



Stevenson High School
Flag
Football
League
Rules of Play



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

Section 1. General Provisions

Article 1. The Game: The game shall be played between two teams of eight (8) players each with a department provided football. A minimum of 5 players will be required to avoid a forfeit. The game may be continued with less than 5 players as long as the team has a chance to win. NOTE: If in doubt, continue the game. Penalty: Illegal Participation, 10 Yards.

Article 2. - All Stevenson PREP Dept rules of participation apply.
All Stevenson High School rules of conduct apply.

Article 3. Supervision. The game shall be played under the supervision of the PREP Department Supervisor and from two to four flag football officials.

Article 4. Team Captains. Each team manager or coach shall designate to the referee, the team captain(s). If more than one player is designated, a speaking captain must be selected to make decisions. The captain's first choice of any option is irrevocable. Decisions involving penalties shall be made before any charged time-out is granted to either team.

Article 5. Persons Subject to the Rules. Team representatives, including players, substitutes, team managers, trainers, coaches, and spectators are subject to the rules of the game, and shall be governed by decisions of the officials and staff assistants assigned to the game.

Article 6. Referee's Authority. The referee has authority to rule promptly, and in the spirit of good sportsmanship, on any situation not specifically covered in the rules.

Article 7. Game Official's Authority. The game officials shall assume authority for the contest, including penalizing unsportsmanlike acts, 30 minutes prior to the scheduled game time, or as soon thereafter as they are able to be present. The official's jurisdiction extends through the Referee's declaration of the end of the game and period immediately following the contest.

Section 2. The Field

Article 1. Zone Markings. The field shall be a rectangle area with lines and zones. The width of the field will be lined at 20-yard intervals from goal line to goal line.

Article 2. Inbounds & Out-of-Bounds. The lines bounding the sidelines and the end zones are out-of-bounds in their entirety, and the inbounds area is bound by the lines. The entire width of each goal line shall be part of the end zone.

Article 3. Team Area. On each sideline of the field a team box or area is designated between the 20-yard lines for the teams, coaches, and authorized team attendants. It is permissible for both team boxes to be on the same side of the field provided each team stays between the respective 20 and 35 yard lines.

Article 4. Pylons. Soft, flexible pylon flags or similar shall be placed at the inside corner of each of the intersections of the sidelines with the goal lines and the end lines. The 20 yard line and the 40 yard line will be marked on both sides of the field.

Section 3. Game Equipment

Article 1. The Ball. Teams may agree to use the ball of their choice. Men shall use a regulation-size football. Teams must agree on ONE ball or be responsible for bringing their own ball on the field when on OFFENSE.

Article 2. Ball Spotters. The officials will handle all ball spotting during the game. All official spots are final.

Section 4. Players and Playing Equipment-Legal

Article 1. Jerseys. Players should wear ONLY the jerseys assigned to their team. Players must wear ONLY the designated number on their official team roster. Jerseys must be either long enough to remain tucked into the pants or short enough so that a minimum of four inches between the bottom of the shirt and the top of the pants.

Article 2. Shorts/Pants. Players should wear shorts/pants that do not have belt loops, pockets, or exposed drawstrings. **Jeans are NOT allowed on the field of play.**

Article 3. Flag Belts. Each player on the field must wear a one-piece belt at the waist line with two flags attached properly, flags should be adjusted so that they hang from the player's hips. The flags should be a minimum of 2 inches wide and 14 inches long. The flags must be of contrasting color to the opponent's flags. Failure to wear a flag belt must be noticed by the Referee prior to the snap. It is a dead ball foul and enforced from the succeeding spot. There is no penalty for failure to wear a flag belt if noticed after the ball is

snapped or kicked. Any belt containing knots shall be deemed illegal.
Penalty: Live ball foul, 5 yards from the succeeding spot.

Article 4. Shoes. Shoes must be of canvas, leather or synthetic material that covers the foot attached to a firm sole of leather, rubber, or composition material that may have cleats or be cleatless. Cleats are limited to studs or projections, which do not exceed 1/2 inch in length and are made with non-abrasive rubber or rubber-like synthetic material, which does not chip or develop a cutting edge. Hiking boots, steel toe boots, or sandals are not permitted.

Article 5. Mouth and Tooth Protector. It is **REQUIRED** that all players wear a **mouthpiece**.

Penalty: 5 yards Required Equipment Worn Illegally

Article 6. Gloves. Players may wear gloves, which must consist of a soft, pliable, and non-abrasive material.

Article 7. Headwear. Players may wear a knit or stocking cap. Caps may not have a bill, nor may it contain any knots. Players may wear headbands no wider than 2 inches and made of non-abrasive materials. Rubber or cloth elastic bands may be used to control hair.

Section 5. Players Equipment-Illegal

Article 1. Illegal Equipment. The use of headgear that does not meet the standards in Rule 1, Section 4, Article 7, jewelry (including all earrings, eyebrow rings, nipple rings, naval rings, tongue rings, nose rings, bracelets, watches and necklaces), shoulder pads, body pads, shoes with removable cleats (regardless of material), or any unyielding or dangerous equipment is prohibited. Players may use an ace bandage no more than two turns thick in any given area. It can be anchored at each end by tape not to exceed two turns. Metal cleats are not legal. Shirts or jerseys, which do not remain tucked in, are illegal. Any hood on a coat, sweatshirt, or shirt, which does not remain tucked in, is illegal. Wearing illegal player equipment during a down is a 10-yard penalty, unsportsmanlike conduct.

Article 2. Additional Illegal Equipment. Any slippery or sticky substance of a foreign nature on equipment or exposed part of the body is illegal. (NOTE: When any required player equipment is missing or when illegal equipment is found on any incoming substitute or any player, correction must be made before participation. Towels attached to a player's waist are illegal. Failure to wear required player equipment can be live ball or dead ball foul.
Penalty 5 yards

RULE 2. PERIODS, TIME FACTORS, SUBSTITUTIONS

Section 1. The Start of Each Period

Article 1. The game shall start with a coin toss.

Article 2. Game time is forfeit time.

Teams should report to the Referee at least fifteen minutes prior to their scheduled game time. Teams arriving late for their contest will forfeit.

Section 2. Game Time

Article 1. Playing Time and Intermissions. The game is divided into 2 halves of twenty minutes each. The intermission between halves will be three (3) minutes. In the case where overtime is used, there will be a one-minute intermission.

Article 2. Extension of Periods. A half must be extended by an untimed down, except for unsportsmanlike or non-player fouls, if during the last timed down, one of the following occurred:

- a) There was a foul by either team and the penalty was accepted
- b) There was a double foul OR an inadvertent whistle
- C) A touchdown was scored, the try-for-point is attempted unless the touchdown was scored during the last down of the second half and the point(s) would not affect the outcome of the game.

Article 3. Tie Game - In case of a game ending in a tie score (**playoffs ONLY**), the two field captains shall be brought together and a coin flipped to determine the options as in the start of the game. There will be only one coin flip during the overtime. Field captains will alternate choices if additional overtime periods are played. The winner of the toss shall be given options of offense, defense, or direction. All overtime periods are played toward the same goal line. Each team will be given 4 downs from the 20-yard line. The object will be to score a touchdown. If the first team which is awarded the ball scores, the second team will still have 4 downs to attempt to win the game. Tries (extra points) will be attempted and scored as indicated in Rule 8. If the defense intercepts the ball and returns it for a touchdown, they win the game. If they do not return the interception for a touchdown, the ball will be placed at the 10-yard line to begin their series of four downs.

Article 4. Fouls and Penalties. They are administered similar to the regular game. Team A shall be awarded a new series of 4 downs when the penalty for defensive pass interference or roughing the passer is accepted. Dead ball fouls following touchdowns are penalized on the try. Live ball fouls committed by either team after Team B gains possession during a try or an overtime shall be enforced at the succeeding spot. Dead ball fouls following a successful try will be penalized from the succeeding spot, the Team B 10 yard line, if accepted.

Article 5. First 18 Minutes. During the first 18 minutes of each half, the clock will start on the snap. It will run continuously for the first half of play unless it

is stopped for an injury (start on ready) or a team time-out (starts on snap) or a referee's time out (starts on ready).

Article 6. Two Minute Warning. Approximately 2 minutes before the end of the second half the referee shall stop the clock and inform both captains of the playing teams the time remaining in the game. The clock will start on the snap. It is recommended that the back judge announce the time remaining after every play inside of two minutes.

Article 7. Last Two Minutes. During the last 2 minutes of the second half the clock will stop for a:

- a) Incomplete legal or illegal forward pass-starts on the snap.
- b) Out-of-bounds-starts on the snap.
- c) Safety-starts on the snap.
- d) Team time-out-starts on the snap.
- e) First down-depends on play achieving first down.
- f) Touchdown-starts on snap (after the try).
- g) Penalty-dependent on the previous play. (Exception: Delay of game-starts on the snap).
- h) Referee's timeout-starts at referee's discretion.
- i) Touchback-starts on snap.
- j) Change of possession-depends on previous play.
- k) Team B is awarded a new series-starts on the snap.
- l) Inadvertent whistle-starts on the ready.
- m) Team attempting to conserve time illegally-starts on the ready
- n) Team attempting to consume time illegally-starts on the snap

Section 3. Time Outs

Article 1. How charged. The Referee shall declare a time-out when he/she suspends play for any reason. Each time-out shall be charged either to the Referee or to one of the teams.

Article 2. Referee's Time-Outs. The Referee shall declare an official's time-out whenever a touchdown, touchback, or safety is made, or when an excess time-out is allowed.

Article 3. Discretionary Time-Out. The Referee may declare an official time-out for any contingency not elsewhere covered by the Rules. If a time-out is for repair or replacement of player equipment that becomes illegal through play and is considered dangerous to other players, the Referee shall charge himself/herself. The Referee shall charge himself/herself when an injured player is designated.

Article 4. Charged Time-Outs. **Each team is entitled to ONE charged time-out during each half without penalty.** If the ball is dead and a team has not exhausted its charged time-outs, the Referee shall allow a time-out and charge that team. Unused time-outs do not carryover to succeeding periods. No time-outs are allowed in the overtime period. NOTE: The referee will communicate the number of team time-outs remaining for each team to the Team A and B

Captains after each time-out is taken.

Article 5. Length of Time-Outs. A charged time-out requested by any player shall not exceed one minute. Other time-outs may be longer only if the Referee deems it necessary to remove an injured player.

Article 6. Coach-Referee Conference. When a team requests a charged time-out for a misapplication or misinterpretation of a rule, the Referee will confer with the team captain or coach. The request must be made prior to the time the ball becomes alive following the play to be reviewed, unless the half has officially ended. If the official changes his/her ruling, it is an official's time-out. If the ruling is not changed, it is a charged time-out. If the team has used its one time-out, a delay of game penalty will be assessed.

Article 7. Warning and Notification. The Referee shall warn both teams five seconds before a charged time-out expires. The team then has 25 seconds to put the ball in play. When one time-out has been charged to a team in the half, the Referee shall notify the field captain and/or the coach of that team.

Article 8. Authorized Conferences. There are two types of authorized conferences permitted during charged time-outs, television/radio time-outs, and following a score or try, and prior to the succeeding free kick:

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

Article 9. Injured Player. An injured or apparently injured player, who is discovered by an official while the ball is dead, shall be replaced for at least 1 down unless the halftime or overtime intermission occurs. A player who is bleeding, has an open wound, or has an excessive amount of blood on the uniform shall be considered an injured player. Such players may not return to the game until the bleeding has stopped and the wound properly covered, and soiled clothing has been treated with a bleach disinfectant.

Article 10. Unconscious or Apparently Unconscious Player. A time-out occurs when an unconscious or apparently unconscious players is determined by game officials. The player may not return to play in the game.

Section 4. Delays

Article 1. Unfair Tactics. The referee may start or stop the clock whenever either team is trying to conserve or consume time by playing tactics that are obviously unfair.

Article 2. Delay of the Game. The ball must be put in play promptly and legally and any action or inaction by either team, which tends to prevent this, is delay of the game.

Section 5. Substitutions

Article 1. Eligible Substitutes. A substitution can either be a dead ball or live ball foul. If it is a dead ball foul, it is five yards from the succeeding spot. No substitute shall enter during a down.

RULE 3. BALL IN PLAY, DEAD BALL, OUT-OF-BOUNDS

Section 1. Ball in Play - Dead Ball

Article 1. Dead Ball Becomes Alive. A dead ball, after having been declared ready for play, becomes a live ball when it is snapped or free kicked legally.

Article 2. Ball Declared Dead. A live ball becomes dead and an official shall sound the whistle or declare it dead:

- a) When it goes out-of-bounds.
- b) When any part of the runner other than a hand or foot touches the ground.
- c) When a touchdown, touchback, safety, or successful try is made.
- d) When a player of the kicking team catches a free kick or any muffed free kick or a protected scrimmage kick, which is beyond the neutral zone; when a free kick or an untouched protected scrimmage kick comes to rest on the ground and no player attempts to secure it.
- e) When a forward pass strikes the ground or is caught simultaneously by opposing players.
- f) When a backward pass or fumble by a player touches the ground. A ball snapped from scrimmage, which hits the ground before or after getting to the intended receiver, is dead at the spot where it hits the ground. NOTE: If in doubt, the snap close to the ground remains alive.
- g) When a forward pass is legally completed, or a loose ball is caught by a player on, above, or behind the opponent's goal line.
- h) When a runner has a flag belt removed legally by a defensive player. A flag belt is removed when an opponent detaches the clip from the belt.
- i) When a runner is legally tagged with one hand between the shoulders and knees, including the hand and arm, once the flag belt is no longer attached.
- j) When a passer is deflagged/tagged prior to releasing the ball. Note: If in doubt as to the release or not, the ball is released.

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

- k) When a muff of a free or protected scrimmage kick strikes the ground.
- l) When an official inadvertently sounds his/her whistles during a down or during a down in which the penalty for a foul is declined, when:
 1. The ball is in player possession - the team in possession may elect to put the ball in play where declared dead or replay the down.
 2. The ball is loose from a fumble, backward pass, or illegal forward pass - the team in possession puts the ball in play where possession was lost.
 3. During a legal forward pass or a free or protected scrimmage kick - the ball is returned to the previous spot and the down replayed.

If a foul occurs during any of the above downs, an accepted penalty shall be administered as in any other play situation. When the foul is accepted, disregard the inadvertent whistle.

Section 2. Out-of-Bounds

Article 1. Player Out-of-Bounds. A player or other person is out-of-bounds when any part of that player touches anything other than another player or a game official that is on or outside a boundary line.

Article 2. Player in Possession Out-of-Bounds. A ball in player possession is out-of-bounds when the ball touches anything, other than another player or game official, which is on or outside a sideline or end line.

Article 3. Loose Ball Out-of-Bounds. A loose ball is out-of-bounds when it touches anything, including a player or game official, which is out-of-bounds.

RULE 5. KICKING THE BALL

Section 1. Punt

Article 1. Legal Kicks. A legal protected scrimmage kick is a punt made in accordance with the rules. Quick kicks are illegal. Penalty: Illegal Kick, 10 yards.

Article 2. Punt. Prior to making the ball ready for play on the fourth down, the Referee must ask the Team A captain if he/she wants to punt. The Referee must communicate this decision to the Team B captain and the other officials. The Team A captain may request a punt on any down. After such announcement, the ball must be punted.

Exception: If a) a Team A OR B time-out is called, or b) a foul occurs anytime prior to or during this down after the Team A's captain's decision which results in the kicking team having the right to repeat the down again. No direct snaps are permitted during punts. Penalty: 5 yards.

Article 3. Formation and Snap. **Neither KICKING TEAM not the RECEIVING TEAM may advance beyond their respective scrimmage line until the ball is kicked.** Penalty: Illegal Procedure, 5 yards.

Article 4. Punting the Ball. After receiving the snap, the kicker must kick the ball immediately and in a continuous motion. Penalty: Delay of Game, 5 yards.

Article 5. After being punted. Once the ball is punted, any R player may block the kick. If the blocked punt hits the ground, it is dead at that spot. If the punt is blocked by any R player and then caught by any K player behind the line of scrimmage line (first ball spotter-orange), they may advance. R may advance the punt anywhere in the field of play or the end zone. A K player cannot punt the ball to himself/herself or any other K player. Team K may punt the ball once only per down. Penalty: Illegal Kicking, 10 yards (S31)

Article 6. Eligible. When a protected scrimmage kick, which has crossed kicker's scrimmage line, touches a player from either team and then hits the ground, the ball is dead and belongs to the receiving team. If it hits a player of the receiving team and then is caught in the air, the receiving team can advance it. If caught by the kicking team, the ball is dead and belongs to K.

Article 7. First Touching. If any player touches a punt after it crosses K's scrimmage line (first ball spotter-orange) and before any R player touches it there, it is referred to as "first touching." R may take the ball at that spot or may choose to have the ball put in play as determined by the action, which

follows first touching. The right of R to take the ball at the spot of first touching by K is cancelled if R touches the punt and thereafter during the down commits a foul or if the penalty is accepted for any foul committed during the down (S16).

Article 8. Punt Out-of-Bounds Between the Goal Lines or at Rest. If a scrimmage kick goes out-of-bounds between the goal lines or comes to rest inbounds untouched and no player attempts to secure it, the ball becomes dead and belongs to the receiving team at that spot.

Article 9. Punt Out-of-Bounds Behind the Goal Line. When any protected scrimmage kick is on or behind the receiver's goal line (plane), it can be downed for a touchback (20-yard line) or it may be run out of the end zone.

RULE 6. SNAPPING, HANDING, AND PASSING THE BALL

Section 1. The Scrimmage

Article 1. The Start. All plays from scrimmage must be started by a legal snap from a point on the inbounds line, unless the rules provide for a free kick. The ball may be moved with approval by the referee due to poor field conditions.

Article 2. Ball Responsibility. Team A (offense) players are responsible for retrieving the ball after a scrimmage down. The snapper will bring it from the huddle to the Team A scrimmage line (first ball spotter-orange). A towel may be placed under the ball.

Article 3. Stances. **Players may use a 2-point stance. No 3 or 4 points stances are allowed**

Section 2. Position and Action During the Snap

Article 1. Minimum Line Players. The offensive team must have one player on the line of scrimmage to start the play - typically the center snapping the ball. The remaining players must be either on their scrimmage line or behind their backfield line. All players must be inbounds. Penalty: Illegal Procedure, 5 yards.

Article 2. Motion. One offensive player may be in motion, but not in motion toward the opponent's goal line at the snap. Other offensive players must be stationary in their positions without movement of the feet, body, head, or arms. Penalty: Illegal motion, 5 yards.

Article 3. No Direct Snap. The player who receives the snap must be at least two yards behind the offensive scrimmage line. Direct snaps are illegal. Penalty: Illegal Procedure, 5 yards.

Article 4. Shift. In a snap preceded by a huddle or shift, all offensive players must come to a complete stop and remain stationary in legal position without movement of feet, body, head, or arms for at least one full second before the snap. Penalty: Illegal Shift, 5 yards.

Section 4. Handing the Ball

Article 1. Backward. Any player may hand the ball backward at anytime.

Article 2. Forward. During a scrimmage down, a Team A player may hand the ball forward behind the line only: a) to any line player who has clearly faced his/her goal line by moving both feet in a half-turn and is at least 1 yard behind the line when he/she receives the ball and b) to a teammate who, at the snap, was behind his/her scrimmage line or on an end of his/her line and was not the snapper. Penalty: Illegal handing, 5 yards and loss of down.

Article 3. Change of Possession. During a scrimmage down after a change of team possession, no player may hand the ball forward to a teammate.

Section 5. Backward Pass and Fumble

Article 1. Anytime. A runner may pass the ball backward or lose player possession by a fumble at anytime except if intentionally thrown out-of-bounds to conserve time. Penalty: Illegal Pass, 5 yards and loss of down.

Article 2. Caught or Intercepted. A backward pass or fumble may be caught in flight inbounds by any player and advanced.

Article 3. Out-of-Bounds. A backward pass or fumble, which goes out-of-bounds between the goal lines, belongs to the team last in possession at the out-of-bounds spot. If out-of-bounds behind a goal line it is a touchback or safety.

Article 4. Ball Dead When it Hits Ground. A backward pass or fumble which touches the ground between the goal lines is dead at the spot where it touches the ground and belongs to the team last in possession unless lost on downs.

Section 6. Legal and Illegal Forward Pass

Article 1. Legal Forward Pass. All players are eligible to touch or catch a pass. During a scrimmage down and before team possession has changed a forward pass may be thrown provided the passer's feet are behind Team A's scrimmage line when the ball leaves the passer's hand. Only one forward pass can be thrown per down.

Article 2. Illegal Forward Pass. A forward pass is illegal if:

- a) The passer's foot is beyond Team A's scrimmage line when the ball leaves his/her hand.
- b) Thrown after team possession has changed during the down.
- c) Intentionally thrown to the ground or out-of-bounds to save loss of yardage.
- d) There is more than one forward pass per down.
- e) If a passer catches his/her untouched forward pass.

Penalty: Illegal pass, 5 yards from the spot of the foul and a loss of down

Section 7. Completed or Intercepted Passes

Article 1. Pass Caught or Intercepted. A forward pass is completed when caught by a member of the passing team inbounds. A forward pass is intercepted when caught by a member of the defending team inbounds. It is counted as a completion as long as the first part of the person to make contact with the ground after the catch touches inbounds.

Article 2. Simultaneous Catch by Opposing Players. If members of opposing teams catch a legal forward pass simultaneously the ball becomes dead and belongs to the team that snapped the ball.

Section 8. Incomplete Passes

Article 1. Becomes Dead. When a legal forward pass touches the ground or anything out-of-bounds, it becomes dead, is ruled as an incomplete pass.

Section 9. Forward Pass Interference

Article 1. Contact. During a down in which a legal forward pass is thrown, contact which interferes with an eligible receiver who is beyond the neutral zone is pass interference unless it occurs when two or more eligible receivers make a simultaneous and bona fide attempt to reach, catch, or bat a pass. It is also pass interference if an eligible receiver is deflagged/tagged prior to touching the ball on a pass thrown beyond Team A's scrimmage line.

Article 2. Offensive Pass Interference. After the ball is snapped, and until a receiver has touched it, the offensive team shall not interfere beyond the line of scrimmage.

Penalty: Offensive Pass Interference, 10 yards from the previous spot and loss of down.

Article 3. Defensive Pass Interference. After the pass is thrown, and until it is touched, the defense shall not interfere beyond the line of scrimmage while the ball is in flight.

Penalty: Defensive Pass Interference, 10 yards from the previous spot and automatic first down. If the pass interference by either player is intentional or unsportsmanlike, his/her team shall be penalized an additional 10 yards.

RULE 7. SCORING PLAYS AND TOUCHBACK

Note: It is suggested that the referee communicate the current score to the team captains after each touchdown, try and safety.

Section 1. Mercy Rule

Article 1. Slaughter. If a team is 29 or more points at any point in the game, the game is declared a slaughter. If the losing team can score a touchdown, on their next possession, to bring the deficit under 29 points, then the contest shall continue. Should the winning team stop the other team prior to scoring the game is over. If the losing team turns the ball over, the game is over. No points can be scored by the winning team on a turnover, the ball should be blown dead when the turnover occurs.

Article 2. Mockery Rule. The referee or field supervisor can declare an end to the game if they deem that the winning team is making a mockery of the situation. This includes running up the score in an unsportsmanlike manner, or purposely manipulating the course of the game by allowing the other team to score to prevent the game from ending early.

Section 2. Touchdown

Article 1. Touchdown Values. All touchdowns will count as 6 points.

Article 2. Player Responsibility. The player scoring the touchdown must raise his/her arms so the nearest official can deflag the player. If the player is not deflagged with one pull, and the official determines the flag belt has been secured illegally, the touchdown is disallowed. The player is disqualified. Penalty: Personal Foul, 10 yards from the previous spot. If by Team A, loss of down. If by Team B, automatic first down.

Section 3. Extra Points

Article 1. One or Two Points. An opportunity to score 1 point from the 3 yard line, 2 points from the 10 yard line.

Article 2. Referee's Responsibility and Defense Scores 2 Points. The Referee must speak to the field captain only, asking him/her whether the try shall be from the 3 or 10-yard line. Once the Team A captain makes the choice, he/she may change the decision only when a charged Team A or B time-out is taken.

Section 4. Momentum, Safety, and Touchback

Article 1. Safety = 2 Points. It is a safety when:

- a) A runner carries the ball from the field of play to or across his/her own goal line, and it becomes dead there in his/her team's possession;
- b) A player forces a loose ball from the field of play to or across his/her goal line by his/her kick, pass, fumble, snap, muff, or bat, and the ball subsequently becomes dead there in his/her team's possession. This includes when the ball is declared dead on or behind their goal line.
- c) A player on offense commits any foul for which the penalty is accepted and measurement is from a spot in his/her end zone; or throws an illegal forward pass from his/her end zone and the penalty is declined in a situation which leaves him/her in possession at the spot of the illegal pass and with the ball having been forced into the end zone by the passing team.
- d) When a safety is scored the ball belongs to the defending team at its own 15-yard line unless moved by a penalty.

Article 2. Touchback. It is a touchback when:

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

RULE 9. STANDINGS & PLAYOFFS

Section 1. Standings Wins, losses and ties are awarded and tracked on the official web site. Discrepancies will be reviewed and changed if necessary to ensure accuracy. Currently (2007) The top eight (8) teams will make the playoffs, although depending on the number of teams in each division, and the number of teams that may forfeit their way out of the league, the number of teams that get into the playoffs may change.

Section 2. Tie Breakers. Teams tied for playoff positions will break those ties in the following manner.

Article 1. Head to Head competition. If the two teams that are tied have played one another during the regular season, the winner of that particular contest will win the tie-breaker and receive the higher seed in the standings.

Article 2. Multiple team tie-breaker. If multiple teams are in a tiebreaking situation, the teams in question take the combined records of the games played versus the other teams in the tiebreaker, and the team with the best overall record against the others is declared the higher seed in the standings. The next best record would then be considered for the next seed, if there were one still available.

Article 3. Total Points - Plus/Minus. Should teams still be tied after head to head comparisons, or lack of that data, the overall point totals will be utilized to determine a plus or minus number that can determine a higher seed in the standings. Multiple teams would include multiple total scores, with the higher plus/minus team winning the higher seed and slot in the standings.

Article 4. Coin Flip. If the two teams that are tied remain that way after both tie breakers, the captains should meet in the presence of the league supervisor and flip a coin to determine the higher seed in the standings.

RULE 10. ENFORCEMENT OF PENALTIES

Section 1. Procedure After a Foul

Article 1. Captain's Choice. When a foul occurs during a live ball, the Referee shall, at the end of the down, notify the offended captain of his/her options. If the penalty is declined or there is a double foul, there is no loss of distance. The distance penalty for any foul may be declined. A captain's first choice of any option may not be revoked.

Article 2. Dead Ball Foul. When a foul occurs during a dead ball either between downs or prior to a free kick or snap, the officials shall not permit the ball to become alive. The penalty for any foul between downs, any non-player foul, or any unsportsmanlike foul, is enforced from the succeeding spot. If a dead ball foul occurs after the last play of any half, the penalty shall be measured from the succeeding spot. The succeeding spot is where the ball would next be snapped or free kicked if a foul had not occurred.

Article 3. Live Ball/Dead Ball Foul. When a dead ball foul by the opponent

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

Section 2. Types of Play and Basic Enforcement Spots

Article 1. Live Ball Fouls. Any live ball foul is penalized according to the all-but-one enforcement principle except:

- a) A foul, which occurs simultaneously with a snap or free kick-penalize at the previous spot.
- b) Non-player foul, unsportsmanlike foul, dead ball foul, penalize at the succeeding spot.

Section 2. Special Enforcements

Article 1. Half the Distance. A measurement cannot take the ball more than half the distance from the enforcement spot to the offending team's goal line. If the penalty is greater than this, the ball is placed halfway from the enforcement spot to the goal line

Article 2. Safety/Goal Line. If the offensive team throws an illegal forward pass from its end zone or commits any other foul on or behind its goal line for which the penalty is accepted, it is a safety. For a defensive team foul on or behind the offended team's goal, measurement is from the goal line. For a defensive team foul, if the enforcement spot, which is the basic spot, is on or behind the offended team's goal line any measurement is from the succeeding spot.

Article 3. Disqualified Player. A disqualified player must always leave the game immediately.

Article 4. Forfeiture of Game. A Referee and/or PREP Department Supervisor may forfeit any game. Their decision to do so is final. **Any team forfeiting TWO games will be disqualified from the league for the remainder of the season. If that team's record allows playoff inclusion, they will be replaced by the team with the next best record for playoff competition.**

Article 5. Kick Catch Interference. R may choose a 10-yard penalty from the previous spot with K retaining the football and the down replayed, or they may accept an awarded catch at the spot of the foul.

Article 6. Foul on Score. If there is a foul by the offensive team, other than unsportsmanlike or non player, during a down, which results in a successful touchdown, or try, the acceptance of the penalty, nullifies the score. If there is a foul by the defensive team, other than unsportsmanlike or nonplayer, during a down which results in a successful touchdown or try-for-point, the penalty is automatically declined.

Article 7. Foul Prior to a Try. When a foul occurs after a touchdown and before the ball is ready for play for the try, the enforcement is at the succeeding spot, usually the 3, 10 or 20-yard line.

Article 8. Fouls during a try or overtime after Team B possession. Live ball fouls committed by either team after team B gains possession during a try or an

overtime shall be enforced from the succeeding spot. If there are offsetting fouls whether on or both occur after team B possession, the down is not replayed. The fouls offset at the succeeding spot. Any scores are cancelled.

Article 9. Double Fouls. When both teams commit live ball fouls during the same live ball period and a) there is no change of team possession, or b) there was a change of team possession and the team in possession at the end of the down had fouled prior to final change of possession, or c) there is a change of possession and the team in final possession accepts the penalty for its opponents foul, it is a double foul. In a), b) and c) the penalties cancel and the down is replayed.

Article 10. Multiple Live Ball Fouls. When the same team commits two or more live ball fouls, only one penalty may be chosen except when a foul(s) for unsportsmanlike conduct occurs. In such cases, the penalty/penalties for the unsportsmanlike conduct is administered from the succeeding spot as a dead ball foul.

Article 11. Multiple Dead Ball Fouls. Penalties for dead ball fouls are administered separately and in order of occurrence. Dead ball fouls are not coupled with live ball fouls or other dead ball fouls to create double or multiple fouls. Penalize all unsportsmanlike fouls separately and in addition to those occurring during a down by the same team.

Article 12. Fouls During a Try or Overtime After Team B Possession. Live ball fouls committed by either team after Team B gains possession during a try or an overtime shall be enforced at the succeeding spot. If there are offsetting fouls whether one or both occur after team b possession, the down is not replayed. The fouls offset at the succeeding spot. Any scores are cancelled.

Article 13. Loss of Down Fouls. Fouls which include loss of down are those where Team A loses its right to repeat the down as: (a) illegally handing the ball forward, (b) illegal forward pass by Team A, (c) forward pass interference by Team A, and (d) illegally secured flag belt.

Article 14. Automatic First Down Fouls. Fouls by Team B which give Team A an automatic first down are: (a) forward pass interference by Team B, (b) roughing the passer who has thrown from behind the Team A scrimmage line, and (c) an illegally secured flag belt.

SUMMARY OF PENALTIES

Loss of 5 yards:

1. Required Equipment Worn Illegally
2. Delay of Game (Dead Ball)
3. Unfair Tactics
4. Substitution Rules Infractions
5. Infraction of Free Kick Formation (Dead Ball)
6. Encroachment of Free Kick Lines (Dead Ball)
7. Free Kick Out-of-Bounds
8. Infraction of Protected Scrimmage Kick Formation-Line Players
9. Infraction of Protected Scrimmage Kick Formation-Kickers
10. Encroachment (Dead Ball)

11. False Start (Dead Ball)
12. Illegal Snap (Dead Ball)
13. Offensive Player Not Within 15 Yards of Ball
14. Infraction of Scrimmage Formation
15. Player Out-of-Bounds When Ball is Snapped
16. Offensive Player Illegally in Motion
17. Receiving Snap Within 2 Yards of Scrimmage Line
18. Illegal Shift
19. Illegally Handing Ball Forward (Loss of Down if by Team A)
20. Advancement By Male Runner (Co-Rec Only)
21. Intentionally Throwing Backward Pass or Fumble Out-of-Bounds
22. Illegal Forward Pass (Loss of Down if by Team A)
23. Intentional Grounding (Loss of Down)
24. Illegal Forward Pass 2 consecutive male to male forward pass completions (Loss of Down) (Co-Rec Only)
25. Helping the Runner

Loss of 10 Yards:

1. Quick Kick
2. Kick Catch Interference
3. Two or More Consecutive Encroachments During Same Interval Between Downs
4. Offensive Forward Pass Interference (Loss of Down)
5. Defensive Forward Pass Interference (Automatic First Down)
6. Illegally Secured Belt on Touchdown (Loss of Down)
7. Unsportsmanlike Player Conduct
8. Spiking, Kicking, Throwing, or Not Returning Ball to Official During Dead Ball
9. Unsportsmanlike Conduct by Coaches, Substitutes, or Others subject to the Rules
10. Steal, Bat, or Attempt to Steal Ball From Runner
11. Tripping An Opponent
12. Contact with Opponent on Ground
13. Throwing Runner to Ground
14. Hurdling Any Player
15. Contact Before or After Ball is Dead
16. Unnecessary Contact of Any Nature
17. Deliberately Drive or Run Into Defensive Player
18. Clipping
19. Obtain Position Upon Shoulders or Body of Teammate or Opponent
20. Tackle Runner
21. Roughing the Passer
22. Illegal Offensive Screen Blocking
23. Interlocked Interference
24. Defensive Use of Hands
25. Guarding the Flag Belt
26. Stiff Arm

27. Obstruction or Holding of Runner
28. Batting a Free Ball
29. Illegal Kicking
30. Illegal Participation
31. Illegal Substitute/Replace Player
32. Reentry of Disqualified Player
33. Pretend, Unfair Substitution
34. Illegal Flag Belt Removal

Disqualification Associated With Certain 10-Yard Penalties:

1. Flagrant Unsportsmanlike Player Conduct
 2. Flagrant Spiking, Kicking, Throwing, or Not Returning Ball to Official
 3. Flagrant Unsportsmanlike Conduct by Coaches, Players, Substitutes, or Others
- Subject to the Rules
4. Flagrant Personal Fouls
 5. Intentional Tampering With Flag Belt-Offense (Loss of Down)
 6. Intentional Tampering With Flag Belt-Defense (Automatic First Down)
 7. Intentionally Kicking at or Swinging an Arm, Hand, or Fist at any Opposing Player
 8. Intentionally Contacting an Official
 9. Tackle the Runner