may be allowed only for the benefit and replacement of a designated injured player and such time out, if allowed, is a referee's time out.

Art 3... The referee shall warn both teams 30 seconds before a free time-out expires and shall declare the ball ready for play. When a second free time-out is charged to a team in either half, the referee shall notify the field captain or the coach of that team.

Section 7. Substitutions.

Art 1... No substitutes shall enter during a down.

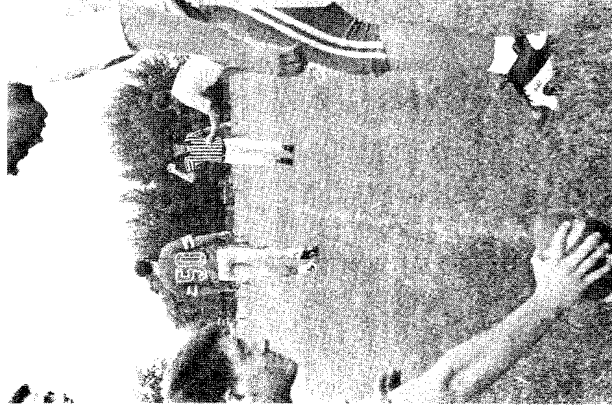
Art 2... A team may substitute as many players as they wish.

Art 3... No substitute shall enter and leave the game during the same dead ball period. (The player must not leave or re-enter they must be in or out for at least one play.)

Art 4... Too many players on the field is penalized as follows: If the extra player has no effect on the play or the maneuvers of the defense, his team shall be penalized five (5) yards for illegal substitution. If he confuses the defense in any way, causing them to react to his presence, his team shall be penalized fifteen (15) yards for illegal participation.

Penalty: Art 1 and 3 - five (5) yards.

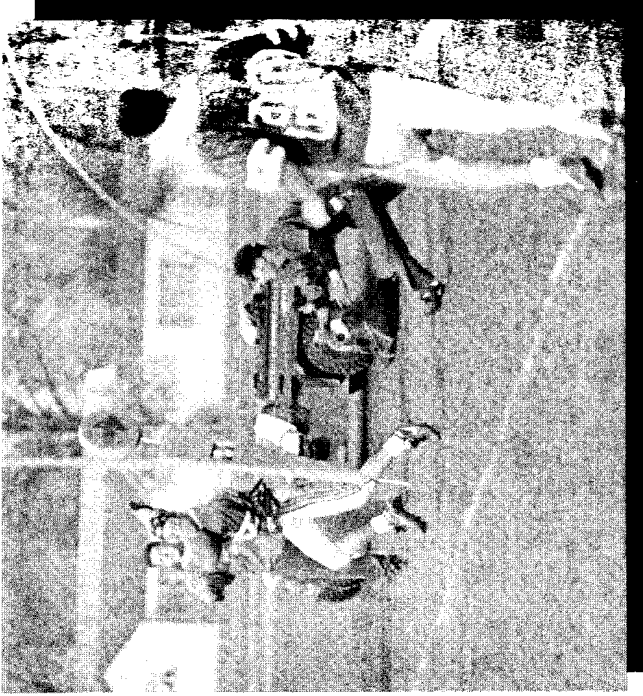
Rule 3-7/PERIODS, TIME FACTOR AND SUBSTITUTIONS



Rule 3-7-4 Replace player #50 is trying to get off the field when the ball is snapped. The defender was distracted, not being sure whether #50 was a man-in-motion, or a flanker setting wide. The penalty will be 15 yards for illegal participation rather than 5 yards for having too many players on the field.

RULE FOUR

BALL IN PLAY, DEAD BALL AND OUT-OF-BOUNDS



Section 1. Putting the Ball in Play.

Art 1...At the start of each half the ball shall be put in play by a kick-off; a kick-off shall be used also following a field goal and a try-for-point.

Art 2...Following a safety, the ball shall be put in play by a kick. Either a punt or a place-kick may be used. In either case the teams line up as for a kick-off except the ball is kicked from the twenty (20) yardline.

Art 3...The ball shall be put in play by a snap when a kick is not specified.

Rule 4-2/BALL IN PLAY, DEAD BALL AND OUT-OF-BOUNDS

Section 2. Dead Ball and End of Down.

FUNDAMENTAL OF FLAGBALL: There is only one way an opponent can legally stop a runner: by pulling his flag. A runner who goes out-of-bounds must do so by his own impetus: technically he has stopped himself. Similarly, if he falls down he has also stopped himself. Either of these actions may result from forces in action around him over which he has no control.

Art 1...An official's whistle causes the ball to be dead.

Art 2... The ball is dead and the down ended when:

- a. a runner goes out-of-bounds.
- b. a live ball goes out-of-bounds.
- c. a forward pass is incomplete.
- d. a fumble strikes the ground.
- e. a backward pass strikes the ground.
- f. a loose ball is motionless on the ground and no player is trying to obtain possession.
- g. a ball is caught simultaneously by opposing players.
- h. a runner's flag is pulled.
- i. the passer's (kicker's) flag is pulled before the ball leaves his hand (foot).
- j. a runner whose flag is missing is given an observable tag other than on the head or neck.
- k. a score is made.
- l. during a try-for-point, Team B secures the ball.
- m. an official sounds his whistle.
- n. the kicking team downs a kick.
- o. a part of the runner other than his hand or foot touches the ground.
- p. a kick is untouched by Team B prior to striking the ground on or behind Team B's goal line.
- q. ball is stolen.

Rule 4-3/BALL IN PLAY, DEAD BALL AND OUT-OF-BOUNDS

Section 3. Out-of-Bounds

Art 1...A player is out-of-bounds when he touches anything that is out-of-bounds other than another player or official.

Art 2...A player who goes out-of-bounds under his own impetus during a down may not participate in the remainder of that down.

Art 3...A ball that goes out-of-bounds shall be spotted at the nearest inbounds spot.

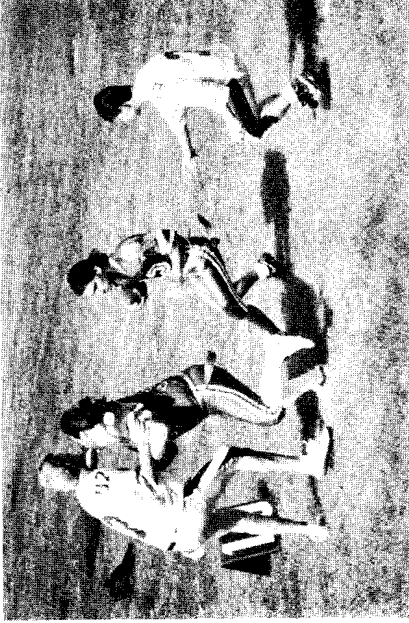


Art 4... When a runner goes out-of-bounds, the ball shall be spotted at point lateral to the place where the foremost point of the runner's hips crossed the sidelines.

Art 5...When a kick or backward pass goes out-of-bounds, it shall be spotted lateral to where it crossed the sideline.

Penalty: Art 2 - (15) yards (illegal participation).

Rule 4-3/BALL IN PLAY, DEAD BALL AND OUT-OF-BOUNDS



Runner is forced out-of-bounds at sideline.

LEGAL

Rule 4-2 Runner is forced out-of-bounds as he runs into the congestion of his own interference as it meets the defense. No foul has been committed.



Rule 4-2 Pushing a runner out-of-bounds even indirectly as above is penalized tacking; 15 yards and an automatic first down.

RULE FIVE

SERIES OF DOWNS, POSSESSION AND LINE-TO-GAIN



Section 1. Series of Downs and Line-to-Gain.

Art 1...A team has four (4) downs in which to gain fifteen (15) yards or the opposing team takes over possession of the ball.

Art 2...A team may be awarded a new series of downs on certain infractions by Team B, such as defensive pass interference and tackling.

Art 3...When a penalty is accepted, the number of the next down is the same as the down in which the foul occurred. Exceptions: forward pass infractions by Team A and guarding the flag. All of these include loss-of-down in the enforcement. (Illegally handing ball forward, no hand-off, illegal forward pass: grounding, more than one forward pass, beyond scrimmage, offensive pass interference and guarding the flag.)

Rule 5-1/SERIES OF DOWNS, POSSESSION AND LINE-TO-GAIN

Art 4...If penalty is declined, the number of the next down is the same as if the penalty had not occurred.

Art 5...IN EVERY CASE the line-to-gain is established after all penalties have been assessed for fouls that occurred.

Art 6...When team possession changes after the fourth down, the ball remains on its spot, and the downs marker is moved the length of the ball to denote the offensive line-of-scrimmage after the snap (the foremost part of the ball.) THE CHAINS, MOVE, NOT THE BALL.

Art 7...If the distance to the goal line is less than fifteen (15) yards when a new line-to-gain is to be established, the goal line becomes the line-to-gain.

Section 2. In leagues where yardage chains are not available or practical to use, the field shall be divided into zones twenty (20) yards in length. A first down shall be awarded for advancing the ball across a zone line.

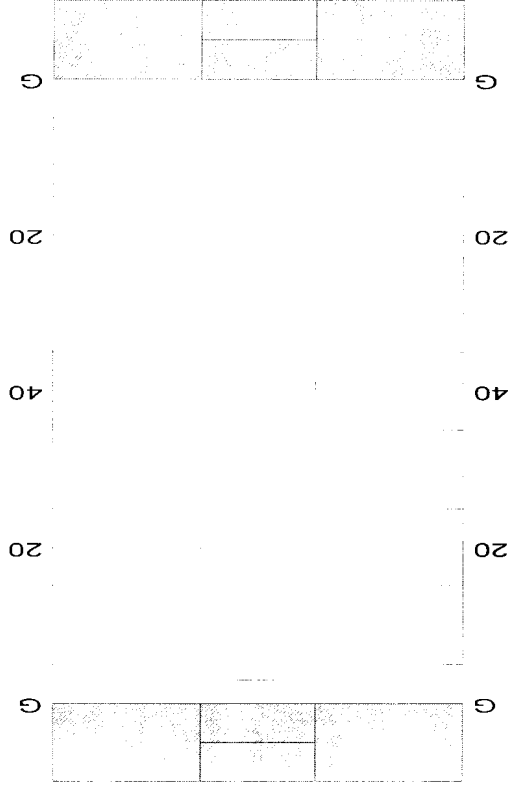
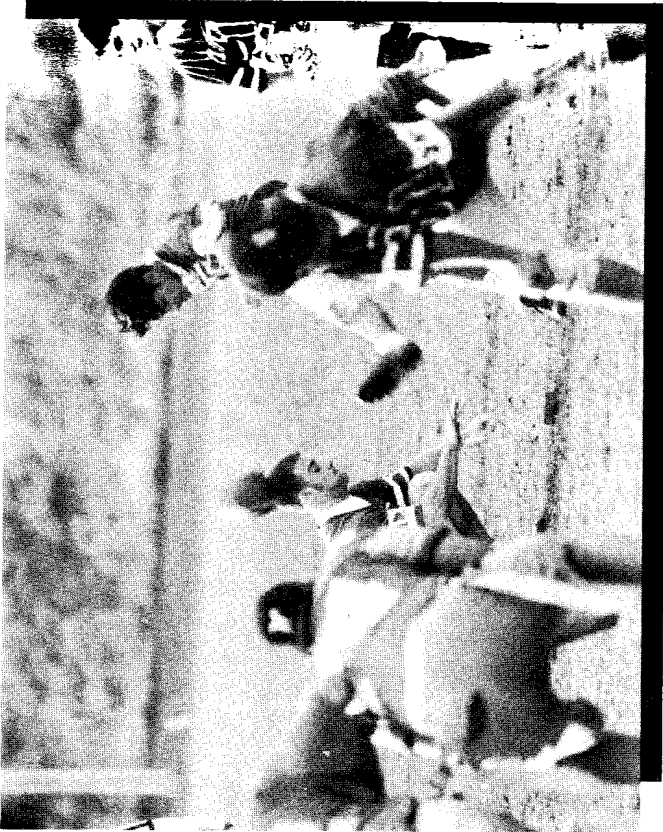


DIAGRAM OF 80-YARD FIELD

RULE SIX KICKING THE BALL



Section 1: The Kick-off and Other Free Kicks

Art 1...To begin a half or following a field goal or touchdown, the kick-off shall be made from on or behind the 30-yardline. Following a safety the kick shall be made from the 20-yardline. No player of Team A, other than the kicker or the holder, if one is used, shall have any part of his body beyond the plane formed by that line. (The ball may be kicked anywhere along Team A's kicking line between the inbounds lines.)

Art 2...A line shall be established 10 yards from Team A's kicking line and shall be known as Team B's restraining line. No player of Team B may break the plane formed by his restraining line.

Rule 6-1/KICKING THE BALL

Art 3...Team B must have at least two (2) men within five (5) yards of their restraining line at the time of the kick. (Team B then must have two players within 10-15 yards of the kicking line.)

Art 4...The kick-off may be made from any point along (between the inbounds lines) or behind Team A's kicking line. (The referee may designate a point off the line if a pool of water or some other problem exists. Team B's restraining line shall move accordingly.)

Art 5...A kick-off shall not be out-of-bounds. The receivers may decline the penalty and take the ball where it went out if they wish.

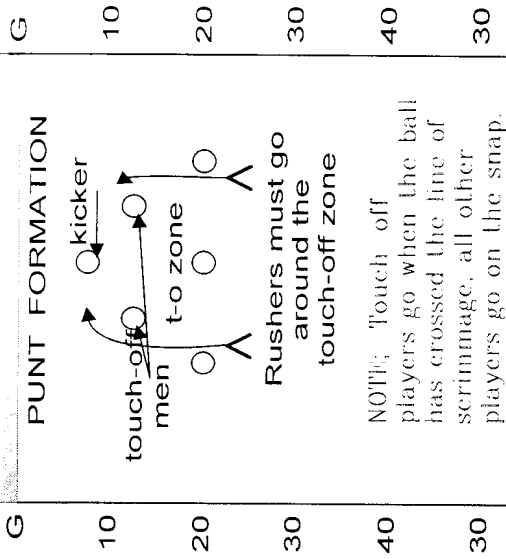
Art 6...A kick-off that is untouched by Team B prior to striking the ground on or behind Team B's goal line is dead. Previously touched kick-offs or those caught in the endzone may be downed for a touchback or run out.

Penalties: Art 1, 2, 3, and 5 - five (5) yards.

Section 2. Kicks from Scrimmage.

Rule 6-2-1 A legal touch-off.

THE TOUCH-OFF ZONES



Rule 6-2-1 The outer extremities of the zone are marked at the outer shoulders of the touch-off men.

Art 1...If Team A intends to kick from scrimmage, two (2) players must designate a touch-off safety zone by aligning themselves as shown in the DIAGRAM, and touching fingertips while both feet are in contact with the ground without changing position of the feet afterward. The touch-off must be made while the team is set



Rule 6-2-1 A legal touch-off.



Rule 6-2-1 Deceptive touch-offs, such as pretending to touch, are Unsportsmanlike Conduct. Deceptive touch-off - Penalty: 5 yards.

Art 2... The touch-off player shall not move until the ball has crossed the line of scrimmage, except to hand off or to execute a pass in a fake kick situation (...feet must be stationary) or to be the holder of a place kick

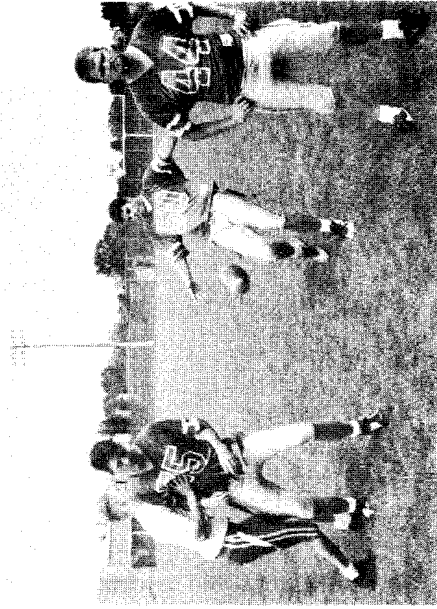


Rule 6-2-2 The above touch off player is blocking - Penalty: 5 yards.

Comment: Team A is not required to kick the ball by the act of touching-off. They may execute a run or pass play. However, if a team does touch-off, all of the rules governing

Rule 6-2/KICKING THE BALL

the touch-off situation are in effect. If a team wishes to line up in a field-goal formation and execute a run or pass play, the snap may go directly to any backfield man.

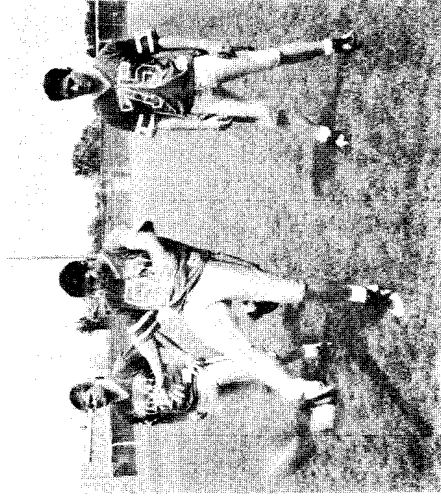


Rule 6-2-3 Player from Team B runs into touch-off man - Penalty: 5 yards.

Art 3...No opponent shall contact a touch-off player until the ball has crossed the scrimmage line - Penalty: 5 yards.

Art 4...No player of Teams A or B shall enter the touch-off zone until the ball has crossed the scrimmage line or until it has been determined that a kick is not to be attempted.

Rule 6-2/KICKING THE BALL

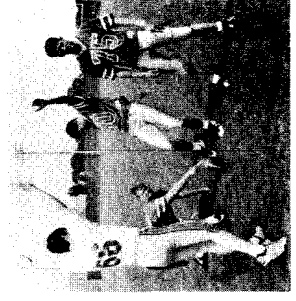


Rule 6-2-4 The punter's foot may not break the vertical plane formed by the rear most parts of the touch-off man - Penalty: five (5) yard for illegal procedure.

Art 5...No player of Team B shall push an opponent into the zone in an attempt to block the kick.

Art 6...No defender shall block a kick as a rusher.

Rule 6-2-6 Player #66, white, is blocking field goal inside touch-off zone - Penalty: 5 yards.



Rule 6-2/KICKING THE BALL



Art 7... Team B may rush as many players as desired but **ONLY ONE RUSHER** may penetrate beyond the end of the touch-off zone endline extended **UNLESS THE KICKER INDICATES A FAKE KICK.**

Rule 6-2-7 More than one rusher may penetrate the touch-off zone endline extended if the kicker makes any indication that he might attempt to pass or run - Penalty: 5 yards.

COMMENT: Indication of a fake kick could be any one of the following:

- a. K runs ball through the touch-off zone.
- b. K runs ball outside the zone to pass or run.
- c. K drops back; lifts arm to pass.
- d. K pitches the ball forward to another player.

Art 8...A defender may block a scrimmage kick from his own side of the line-of-scrimmage. He may not climb on a teammate to gain an advantage.

Rule 6-2/KICKING THE BALL

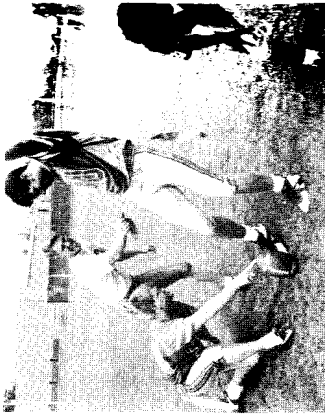


Rule 6-2-8 A legal block of a field goal attempt from beyond the line by a defender. The ball is alive until it strikes the ground, where it will be spotted. NO PENALTY.



Rule 6-2-9 K kicking the ball out of the touch-off zone at defense - Penalty: 15 yards.

Art 9...The kicker may not intentionally kick the ball at a rusher. Penalty fifteen (15) yards.



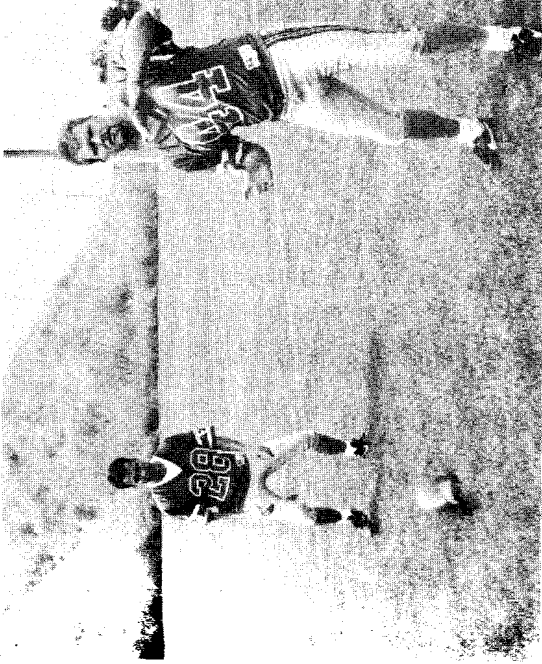
ILLEGAL PULL

Art 10...The flag of the kicker must be pulled before the ball leaves his foot in kicks from scrimmage. (Punts or place kicks.)

Penalties: Sec. 2, Art 1 through 8 - five (5) yards from previous spot (scrimmage line). Art 9 - fifteen (15) yards.

Section 3. Receiving and Fielding a Kick.

Art 1...Any member of the receiving team may catch or field a kick and advance.

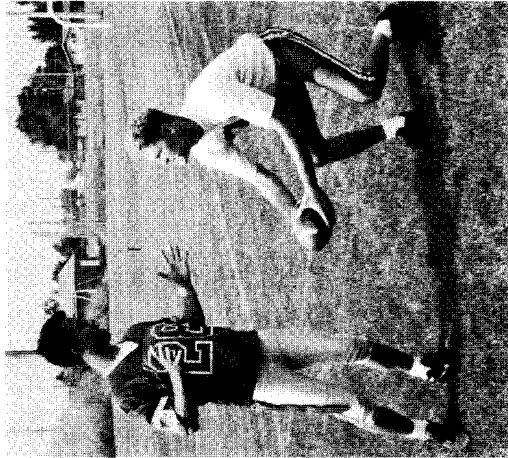


Rule 6-3-2 Player #44, black, has muffed the kickoff and Player #28 may pick the ball up and run; live ball. NO PENALTY.

Art 2...A muffed kick is a live ball. Any member of the kicking or receiving team may catch a muffed kick while still in the air and the defense may NOT advance the ball. After touching the ground, only the receiving team may field the ball and the kicking team may only down the ball.

Rule 6-3/KICKING THE BALL

Rule 6-3-2 K may recover and advance the muffed ball, which has not been touched by the ground. (#28 Black A & #79 White B). NO PENALTY.



Art 3... The kicking team shall not touch a kick beyond the line-of-scrimmage until it has touched a receiver or the ground; nor shall they interfere with a receiver's opportunity to field the ball.

Art 4... The kicking team may down a kick after it has touched the ground, thus forcing the receivers to take possession at that point.

Rule 6-3/KICKING THE BALL

Art 5... Any member of the kicking or receiving team may catch a scrimmage kick while it is still in the air and may advance if the kick has not crossed the line-of-scrimmage. After touching the ground only the receiving team may field the ball, and the kicking team may only down the ball.



Rule 6-3-5 If a kick fails to cross the line, EITHER A OR B may catch the ball and advance before it strikes the ground. After it strikes the ground, B may recover and advance, but A may only down the ball, in which case, except during a try, it would belong to B, first down and 15 yards. (#79 white - A, #75 & #74 black - B)

Art 6... A scrimmage kick that is untouched by Team B prior to striking the ground on or being Team B's goal line is dead. Previously touched scrimmage kicks or those caught in the endzone may be downed for a touchback or run out.

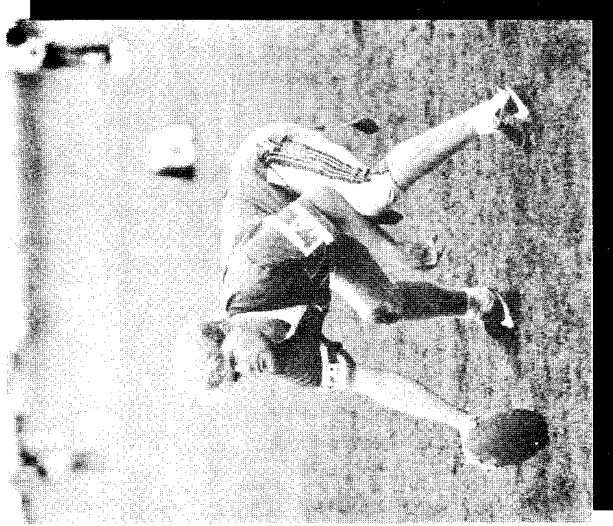
Penalties: Sec. 3, Art 3 - fifteen (15) yards.

NOTE: Kickers and holders are afforded extra protection in flagball. Rushers must play the flag, and not the man or the ball. Any contact exceeding legally playing the flag shall be penalized as roughing the kicker or holder.

Penalty: fifteen (15) yards.

RULE SEVEN

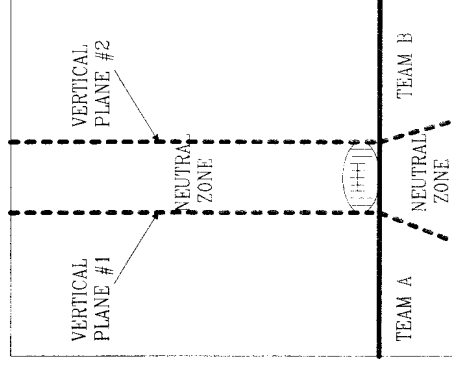
SNAPPING, HANDING AND PASSING THE BALL



FUNDAMENTALS: Certain restrictions must be made on blocking in flagball because of the absence of player equipment. By themselves these restrictions would upset the balance between offense and defense that has been achieved by the regular football rules. An effort has been made to maintain a balance between the two while developing safe blocking and defensive techniques. Most of these are covered under **RULE NINE**, but they begin here with the stance permitted on the line in **RULE SEVEN**.

Section 1. Before the Snap.

Rule 7-1/SNAPPING, HANDING AND PASSING THE BALL



Rule 7-1-1 OFFSIDE: Team A's snapper may break plane #1 and be in the neutral zone, but he may not break plane #2 and be beyond it. No other player of Team A shall break plane #1 and no player of Team B shall break plane #2.



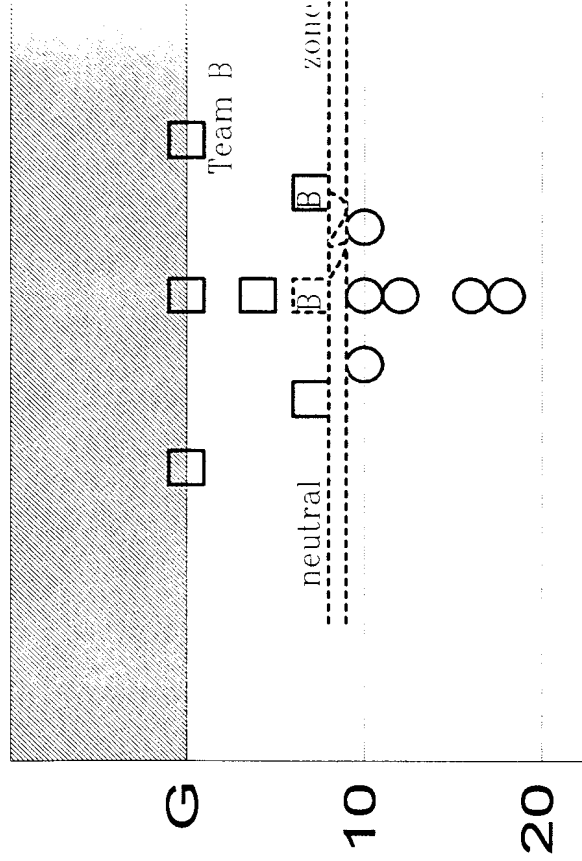
Rule 7-1-1 Encroachment - #79 in the neutral zone. Whistle should be blown; ball is dead - Penalty: 5 yards.

Rule 7-1/SNAPPING, HANDING AND PASSING THE BALL

Art 1...No player shall encroach on the neutral zone.



Rule 7-1-2 Man moving at the snap - Penalty: 5 yards.



Rule 7-1-2 B1 is guilty of encroachment as he moves in and out of the neutral zone before the snap.

Rule 7-1/SNAPPING, HANDING AND PASSING THE BALL

Art 2...No player of Team A shall make any movement that simulates action at the snap.

Interpretation of Art 1 and Art 2:

- a. If initial encroachment is by A - foul is by A.
- b. If initial encroachment is by B - foul is by B unless pulled off by A. The foul would then be on A.
- c. **IF POSSIBLE THE OFFICIALS SHOULD NOT LET THE PLAY START, BUT SHOULD BLOW THE WHISTLE AND ASSESS THE PENALTY.**



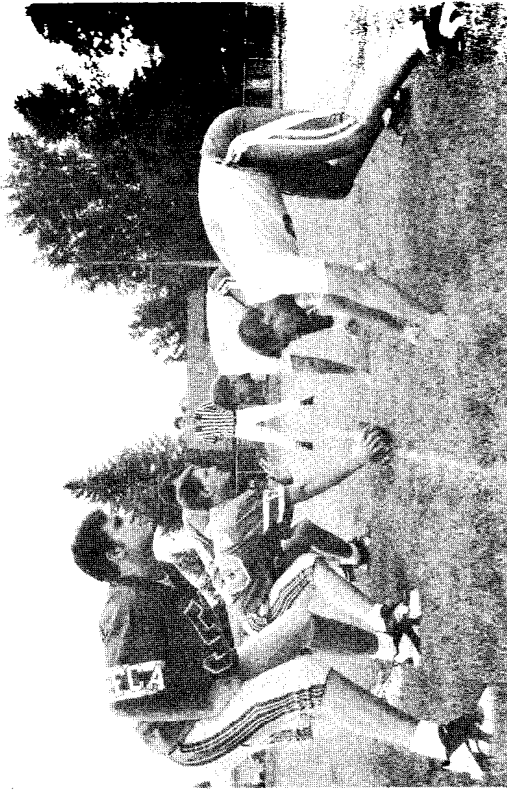
Rule 7-1-3 Illegal tilt by center - Penalty: 5 yards.

Art 3...The snapper may adjust the ball, but may not tilt it more than 45 degrees, and once having adjusted it, may not lift or move the ball other than in a snap.

Penalty: Art 1 through 3 - five (5) yards.

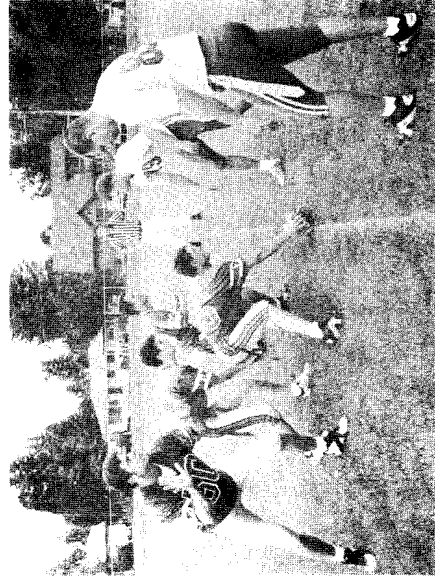
Rule 7-2/SNAPPING, HANDING AND PASSING THE BALL

Section 2. Position and Action at the Snap.



Rule 7-2-1 Defense four point stance. Penalty: 5 yards.

Art 1...No player shall use a three or four point blocking stance on the line of scrimmage..



Rule 7-2-2 Only 2 men on line of scrimmage; #50 in backfield - Penalty: 5 yards.

Rule 7-2/SNAPPING, HANDING AND PASSING THE BALL

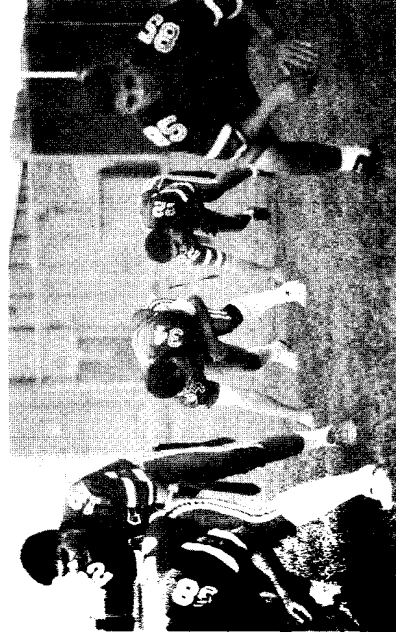
Art 2...At least three (3) Team A players must be on the line at the snap. No requirements on Team B.

Art 3...After the ball is declared ready-for-play, ALL players of Team A must, at least momentarily, be within ten (10) yards of the ball. That can be in the huddle or on the line of scrimmage. The players on Team A can shift out all the way to the side line if desired. **THIS RULE IS TO PREVENT THE SLEEPER PLAY,** which is a player acting as if he is leaving the field, instead, goes to the sideline and then participates in the play. This is an **ILLEGAL PLAY.**

Art 4...After a huddle or shift, all players of Team A must come to an absolute stop simultaneously for at least one (1) second.

Art 5...One player of Team A may be in motion at the snap if such motion is not forward. He must have set when the rest of his team did and be clearly in motion during the one second prior to the snap that his teammates were set. (There must be 3 players set on the line of scrimmage at all times.)

Art 6...No player shall be offside at the snap.



Art 7...The snap must be made to a backfield player.

Rule 7-3/SNAPPING, HANDING AND PASSING THE BALL

Penalties: Sec. 2, Art 1 through 7 - five (5) yards.

Section 3. Handing the Ball.



Art 1 ...Any player may hand the ball backward to any other player.

Art 2... No player shall hand the ball forward beyond the line of scrimmage or after receiving a kick.

Art 3...At least one ball exchange must take place before the ball may cross the line of scrimmage. **NO DIRECT RUN BY QB.**

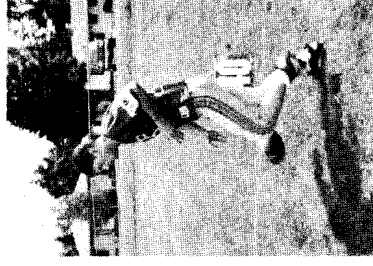
Art 4... The offensive center may not receive a hand-off unless he has first turned 180 degrees to face his own end-zone.

Penalty: Sec. 3, Art 2, 3 - five (5) yards and loss of down.

Section 4. Fumble, Muff and Backward pass.

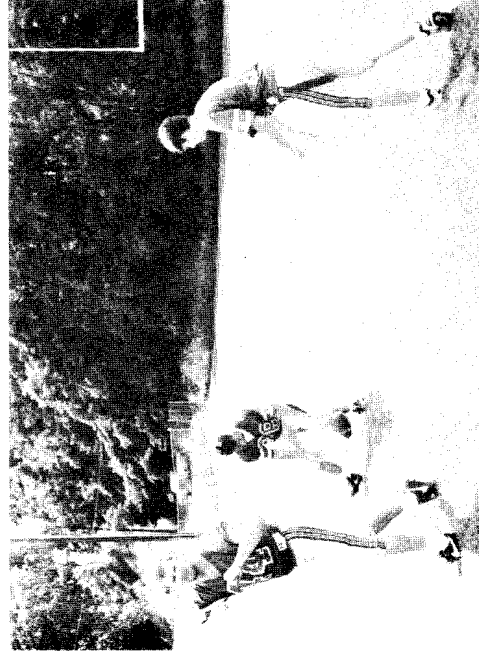
Rule 7-4/SNAPPING, HANDING AND PASSING THE BALL

Art 1.. A fumble shall be dead when it hits the ground and belongs to the last team having possession. The ball should be marked at the player's hips. This makes it impossible for a team to gain yardage through a fumble, which counterbalances the fact that the defense cannot recover the fumble once it strikes the ground.



Art 2...If a fumble is caught in the air by any player, he may advance.

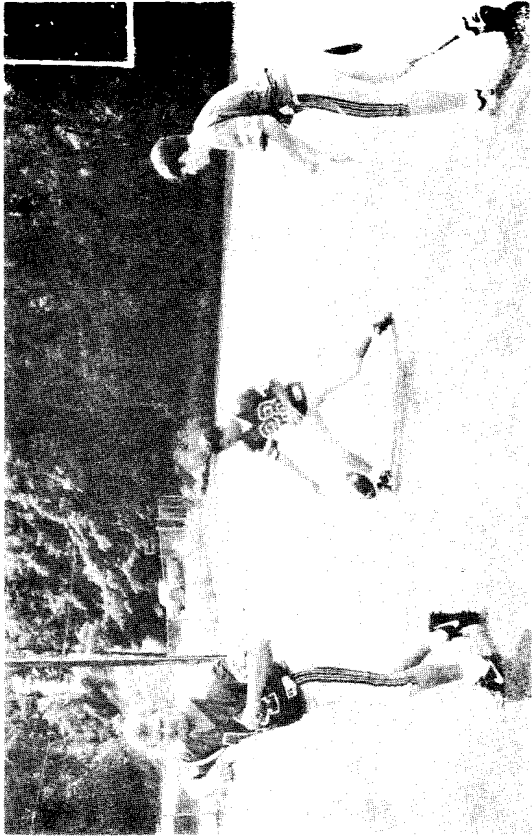
Art 3...Any player may make a backward pass to any other player.



Rule 7-4-4 Ball is dead when it strikes the ground and cannot be advanced. (The above picture is an example of a dead ball situation.)

Rule 7-4/SNAPPING, HANDING AND PASSING THE BALL

Art 4...A loose backward pass becomes dead when it strikes the ground and belongs to the last team having possession at the spot where it touched the ground.

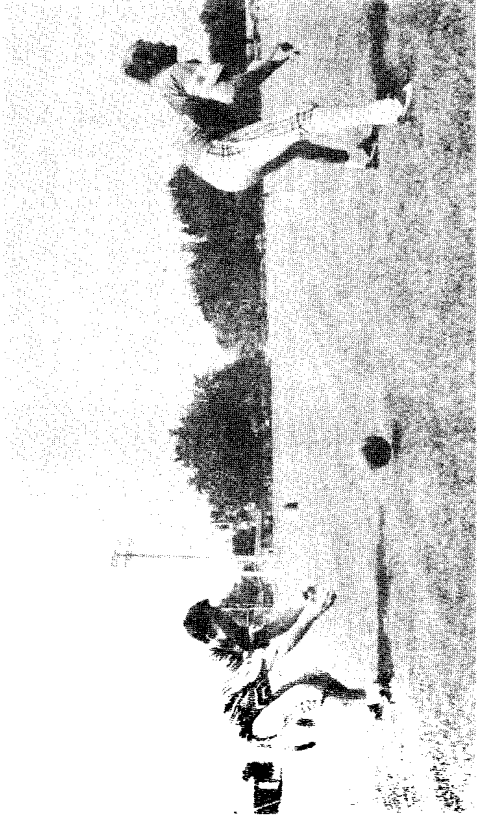


Rule 7-4-4 A backward pass that strikes the ground is dead at that spot and is spotted there for the next down. The defense may not recover the ball after it strikes the ground. Ball is dead in above picture.

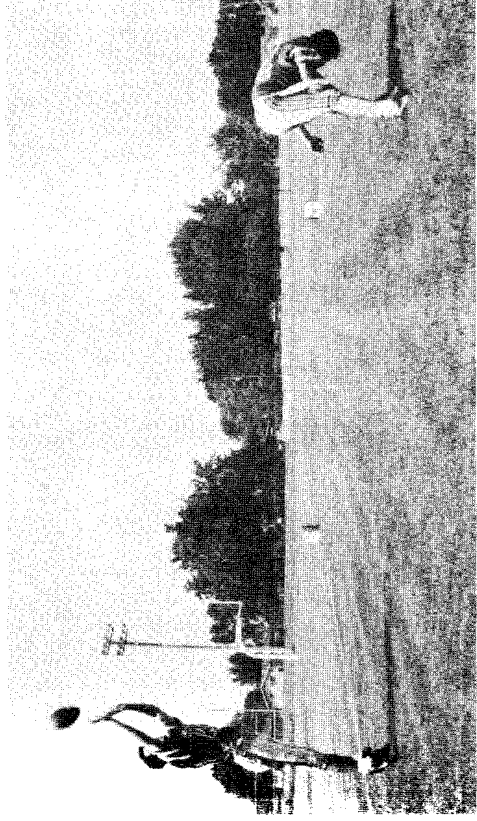
Art 5...A muff is dead when it strikes the ground (Exceptions: kicks) and is spotted at the player's hips where muffed. The ball belongs to the team last in possession.

Exception: Muffed forward passes that are incomplete are spotted at the previous spot.

Rule 7-4/SNAPPING, HANDING AND PASSING THE BALL



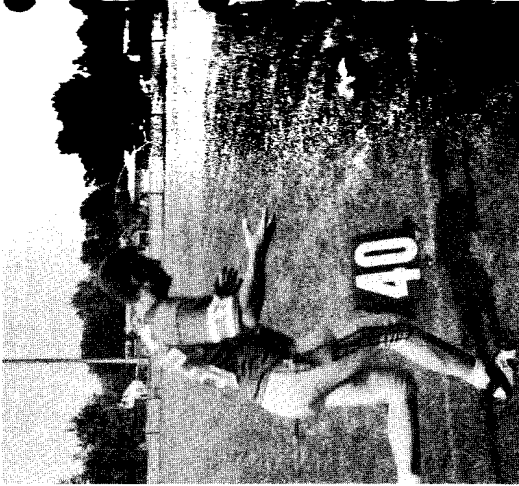
Rule 7-4-5 The ball remains alive if the snapper (center) is the only one who touched it before it hit the ground. ONLY the offense may recover the ball in this situation.



Rule 7-4-5 The QB or kicker is in a spread formation. The ball remains alive until it hits the ground, BUT WILL BE SPOTTED WHERE HE MUFFED IT. It may be recovered by ANY player before it strikes the ground.

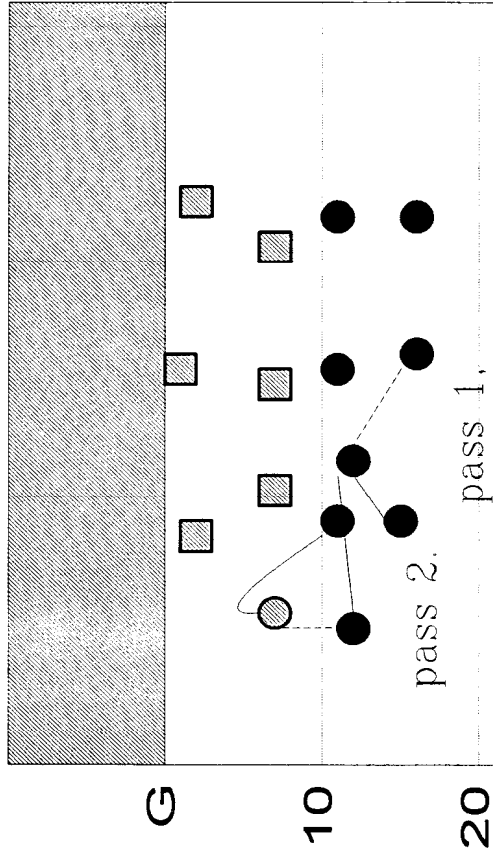
Rule 7-4/SNAPPING, HANDING AND PASSING THE BALL

Rule 7-4-5 A fumbled or muffed ball (except kick reception) is spotted at the spot of the player's hips where the player fumbled or muffed the ball, not where the ball strikes the ground. The defense may not recover after the ball strikes the ground. A player cannot gain yardage due to a fumble.



SPOT THE BALL HERE

Section 5. Forward Pass.



Rule 7-5-1 ILLEGAL PLAY! Team A may throw only one forward pass.

Rule 7-5/SNAPPING, HANDING AND PASSING THE BALL

Art 1 ... Team A may throw only one forward pass during a down.

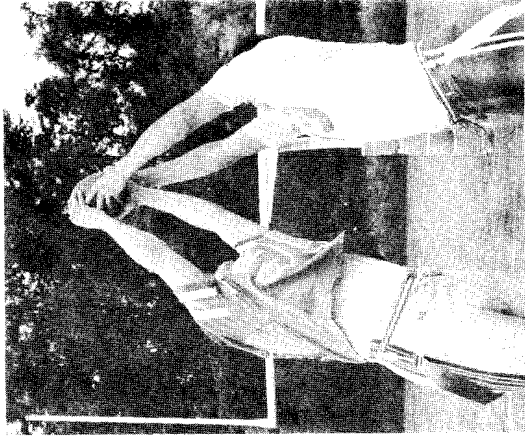
Art 2...An illegal forward pass is a foul. Illegal passes include: intentional grounding; a pass thrown from beyond the line; after receiving a kick or after an interception; and more than one forward pass - Penalty: Five (5) yards; loss of down.



Rule 7-5-2 Player #28 is crossing the line, throwing a pass
- Penalty: 5 yards; loss of down.

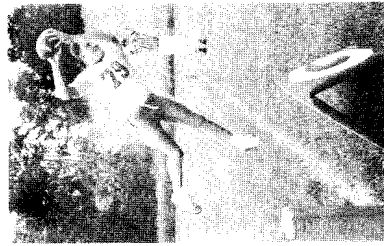
Art 3...A forward pass caught simultaneously by opposing players is dead and belongs to the offense.

Rule 7-5/SNAPPING, HANDING AND PASSING THE BALL

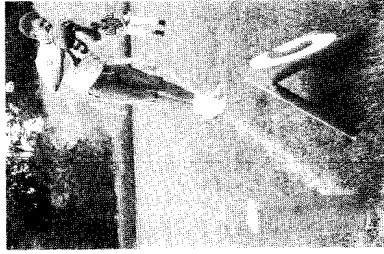


Rule 4-2-2 Simultaneous catch. If one player lands out-of-bounds the pass is incomplete.

Art 4...A forward pass is dead when it touches the ground or anything out-of-bounds, including a player.



IN-BOUNDS



OUT-OF-BOUNDS

NOTE: A player need only touch one foot inbounds to complete a pass.

Rule 7-5/SNAPPING, HANDING AND PASSING THE BALL

Art 5...No player shall interfere with an opponent's opportunity to reach or catch a forward pass. Restrictions begin for ALL players at the snap. (B cannot block or restrict A from leaving the line of scrimmage in any fashion unless B is contacted by A. In such a case B may ward off A as B rushes past the neutral zone and into A's backfield. B cannot block A; "NO CHUCK RULE", but contact can be made as B is rushing.)



Rule 7-5-5 This is NOT pass interference! BOTH have equal right to a forward pass because it is a free ball! They BOTH had EQUAL OPPORTUNITY to catch from their position. NO PENALTY.

Penalties: Art 5 - By defense (a) If beyond the scrimmage line, it is A's ball at spot of foul and first down; (b) If behind the scrimmage line it is A's ball at the scrimmage line and first down. By offense it is fifteen (15) yards from previous spot and the down counts.

Rule 7-5/SNAPPING, HANDING AND PASSING THE BALL

Rule 7-5-5 PASS INTERFERENCE is on Player #66, white, coming from behind. Equal opportunity did not exist; he had to come from much farther away and is trying to play through his opponent, #28, black. Penalty: first down; spot of foul.



Rule 7-5-5 This is pass interference. A is not permitted to block the view of the receiver. In the above picture A is attempting to block the view of B on a pass that was overthrown to A. He must play the ball rather than the man - Penalty 15 yards from the line of scrimmage and a loss of down.

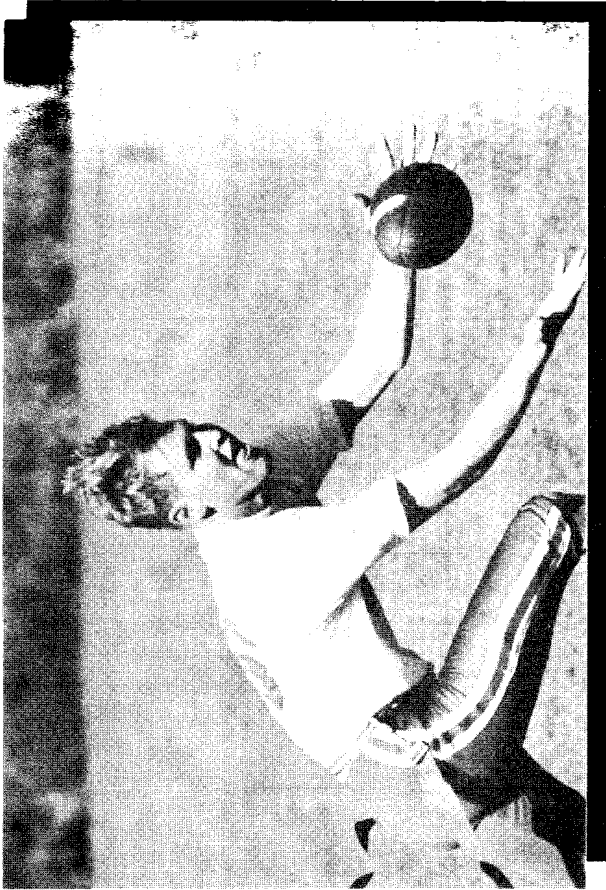
Rule 7-5/SNAPPING, HANDING AND PASSING THE BALL

Art 6...A player may bat a forward pass in any direction.

Penalties: Sec. 5, Art 2 - five (5) yards from the spot of infraction and down counts

RULE EIGHT

SCORING, SAFETY AND TOUCHBACK



Section 1. Scoring.

Art 1...The team that scores the most points is the winner of the game.

Art 2... Scoring shall be as follows:

Touchdown..... 6 points

By field goal.....3 points

Successful try-for-point

By touchdown.....2 point

Optional scoring.....1 point - 3 yard line.

Optional scoring.....2 points- 10 yard line.

By field goal.....1 point

Safety.....2 points

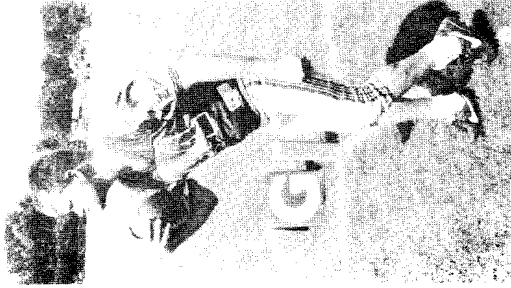
Forfeited game.....1 to 0.

Score stands if offended team is ahead.

Rule 8-2/SCORING, SAFETY AND TOUCHBACK

Section 2. Touchdown.

Art 1...When a runner advances the ball to a point where any part of his HIPS TOUCHES HIS OPPONENT'S GOAL LINE (vertical plane extended from the edge of the goal line nearest the field of play) or secures possession in the endzone of his opponent, it is a touchdown. THE BALL DOES NOT HAVE TO CROSS THE LINE, NOR DOES THE BALL CARRIER HAVE TO ENTER THE ENDZONE.



TOUCHDOWN

NO SCORE

Section 3. Try-for-Point.

Art 1...Following a touchdown, the scoring team shall attempt a try-for-point from the three (3) yard line.

Art 2...The try-for-point ends when Team A fails to score by being downed, causing the ball to become dead, or if Team B secures possession.

Art 3...A foul committed during a successful try is enforced as follows: if by Team A, the down (must) be replayed (unless it is a foul that results in loss-of-down, such as an illegal forward pass). If by Team B, the down may be replayed if A wishes (such as, if they have scored a 1-point conversion and now would like to attempt a 2-point from the more advantageous position). Or, the enforcement will be made as the teams line up for the ensuing kick-off. THE OFFENSE DOES NOT DECLINE THE PENALTY!

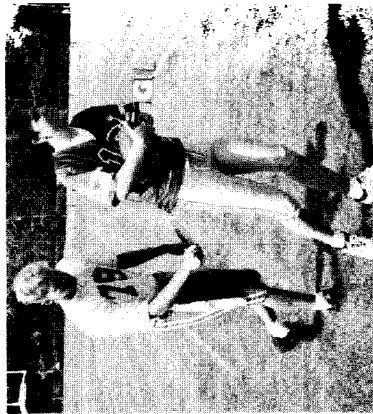
Section 4. Field Goal.

Art 1...A field goal is scored when a place kick or a drop kick, other than a kick-off passes above the crossbar and between the uprights.

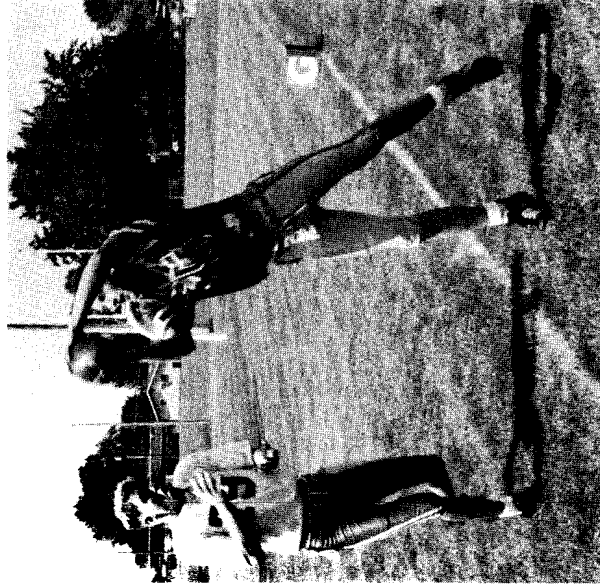
Section 5. Safety and Touchback.

Art 1...When a runner is downed behind his goal line, either a safety or a touchback results. The determining factor as to which occurs is how the ball got behind his goal line.

If force exerted by the team whose goal line is involved is responsible for it being there, IT IS A SAFETY.



Rule 8-5-1 Player B1 fielded a punt in his own endzone. He decided to run the ball out, but A1 pulled his flag after he had only advanced a few feet. Team A's force put the ball behind his goal line. TOUCHBACK!

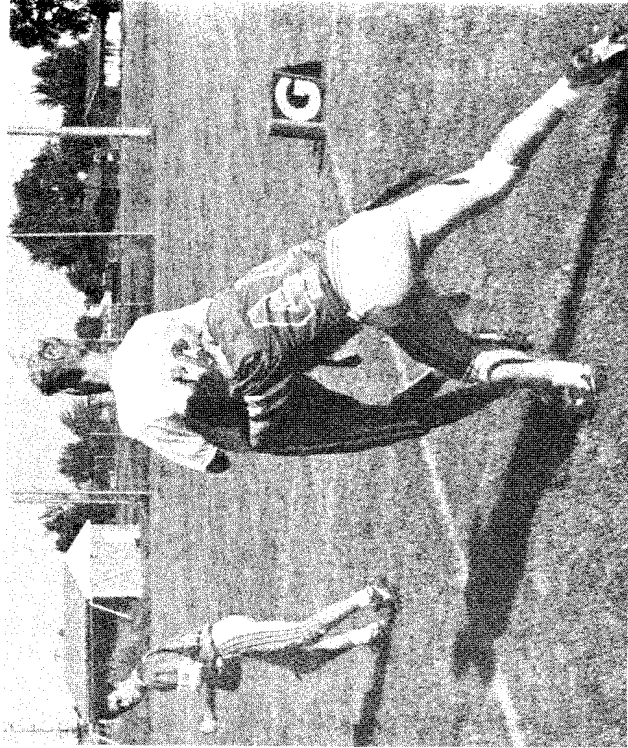


Rule 8-5-1 B1 intercepts a pass while running towards his own goal line. He secured control on the field, but runs into the endzone because of his momentum. He is downed behind his goal line. It is a TOUCHBACK because the force of the pass put the ball behind his goal line. No new force was exerted.

A safety scores two (2) points for the defense; a touchback brings the ball out to the 20-yard-line with a first down.

Art 2...A fumble, backward pass or snap from center that goes out-of-bounds behind the goal line or would be spotted behind the line is a safety.

Rule 8-5/SCORING, SAFETY AND TOUCHBACK



Rule 8-5-3 That successful pass completion is going to be called back. Team B will get two points and the ball will be kicked to them because A1 clipped B1 in the endzone. It's a SAFETY!

Art 3...A foul by the offense that has as its spot of enforcement a spot behind the goal line is a safety.

Art 4...Following a safety the team whose goal line is involved shall put the ball in play by a free kick from their 20-yard line. (The teams line up in a kick off type formation).

Rule 8-5/SCORING, SAFETY AND TOUCHBACK



Rule 6-3-6 An unsuccessful field goal attempt is played just like a punt by the receivers. He may run it out of the endzone or take a touchback.



Rule 2-9-4 A1's flag is pulled before he gets in the endzone, but the foremost point of the ball breaks the vertical plane while the ball is alive. NO touchdown, as the foremost part of the ball carrier's hips did not break the plane.

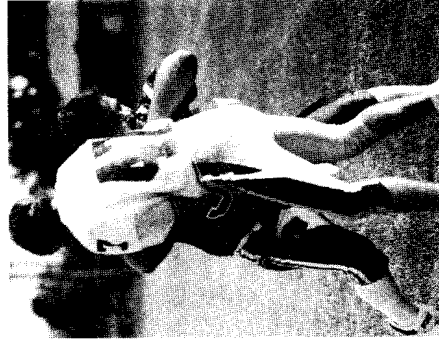
RULE NINE

CONDUCT OF PLAYERS, COACHES AND OTHERS



Section 1. Blocking.

Use of Hand or Arm by Offense



Legal shoulder block



Legal hands extended pass block

Art 1 ...a. A teammate of a runner or a passer may legally block with his shoulders, hands, outer surface of his arms or any other part of his body under the following provisions.

Rule 9-1/CONDUCT OF PLAYERS, COACHES AND OTHERS

1. The hand(s) shall be:

- a. In advance of the elbow.
- b. Inside the frame of the opponent's body

(Exception: When the opponent turns his back to the blocker).

- c. At or below the shoulder(s) of the blocker and the opponent
- (Exception:** When the opponent squats, ducks or submarines).

2. The hand(s) shall be open with the palm(s) facing the frame of the opponent or closed or cupped with the palms not facing the opponent.

Art 2...a.

Holding or illegal obstruction by a teammate of the runner or passer applies to **Rule 9-2-3.**

1. The hand(s) and arm(s) shall not be used to grasp, pull or encircle in any way that illegally obstructs an opponent.
 2. The hand(s) or arm(s) shall not be used to hook, clamp, or otherwise illegally impede or illegally obstruct and opponent
- b. The following acts by a teammate of the runner or passer are illegal:
 1. The hand(s) and arm(s) shall not be used to deliver a blow.
 2. During no block shall the hands be locked.

Rule 9-1/CONDUCT OF PLAYERS, COACHES AND OTHERS



Rule 9-1-3 Player #44, black, has forearm moving faster than his body; illegal block - Penalty: 15 yards.

Art 3...A blocker may not lock his hands or use his elbow or forearm in such a manner that it is moving faster than his shoulder when it contacts an opponent.



Art 4...Players shall not use a flying or rolling type block.

Rule 9-1-4 Rolling block - Penalty: 15 yards. Disqualification if flagrant.

Rule 9-1/CONDUCT OF PLAYERS, COACHES AND OTHERS

Art 5...A blocker may not use his head in a butting or spearing action.

Art 6...Blocking below the waist is not permitted.

Penalties: Sec. 1, Art 1, 3, 4 and 5 - fifteen (15) yards.
Art 2 - fifteen (15) yards and disqualification if flagrant.

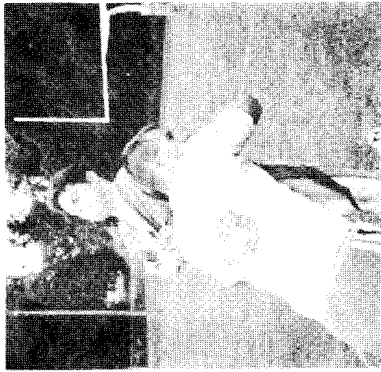
Section 2. Defensive Techniques.



Rule 9-2-1 Illegal defensive stance - Penalty: 5 yards.

Art 1...No player on defense shall use a stance with a hand on the ground.

Rule 9-2/CONDUCT OF PLAYERS, COACHES AND OTHERS



Rule 9-2-2 Illegal rush by B in both pictures - Penalty: 15 yards.

Art 2...No player on defense shall block or use a shoulder, elbow or forearm to attack an opponent. He **MAY** use his hand, arm or elbows to absorb a block initiated by an opponent.



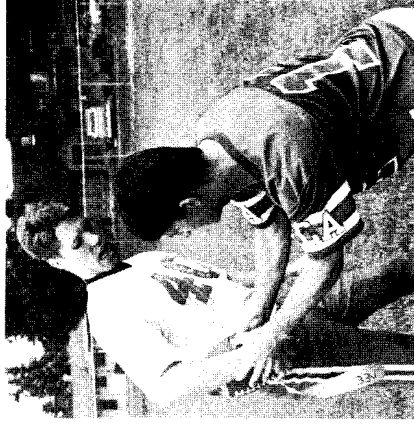
Rule 9-2-2 The defender is guilty of a personal foul for running over the offensive player rather than playing him with his hands. The rusher must attempt to go around, NOT THROUGH THE BLOCKER. Defenders may not block or use shouldered, elbows, forearms, etc. THEY MUST USE THEIR HANDS! Penalty: 15 yards.

Rule 9-2/CONDUCT OF PLAYERS, COACHES AND OTHERS



Series of pictures above illustrate legal rush. **THE PLAYER IS LEGALLY USING HIS HANDS!**

Art 3...A player on defense **MAY** use his hands to ward off an opponent's block. He may grasp, push or pull an opponent aside in an effort to reach the runner, **BUT HE MAY NOT HOLD.**



Art 4...A player on defense may **NOT** steal the ball from the runner. The flag must be played at all times - Penalty: 15 yards.

Rule 9-2-4 Player stealing the ball; not pulling the flag - Penalty: 15 yards.

Penalties: Sec. 2, Art 1 - five (5) yards.
Art 2 through 4 - fifteen (15) yards.

Section 3. Personal Fouls.

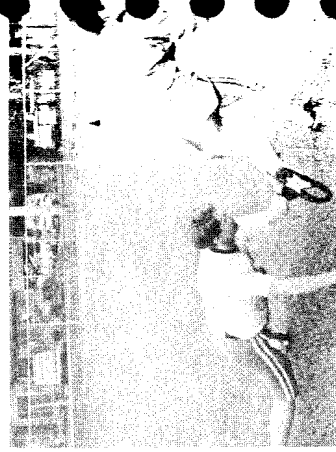


**Rule 9-3-1 Striking an opponent -
Penalty: 15 yards.**

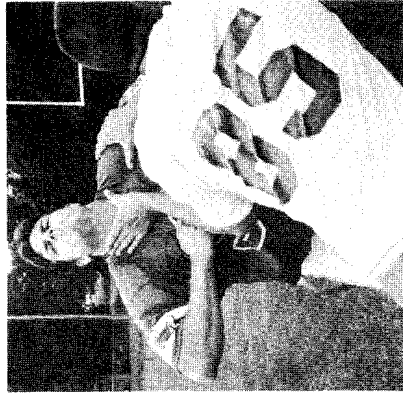
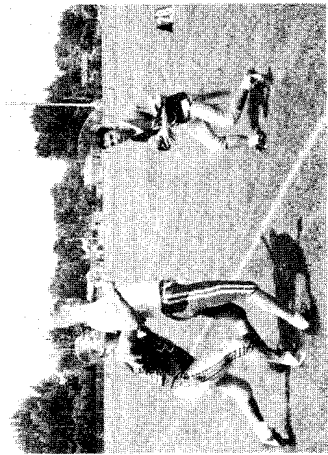
Art 1...No player shall strike an opponent with his fist, forearm, elbow or locked hands, nor shall he kick or knee him.

Art 2...No player shall -

- a. trip an opponent -
Penalty: 15 yards.

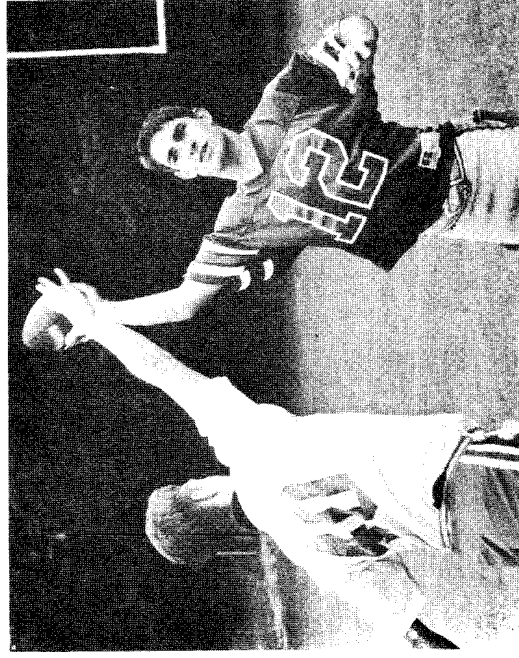


- b. clip an opponent -
Penalty: 15 yards.



- c. forcefully contact an opponent's head or neck (discounting contact that is caused by the opponent's own action or movement) -
Penalty: 15 yards.

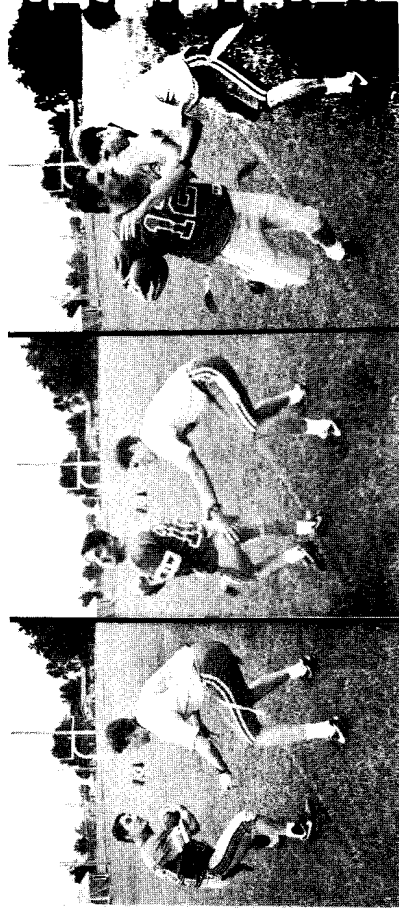
- d. charge into an opponent after the whistle.
- e. charge into a player who is clearly out of the play.
- f. rough a passer, kicker or holder of a place kick.



NOTE: In flagball, the defender must play the flag, not the runner. Any action, such as jumping to block a pass must be executed in such a way that the path of the jumper will not carry him into the passer or holder. Allowance shall be made if the offensive player moves into the jumper's path in

such a way that the jumper couldn't anticipate the move after he had left the ground.

- g. dive or fall on any player who is lying on the ground.
- h. hurdle while he is a runner. LEAPING, JUMPING AND SPINNING ARE NOT HURDLING. THEY ARE LEGAL MANEUVERS. While leaping, jumping and spinning, the ball carrier must be especially careful not to run over or charge into a defender.



Legal spinning maneuvers

- i. make contact with an opponent which is deemed unnecessary if tends to incite rough play.
- j. charge into an opponent who is clearly out-of-bounds.
- k. use a flying or rolling type block.
- l. hold an opponent.

Penalties: Sec. 3, Art 1,2 - fifteen (15) yards and disqualification if flagrant.

Section 4. Avoidance of Collision.



Rule 9-4-1 The runner, #44, is guilty of unnecessary roughness for not attempting an evasive maneuver instead of the player running over the defender - Penalty: 15 yards.

Art 1...A runner shall not deliberately run over or charge into a defender who has established his position. It is the responsibility of the runner to attempt to avoid collision by executing an evasive maneuver when confronting an opponent.

Art 2...The runner shall not use unnecessarily rough tactics if he contacts opponents in congested areas where evasive maneuvers are impossible.

Penalties: Sec. 4, Art 1 and 2 - fifteen (15) yards and disqualification if flagrant.

Section 5. Tackling.

Rule 9-5/CONDUCT OF PLAYERS, COACHES AND OTHERS

Art 1...It is a foul to tackle a runner in flagball. ANY method of stopping the runner other than by pulling his flag shall be deemed tackling. This also includes acts that impede the progress of a runner by causing him to break stride or lose momentum thus enabling other defenders to reach him more readily. Examples of tackling are as follows:



a. **Rule 9-5-2 Tripping a runner - touchdown.**

b. pushing a runner out-of-bounds - Penalty: 15 yards; automatic first down.

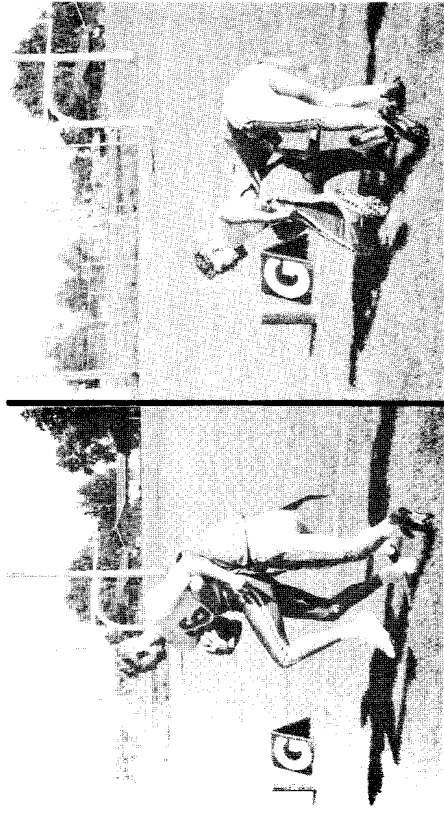


c. pushing another player into the runner causing him to fall or go out-of-bounds - Penalty: 15 yards; automatic first down.

Rule 9-5/CONDUCT OF PLAYERS, COACHES AND OTHERS



d. The defender has momentarily held the runner, causing him to slow down by breaking his stride or losing some momentum; this is a "tackling" infraction - Penalty: 15 yards, automatic first down.



e. tackling him by knocking or pulling him to the ground - Penalty: touchdown awarded. **Rule 9-5-2.**



Rule 9-5-1 This is a legal play - momentum of the runner causes him to fall.

NOTE: If a defender is in position ahead of the runner in such a manner that the momentum of the runner causes him to fall over the defender which may resemble a head on tackle, the defender shall not be judged to have tackled if he is playing the flag.



Rule 9-5-2 Tackling by Player #40, white - touchdown awarded.

Art 2...A runner who has broken into the clear (no opponent is between him and the goal line) and is tackled from behind in an OBVIOUS desperation attempt to keep him from scoring, shall be awarded a touchdown. Allowance shall be made for a legitimate effort to play the flag that accidentally results in a tackle; only a penalty for tackling shall be enforced under such cases.

Penalty: For tackling - fifteen (15) yards plus automatic first down. Tackling also is an unfair act and may be penalized by the awarding of a score, as in Art 2. (See Unfair Acts, Sec. 7)

Section 6. Unsportsmanlike Conduct.

Art 1...All players shall keep loose clothing, such as shirt tails, tucked in so that it in no way obstructs the flag. (PANTS WITH BELT LOOPS OR POCKETS ARE NOT ALLOWED) PENALTY for ILLEGAL EQUIPMENT: 15 yards, disqualification if not removed.

Art 2...No player shall attach his flag in such a way that will make it more difficult than ordinary to remove.

Art 3...Flags shall be of a contrasting color with the player's uniform.

Art 4...Any act may be deemed unsportsmanlike if it, in the opinion of the referee, engenders ill-will or is degrading to the game.

EXAMPLES OF UNSPORTSMANLIKE CONDUCT are as follows:

- a. using insulting language or swearing.
- b. use of disconcerting acts or sounds that interfere with A's signals.
- c. intentionally kicking at any player (even though there is no contact).

Rule 9-6/CONDUCT OF PLAYERS, COACHES AND OTHERS

- d. failure to start play on time.
- e. wearing illegal equipment on the field.
- f. intentionally kicking or throwing the ball from the field.
- g. attempting to influence an official's call.
- h. indicating objections to an official's call.
- i. coach coming onto the field without authorization from an official.
- j. re-entrance of a disqualified player.
- k. actions by substitutes to confuse players.
- l. disorderly crowd or follower of a team behaving in an uncooperative manner.
- m. deceptive touch-off during scrimmage kicks. (Pretending to touch so that the defense thinks a touch-off zone has been set up.)
- n. Intentionally pulling or removing a flag from an player who does not have the ball.
- o. Spiking ball, taunting or baiting an opponent or other similar theatrics before or after a touchdown. This may be verbal but not limited to.

Penalty: Sec 6, Art 2 and 4 - fifteen (15) yards, and disqualification if flagrant

Section 7. Unfair Acts.

Art 1...No player or non-player shall interfere with the game or commit an act that has no specific rule coverage.

Art 2...No team shall commit infractions that repeatedly half the distance to the goal.

Art 3...No player shall tackle an opponent who has broken clear. (See **Rule 9-5-2.**)

Rule 9-7/CONDUCT OF PLAYERS, COACHES AND OTHERS

Penalty: Sec. 7 - The referee may enforce any penalty he deems equitable, including the awarding of a score or forfeiture of the game.

Section 8. Guarding the Flag

Art 1...A runner is not permitted to ward off an opponent as he attempts to remove his flag. In order for an infraction to have occurred, the runner **MUST MAKE CONTACT WITH** his opponent.



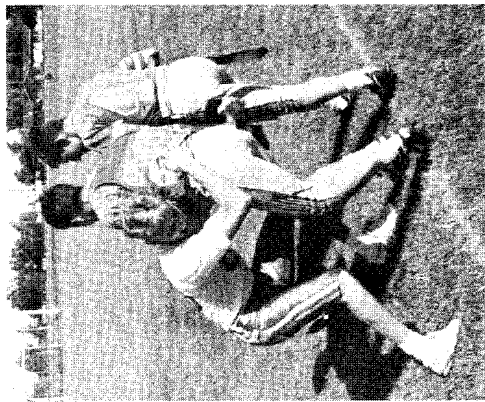
Rule 9-8-1 The runner may NOT ward off an opponent who is trying to play his flag. This is called “guarding the flag” - Penalty: 5 yards; loss of down.

Art 2...A runner may not grasp or hold his flag in an attempt to guard it.

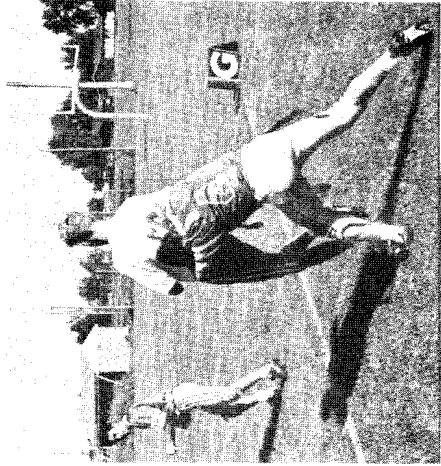
Penalty: Five (5) yards and loss-of-down.



Rule 9-5-1 The INSERT shows the paths the players took. The defender is guilty of tackling because he threw his body across the runner's path and, consequently, knocked him to the ground, even though he also played the flag - Penalty: 15 yards.

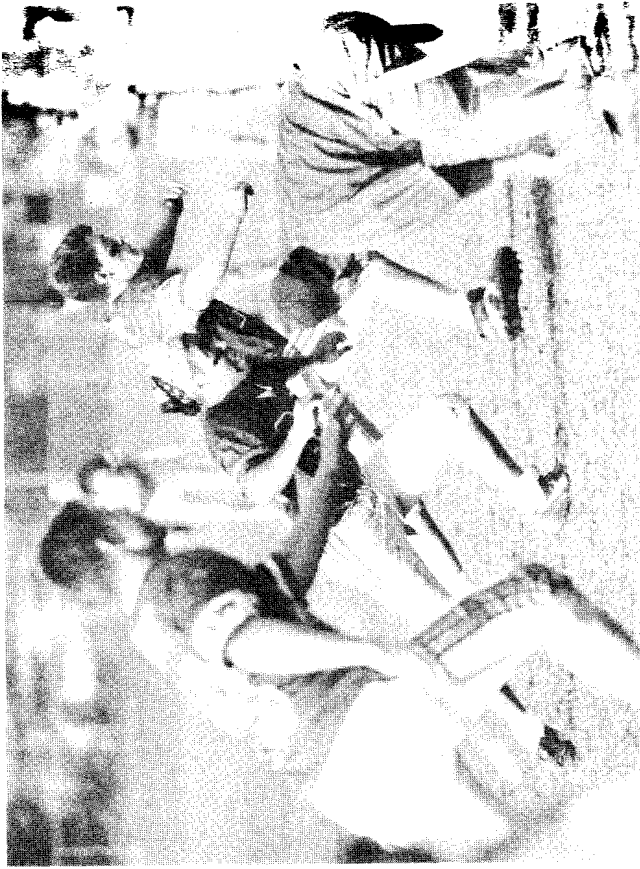


Rule 9-5-1 In close or congested play, the defender is not guilty of tackling, even though the runner falls over him, because he had his basic position established and was playing the runner's flag.



Rule 10-4-5 The ball became DEAD the instant A1 crossed the line and scored; therefore, A2's foul is a dead ball foul and is enforced at the succeeding spot - in this case the next kick-off. (Try-for-point is not affected.)

**RULE TEN
ENFORCEMENT OF PENALTIES**



Section 2. Double and Multiple Fouls.

Art 1...If both teams commit fouls during the same live ball, it is a **DOUBLE FOUL** and the down shall be replayed. It is still a double foul even if one team commits a 15-yard infraction and the other a five-yard infraction.

Exception: a. disqualification for unsportsmanlike conduct is still enforced.

b. **IF THERE IS A CHANGE OF TEAM POSSESSION DURING A DOWN THE TEAM LAST IN POSSESSION MAY DECLINE OFF-SETTING FOULS AND KEEP THE BALL AFTER COMPLETION OF THE PENALTY FOR THE INFRACTION, IF IT HAD NOT FOULED PRIOR TO GAINING POSSESSION.**

Art 2...When two (2) or more fouls are committed by the same team on the same play, it is a **MULTIPLE FOUL**; in such case, **ONLY ONE OF THE FOULS SHALL BE ENFORCED**, the one that the offended captain wishes.

Section 1. Procedure After a Foul.

Art 1...The referee shall notify **BOTH** captains when a foul occurs. The captain of the offended team shall be informed as to his options and shall make an irrevocable choice.

Art 2...The captains shall not confer with a coach when deciding options after a foul.

Art 3...If a foul occurs prior to the snap, the official shall not permit the ball to become alive.

Art 4...When a dead ball foul occurs following a live ball foul (even when it is as a result of play action that developed during the live ball), it shall not constitute part of a double or multiple foul. Each foul shall be enforced separately in the order they occurred.

Section 3. Spotting the Ball.

Art 1...No penalty shall be more than half the distance to the goal.



Rule 10-3-2 When flag is pulled, ball is spotted at player's hips.

Art 2... The ball shall be spotted according to the foremost point of the ball carrier's hips at the instant the runner's flag was pulled, or at a spot lateral to that point on the inbounds line if the runner goes out-of-bounds or is downed in a sidezone. The foremost point of the ball carrier's hips determines the ball's exact point of progress. Measurements for a first down on a ball out-of-bounds or in a sidezone should be made before the ball is brought in and spotted on the inbounds line. Measurement is made from the foremost part of the ball.

Art 3...An official is not required to honor the request of a captain for a measurement.

Art 4...Pass interference by the defense in the endzone results in Team A's ball on the one-yard line, first down.

Art 5...The position of the ball in relation to the line-to-gain is determined **AFTER ALL ENFORCEMENT ARE MADE** concerning fouls that occurred during that live ball play.

Art 6...After spotting the ball, the referee shall announce the number of the down and the approximate yardage to the line to gain, and then give an audible and visual ready-for-play signal.

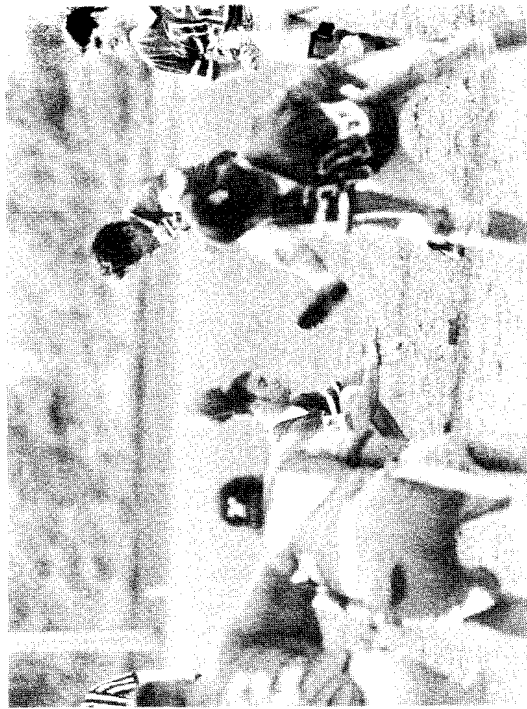
Section 4. Enforcement Spots, unless indicated in the Penalty.



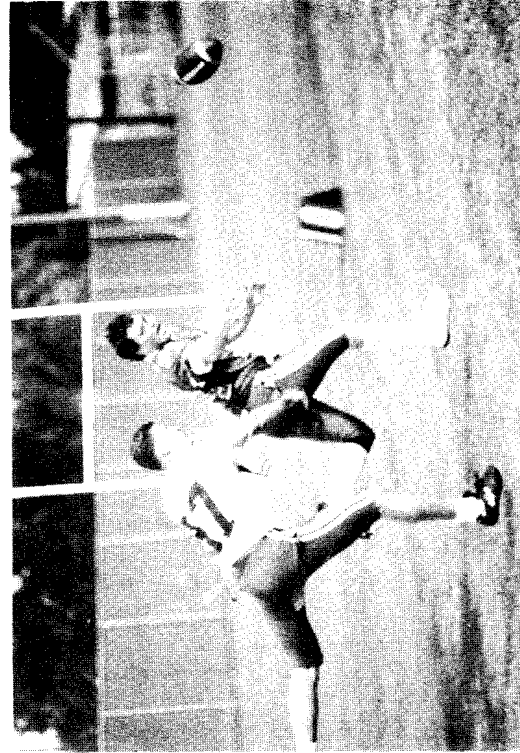
Rule 2-3-3 Player # 79, white, is offside in the neutral zone at the snap. This is a dead ball foul. Whistle should be blown before the snap - Penalty 5 yards; down over.

Art 1...The basic enforcement spot for a foul committed when the ball is dead is the succeeding spot. Exception: after a touch-down before the try the enforcement would be at the spot of the next kick off.

Rule 10-4/ENFORCEMENT OF PENALTIES

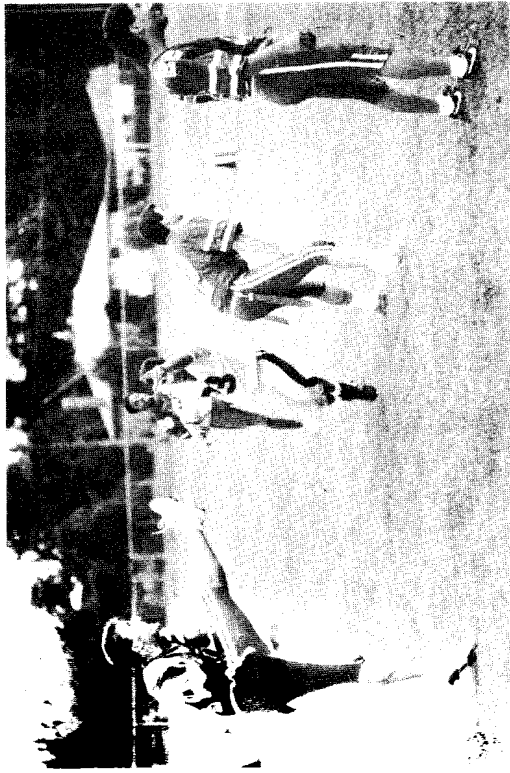


Art 2... The basic enforcement spot for fouls that occur simultaneously with a snap or free kick is the previous spot (scrimmage line).



Art 3... The basic enforcement spot for fouls while a legal forward pass is in flight is the previous spot. Exception: pass interference.

Rule 10-4/ENFORCEMENT OF PENALTIES



Art 4... The basic enforcement spot for fouls while a free kick or scrimmage kick is in flight before being touched by a player is the previous spot.



Art 5... The basic enforcement spot for fouls on running plays is where the related run ends. EXCEPTION: **Rule 9-1-2 Player #12, black, clips white behind the spot where the run ends; the measurement is taken from the spot of the penalty, not the end of the run.**

Rule 10-4/ENFORCEMENT OF PENALTIES

Exceptions: a) If by the offense behind where the run ends it shall be the spot of the foul.



b) fouls against the passer are enforced at the previous spot.



Rule 9-5-2 The above run is a penalty of tackling at the goal line - Penalty: touchdown awarded; 15 yards at the kickoff.

c) fouls by team B during a running play that ends at the goal line are penalized at the succeeding kick off.

Rule 10-4/ENFORCEMENT OF PENALTIES

Art 6... The penalty for fouls while the ball is alive and loose from a fumble, muff or backward pass is the offended teams ball at the spot of the foul; **AUTOMATIC FIRST DOWN, NO YARDAGE.**

Art 7... After a successful try Team A may elect the enforcement spot at the succeeding kick off on fouls by Team B.

If any rule interpretation is not clearly stated or explained in this book, you may refer to the current **NCAA FOOTBALL RULES AND INTERPRETATION** book.

OFFICIATING TECHNIQUES



FUNDAMENTALS: Officiating can have a very great effect on any league and usually does! Most flagball is officiated by persons who have had less training and experience than those officials who work regular football games. Even the best officials make mistakes, so perfection cannot be expected, even though it should always be aspired to. Officiating is an art which only personal improvement will develop. This section of the booklet will not make a first class official out of anyone, but it will help anyone do better job if he will follow the basic guidelines that are given.

THREE BASIC GUIDELINES:

1. **KNOW YOUR RULES!** This will give you the confidence you need to make positive decisions.
2. **KNOW YOUR MECHANICS!** These will get you into the proper position so you can SEE to make the right call - right there on top of the play, where you are **SUPPOSED TO BE!**

3. **KNOW YOUR HAND SIGNALS!** This will help you to communicate with other officials, players, coaches and spectators without shouting; it will also instill confidence in EVERYONE who watches you work as an official.

LOOK SHARP! People are going to be watching YOU! Tuck that shirt in; use an alert-looking stance; move quickly and always hustle; in everything you do **BE AS PROFESSIONAL AS YOU KNOW HOW TO BE.**

SOME DON'TS

DON'T be too quick to blow the whistle when you **THINK** a flag has been pulled. An early whistle can spell disaster for a team, and blowing it a few seconds late will hurt no one.

DON'T fraternize with players before, during, or after the game or during intermissions even if they are your friends. They'll respect you more and the spectators will regard the whole situation in a better light if you are professional.

DON'T be overbearing. The role of the official is to **HELP** the players to have a better game by keeping a team from taking advantage of the other. **BE COURTEOUS**, but firm, in your actions.

DON'T forget the **SPIRIT** of officiating. Sportsmanship, fair play and the higher human values are what you are there to maintain.

DON'T be a "**BY THE BOOK**" official. It is important to know the rules and enforce them, but action that occurs that has no bearing on the play and is not unsportsmanlike or endangering to the safety of a player can be ignored.

DON'T be too easily offended by criticism. However, it is your responsibility to keep this to a minimum. Remember

that at all times. Christian principles should govern the conduct of the game.

EQUIPMENT NEEDED:

A 16" x 16" yellow flag with a fairly heavy weight sewn into the corner (so you can throw it on the SPOT-OF-THE-FOUL); a cap to mark other spots on the field (don't use your penalty flag as a marker - it's confusing to everyone but you); a whistle; a striped shirt; a coin for the toss; a SCORE CARD and pencil to keep track of time-outs and points scored; cleated shoes so you can move as well as the players; pencil to keep track of time-outs and points scored; and a FIT BODY so you can hustle!

PREVENTATIVE OFFICIATING: "An ounce of prevention is worth a pound of cure" has no better application than football. ANY TIME a foul can be avoided by a warning or by mentioning to a player that he is inadvertently committing or about to commit an infraction, it should be done. FOR EXAMPLE: On a kick-off, if the receivers don't have two officials within five (5) yards of the restraining line, the umpire should not give his ready signal until he has them moved up. Preventative officiating is a courtesy extended by the officials to the teams, not an obligation. Therefore, failure to officiate in this manner does not justify a complaint by the teams, but it keeps a game as free of unnecessary delays and penalties as possible.

MECHANICS: "Mechanics" refers to the movements of officials in relation to each other and the play. To be where you are supposed to begins by starting from the right spot and covering your area of primary responsibility. COVER YOUR OWN AREA. Rarely should you make a call in someone else's area of coverage; they are in better position than you if they are following good mechanics. If they are

not, remind them (but not in front of the players; officials must "hang" together).

Every official has three basic responsibilities: position, primary observation and secondary movement coverage. These will be covered in a general way that will enable an official to function in a fairly efficient manner.

PRE-GAME RESPONSIBILITIES:

REFEREE: Check field markings, goal line flags and secure the game ball. Administer the toss, give the players a chance to ask questions concerning rules and enforcements. Hold a conference with the other officials to be sure of how you will work together.

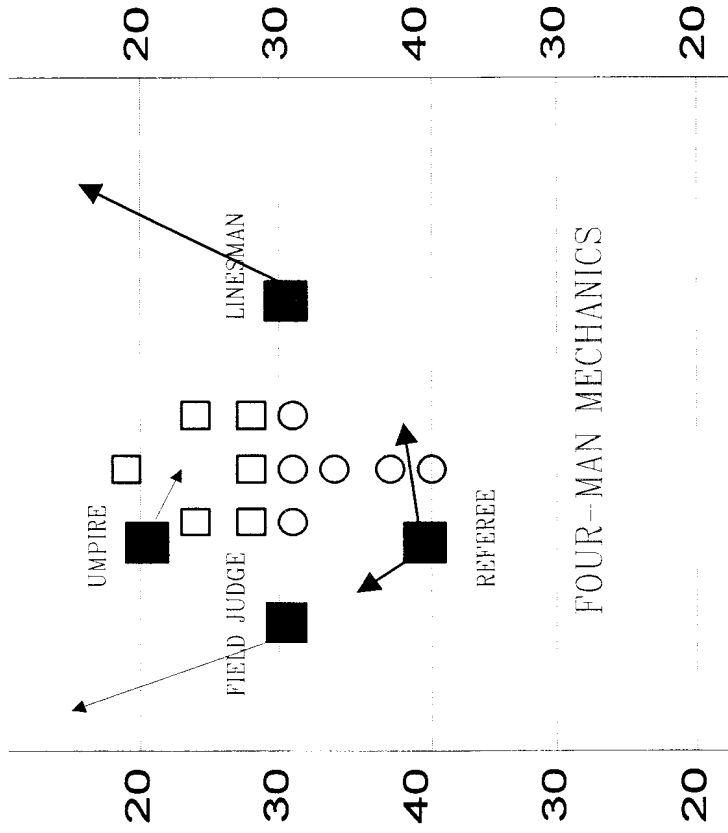
UMPIRE: Check player equipment. Be sure all the rules are observed as to protective coverings on injuries, etc. A call should never have to be made for illegal equipment; you should catch this before the game. It's an example of preventative officiating.

HEAD LINESMAN: Get the downs marker and the chains ready. Hold a conference with the people who will be running them. Work out a fast, efficient method of moving them; inefficiency at this spot can add much unnecessary delay to a game. Markers should only move when you tell them to; they should move to a point designated by your heel (pointed to by your downward finger); they should stay off the field-of-play and drop the markers when a play runs at them.

FIELD JUDGE: Check the timing devices; the game clock and the sweep second hand used to time the huddles. Be sure to remind the officials of their signals concerning the ball out-of-bounds and still inbounds on the close ones; and

the referee's ready-for-play signal should be checked to insure a proper start of the 30-second timing.

FOUR-MAN MECHANICS:



REFEREE: (Position) behind the offense; favor the wide side of the field. (Primary observation) watch the offense for illegal procedure and motion. (Secondary coverage) protect passer and observe blocking behind the line; follow running plays up the field.

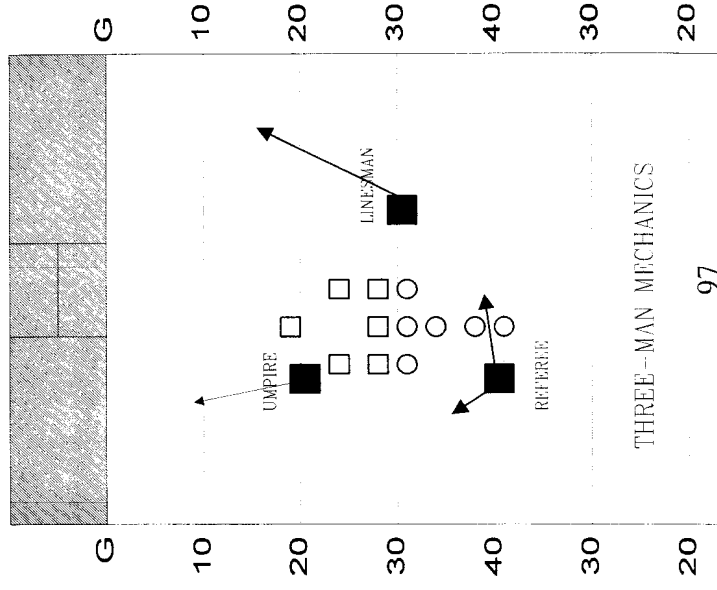
UMPIRE: (Position) behind the defense; line up on the ball about five yards deep. (Primary observation) close-line play; watch use of hands and arms by offense and defense; this official is the prime factor in **KEEPING LINE PLAY**.

CLIFAN. (Secondary coverage) watch the action behind the play; let the play go by you. Others cover downfield, not you.

FIELD LINESMAN: (Position) on the line-of-scrimmage about half-way from the end to the sideline. (Primary observation) off sides and false starts by the offense and encroachment by the defense. (Secondary coverage) on pass plays where the QB drops back, move downfield to cover pass receivers; on pass-option runs toward you, move out of the way, but be sure any pass is from behind the line; on running plays, let the play go by, and then follow it up the field covering the sideline and watching action around the play.

FIELD JUDGE (Position) on the line, opposite the head linesman. (Primary and secondary coverage) identical to the head linesman on your side of the field.

THREE-MAN MECHANICS:*



THREE-MAN MECHANICS

REFEREE: (Position) behind the offense on the opposite side of the field as the head linesman. (Primary observation) watch the offense for illegal procedure and illegal motion. (Secondary coverage) on pass plays, protect the passer and observe blocking in backfield; on running plays, cover sideline on plays on your side, move upfield behind all others.

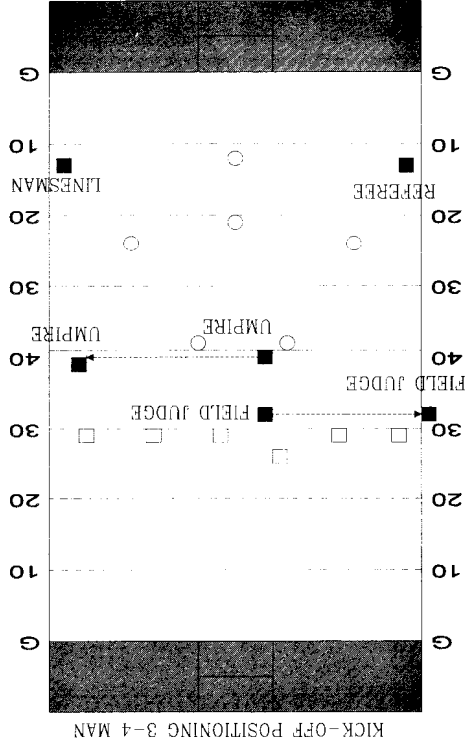
UMPIRE: (Position) on the side of the field opposite the head linesman, about 5-yards deep, in the sidezone. (Primary observation) close play in the line as in four-man mechanics. (Secondary coverage) watch the action around and behind the play, let action go by you; on pass plays, cover receiver's downfield.

HEAD LINESMAN: Same as four-man mechanics in all situations.

*The **UMPIRE** keeps the time in the absence of the **FIELD JUDGE**.

NOTE: THE **REFEREE** is the head official; he is in charge of the game and may over-rule other officials.

KICK-OFF POSITIONING



Four-Man Crews

F.J. - Secure ball and take it to K's 30; break to Ref's side of the field; watch for off-sides.

Ump. - Move receivers into proper position; break to HL's side of field; watch receivers.

H.L. - Line up on 10- or 15-yard line on side of field with chains. Cover sideline on run.

Ref. - Line up on 10- or 15-yard line opposite chains. Cover sideline on run and trail the play.

ALL - Signal when you are ready by raising one arm overhead.

Three-Man Crews

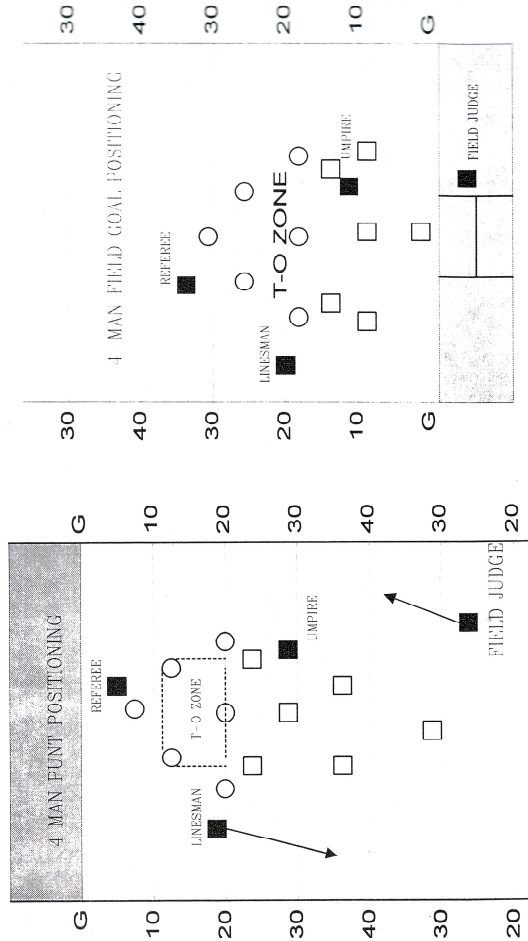
H.L. - Do what umpire does on four -man mechanics.

Ref. - Line up in center of field behind the deepest man, cover run from behind moving to either sideline with the runner.

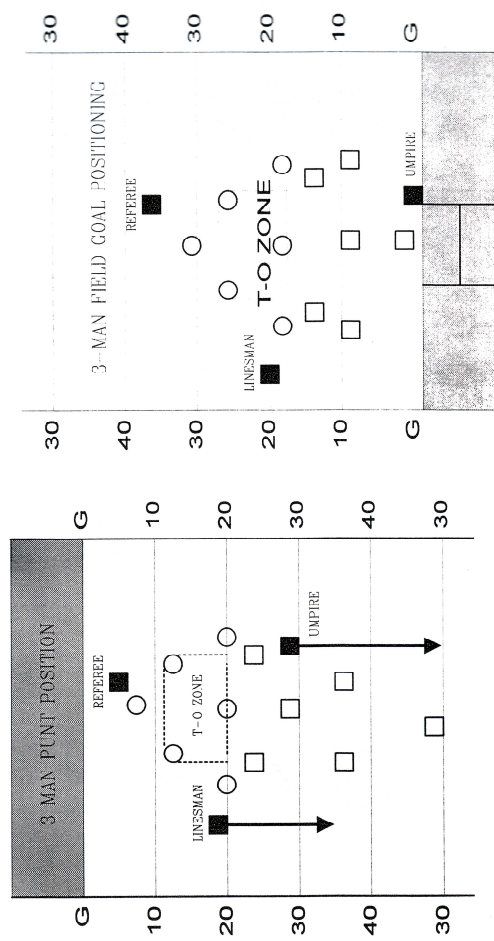
Ump. - Do what F.J. does on four-man mechanics.

Scrimmage Kicks

Four-man: F.J. moves off line before snap and covers downfield or goal on field attempts.



Three-man: Umpire covers goal post on field goal attempts and covers downfield on punts.



RULE MODIFICATIONS



Section 1. Rule Adaptations.

- Art 1... No kick-off, put the ball on the 20 yard line and start play.
- Art 2... No touch-off zone, both teams line up with only one receiver back, all other players on the line of scrimmage with only one block on the line of scrimmage, when the players from Team B rush through they let them go. The punt receiver is on his own with no blocking by his team mates. No fake punts are allowed. Both teams are notified that the punt is taking place.
- Art 3... Direct run by the quarterback is allowed.
- Art 4... 7 man flagball is played with the SARC RULES being used with the lone exception that the quarterback can run on direct snap.

Art 5... Stocking caps, ski caps, watch caps (soft) are permitted.

Art 6... Ball and socket flags, or velcro flags will be used. Both teams must use the same type of belts and flags.

Art 7... Fair Catch procedure:

- a. When a player makes a fair catch, the ball becomes dead where caught and belongs to the receiving team at that spot.
- b. No player of a team or a teammate who has signaled for a fair catch may carry the ball more than two steps in any direction. Penalty: 5 yards
- c. A valid fair catch signal is the extending of one arm at full arm's length above the head and waving the hand from side to side of the body more than once.
- d. A muffed fair catch shall be declared dead when the ball make contact with the ground.

Art 8... Sudden death playoff procedure:

- a. In case of a tie there will be a coin flip for the overtime period.
- b. The coin flip winner has the option of going first or second.
- c. Put the ball on the 15 yard line, Team A has 4 plays or score. If intercepted, they lose possession.
- d. Put the ball on the 15 yard line, Team B has 4 plays to win or tie. If intercepted, they lose possession.
- e. Either team may kick a field goal for 3 points at any time.
- f. Extra points should be attempted after each touchdown.
- g. If both teams tie, repeat procedures C and D.

Art 9... Kicking rule:

- a. If a kick is kicked out of bounds the receiving team may either take the ball where it goes out or at the 25 yard line. The ball will not be rekickd; the receiving team must take one of the above options.

Art. 10... Spiking the ball in the last two minutes:

- a. It is legal for the quarterback to spike the ball during the last two minutes to stop the clock , without penalty.

Section 2. Disqualified Player Procedures.

Art 1... Disqualified Player Procedure: Disqualified players must leave the field of play (no longer in the recreation area) and may not participate in the next game with their teams. They must meet with the Intramural Board or Governing Body to assess the unsportsmanlike penalties, after which a decision will be made regarding their reinstatement. A second expulsion from a game for unsportsmanlike conduct by the same player will result in his forfeiture from participating in the Intramural program.

Art. 2... Talking trash or baiting an opponent:

- a. Any unsportsmanlike penalty like talking trash or baiting an opponent is 15 yards and disqualification.

APPENDIX C

NIRSA SCREEN BLOCKING RULE BOOK: If you desire to have non-contact in your flagball program, this is one of the rule books that you could purchase. Contact the following to obtain text: National Intramural Recreational Sports Association, 850 SW 15th Street, Corvallis, OR 97333-4145 or call (503) 737-2088.

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SUMMARY OF PENALTIES

FIVE (5) YARDS

- 3-7 Illegal Substitution
- 3-7-4 Extra player (no effect on game)
- 5-1-3 Guarding the flag (loss of down)
- 6-1-3 Less than 2 men within 5 yards of restraining line
- 6-2 Touch-off violations (from previous spot)
- 6-2-6 Blocking punt (from previous spot)
- 7-1-2 Simulating action at snap
- 7-1-3 Snapping irregularities
- 7-2-1 Three or four point stance
- 7-2-2 Less than 3 players on line - illegal formation
- 7-2-3 Not within 10 yards of the ball prior to snap
- 7-2-4 No simultaneous one second stop by all men
- 7-3-2 Illegally handing ball forward (loss of down)
- 7-3-3 No hand-off (loss of down)
- 7-3-4 Illegal center return hand-off
- 7-5-2 Illegal forward pass: grounding, more than one, beyond scrimmage, etc. (loss of down)

NOTE: THE 1995 SDA-SARC DECIDED TO LEAVE THE MAJOR PENALTIES AT 15 YARDS WITH THE OPTION THAT EACH INDIVIDUAL SCHOOL OR LEAGUE COULD DECIDE TO CHANGE THEM TO 10 YARDS. THE FEEDBACK WE RECEIVED WAS MIXED, SO WE DECIDED TO LEAVE THE OPTION UP TO THE INDIVIDUALS CONCERNED.

FIFTEEN (15) YARDS

- 3-7-4 Illegal participation
- 4-3-2 Out-of-bounds player participating
- 6-2-9 Kicking into rusher
- 6-3-3 K interfering with R's opportunity to field ball
- 7-5-5 Offensive pass interference, previous spot (loss of down)
- 9-1 Illegal Block
- 9-1-2 Illegal use of elbows and forearms

SUMMARY OF PENALTIES

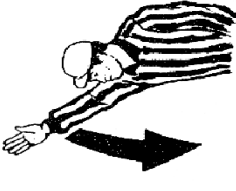



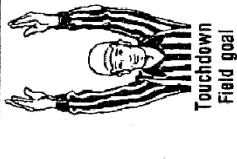



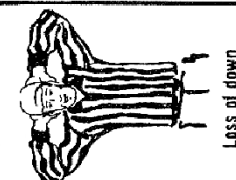



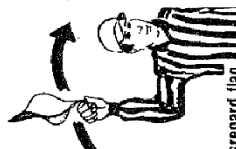

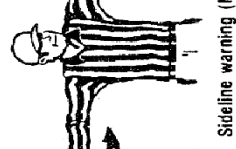
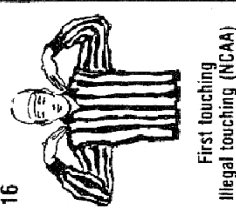
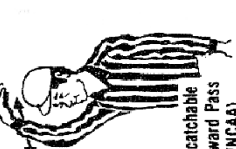
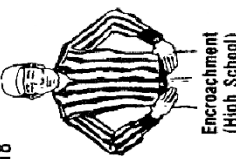




- 9-2-2 Defensive blocking
- 9-2-3 Defensive holding
- 9-2-4 Stealing ball
- 9-2-5 Offensive holding
- 9-3 Personal fouls: striking, kicking, kneeling, tripping, clipping, hitting head or neck, late block, blocking player clearly out of play, roughing passer, kicker or holder, etc.
- 9-4-1,2 Running over defender
- 9-5-1 Tackling (automatic first down, possible TD)
- 9-6 Unsportsmanlike conduct: Illegal equipment, illegal flags, deceptive touch-offs, sleeper plays, non-captain talking to official, swearing.


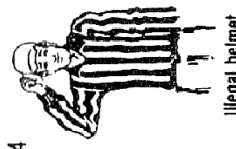
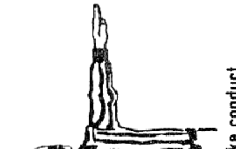

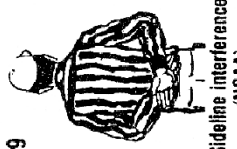





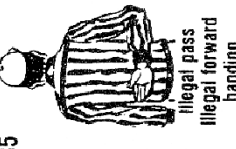







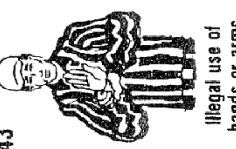
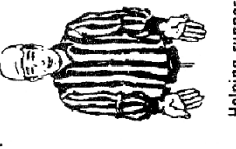



OFFENDED TEAM'S BALL ON SPOT OF FOUL AND FIRST DOWN

- 7-5-5 Defensive pass interference
- 10-4-6 Fouls during free balls: fumbles, muffs, backward passes.


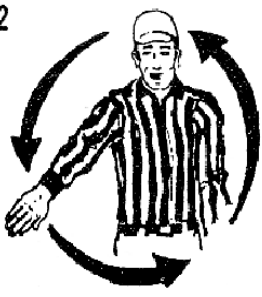









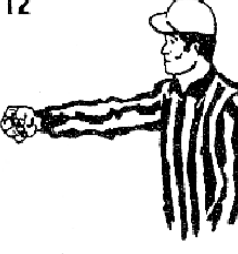
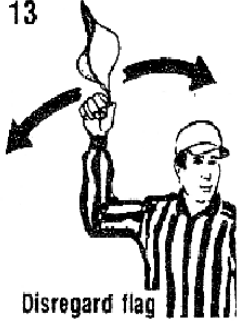

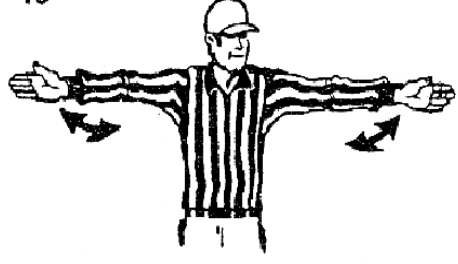







SUMMARY OF LOSS OF DOWN PENALTIES



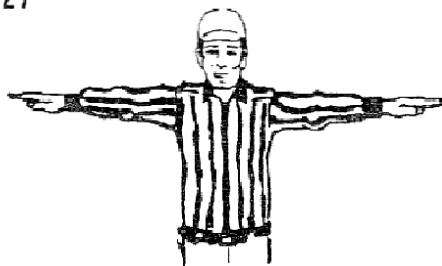










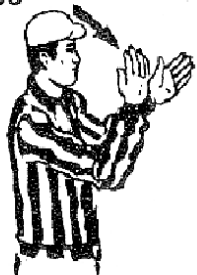







- 5-1-3 Guarding the flag; 5 yards (loss of down)
- 7-3-2 Illegally handing ball forward; 5 yards (loss of down)
- 7-3-3 No hand-off (loss of down)
- 7-5-2 Illegal forward pass - grounding, more than one pass, beyond scrimmage, etc.; 5 yards (loss of down)
- 7-5-5 Offensive pass interference, previous spot; 15 yards (loss of down)

1		Ball ready for play
2		Start clock
3		Discretionary or injury timeout (follow by tapping hands on chest)
4		TV/Radio timeout
5		Touchdown Field goal Point(s) after touchdown
6		Safety
7		Ball dead Touchback (move side to side)
8		First down
9		Loss of down
10		Incomplete forward pass Penalty declined No play, no score Loss option delayed
11		Legal touching of forward pass or scrimmage kick
12		Inadvertent whistle (Face Press Box)
13		Disregard flag
14		End of period
15		Sideline warning (NCAA)
16		First touching (NCAA) Illegal touching (NCAA)
17		Uncatchable Forward Pass (NCAA)
18		Encroachment (High School) Offside (NCAA)
19		Illegal procedure False start Illegal formation Encroachment (NCAA)
20		Illegal shift - 2 hands Illegal motion - 1 hand
21		Delay of game
22		Substitution infraction

23		Failure to wear required equipment
24		Illegal helmet contact
27		Unsportsmanlike conduct Noncontact foul
28		Illegal participation
29		Sideline interference (NCAA)
30		Running into (NCAA) or roughing kicker or holder
31		Illegal batting Illegal kicking (Followed by pointing toward toe for kicking)
32		Invalid fair catch signal (High School) Illegal fair catch signal
33		Forward pass interference Kick catching interference
34		Roughing passer
35		Illegal pass Illegal forward handing
36		Intentional grounding
37		Ineligible downfield on pass
38		Personal foul
39		Clipping
40		Blocking below waist Illegal block
41		Chop block
42		Holding or obstructing
43		Illegal use of hands or arms
44		Helping runner Interlocked interference
45		Grasping face mask or helmet opening
46		Tripping
47		Player disqualification

NOTE: Signal numbers 25 and 26 are for future expansion.

<p>1</p>  <p>Ball ready for play</p>	<p>2</p>  <p>Start clock</p>	<p>3</p>  <p>Timeout Discretionary or injury time-out (follow by tapping hands on chest)</p>	<p>4</p>  <p>TV/Radio timeout</p>	
<p>5</p>  <p>Touchdown Field goal Point(s) after touchdown</p>	<p>6</p>  <p>Safety</p>	<p>7</p>  <p>Ball dead Touchback (move side to side)</p>	<p>8</p>  <p>First down</p>	
<p>9</p>  <p>Loss of down</p>	<p>10</p>  <p>Incomplete forward pass Penalty declined No play, no score Toss option delayed</p>	<p>11</p>  <p>Legal touching of forward pass or scrimmage kick</p>	<p>12</p>  <p>Inadvertent whistle (Face Press Box)</p>	<p>13</p>  <p>Disregard flag</p>
<p>14</p>  <p>End of period</p>	<p>15</p>  <p>Sideline warning (NCAA)</p>	<p>16</p>  <p>First touching Illegal touching (NCAA)</p>	<p>17</p>  <p>Uncatchable Forward Pass (NCAA)</p>	
<p>18</p>  <p>Encroachment (High School) Offside (NCAA)</p>	<p>19</p>  <p>Illegal procedure False start Illegal formation Encroachment (NCAA)</p>	<p>20</p>  <p>Illegal shift - 2 hands Illegal motion - 1 hand</p>	<p>21</p>  <p>Delay of game</p>	<p>22</p>  <p>Substitution infraction</p>

<p>23</p>  <p>Failure to wear required equipment</p>	<p>24</p>  <p>Illegal helmet contact</p>	<p>27</p>  <p>Unsportsmanlike conduct Noncontact foul</p>	<p>28</p>  <p>Illegal participation</p>	
<p>29</p>  <p>Sideline interference (NCAA)</p>	<p>30</p>  <p>Running into (NCAA) or roughing kicker or holder</p>	<p>31</p>  <p>Illegal batting Illegal kicking (Followed by pointing toward toe for kicking)</p>	<p>32</p>  <p>Invalid fair catch signal (High School) Illegal fair catch signal</p>	<p>33</p>  <p>Forward pass interference Kick catching interference</p>
<p>34</p>  <p>Roughing passer</p>	<p>35</p>  <p>Illegal pass Illegal forward handing</p>	<p>36</p>  <p>Intentional grounding</p>	<p>37</p>  <p>Ineligible downfield on pass</p>	<p>38</p>  <p>Personal foul</p>
<p>39</p>  <p>Clipping</p>	<p>40</p>  <p>Blocking below waist Illegal block</p>	<p>41</p>  <p>Chop block</p>	<p>42</p>  <p>Holding or obstructing</p>	<p>43</p>  <p>Illegal use of hands or arms</p>
<p>44</p>  <p>Helping runner Interlocked interference</p>	<p>45</p>  <p>Grasping face mask or helmet opening</p>	<p>46</p>  <p>Tripping</p>	<p>47</p>  <p>Player disqualification</p>	

NOTE: Signal numbers 25 and 26 are for future expansion.

OFFICIAL FLAGBALL SCORE CARD

HOME

VISITOR

COLOR _____ COACH _____ CAPTAINS _____ _____	COLOR _____ COACH _____ CAPTAINS _____ _____
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WON TOSS KICK REC. DEFEND DEFER SECOND HALF-	WON TOSS KICK REC. DEFEND DEFER SECOND HALF-
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TIME OUTS	TIME OUTS
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1ST HALF- 1 2	1ST HALF- 1 2
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2ND HALF- 1 2	2ND HALF- 1 2
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SCORING	SCORING
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1ST HALF SCORE PLAYERS No. _____ _____ _____ _____	1ST HALF SCORE PLAYERS No. _____ _____ _____ _____
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2ND HALF SCORE PLAYERS No. _____ _____ _____ _____	2ND HALF SCORE PLAYERS No. _____ _____ _____ _____
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OFFICIALS	
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REF. _____	UMP. _____
HL. _____	FJ. _____

UNSPORTSMANLIKE CONDUCT: _____