General Rules

1. All players must present a valid and current NU identification card to participate in intramural sports. NO EXCEPTIONS!

2. Jewelry is not allowed to be worn by any participant during an intramural event. Jewelry cannot be taped or covered with a band-aid.

3. GAME TIME IS FORFEIT TIME! If the minimum number of players have not turned in their Husky Card to the scorekeeper by the scheduled start time of the game, the game is forfeited in favor of the opposing team. The team captain is responsible for collecting and turning in ID's prior to the start of the game.

4. All players may converse with the officials working the field, but only the team captain may consult the officials for rule interpretation.

5. The supervisor reserves the right to remove any player from competition that has violated any of the NU Intramural policies or rules. Ejected players must leave the facility. Any player of team that exhibits detrimental behavior will be removed from intramural sports at the discretion of the IM Director.

The Field of Play

LOCATION:
Cabot Gymnasium aka “The Cage”
- Arena Football is played in the Marino Center on the sport court

The field is divided into 4 zones
- Endzone to 20 Yard Line
- 20 Yard Line to 40 Yard Line
- 40 Yard Line to 20 Yard Line
- 20 Yard Line to Endzone
PARAMETERS OF THE GAME

THE CLOCK

The game consists of two 20-minute halves. The clock will run continuously during the first half and the first 19 minutes of the second half, except when a timeout is called or at the referee’s discretion.

During the last minute of the game, the clock will stop for an incomplete pass, when a player goes out of bounds, on penalties, on a change of possession, touchdowns, and on first downs.

OVERTIME

One coin toss will decide first possession for the 1st round. Possession will consist of one series of downs, starting at 1st and goal from the 20 yard line. Both teams will play towards the same goal line. Try-for-points will be attempted and all penalties will be assessed as normal. Possession for each round will alternate after scores, turnovers and an unsuccessful series of downs. If either team is ahead at the end of a round, they shall be declared the winner. If teams are tied at the end of a round, another round begins in reverse order (e.g. if Team A begins on offense for the first round, Team A will begin on defense for the 2nd round. There is no overtime for tied games during the regular season, only for tied playoff games.

EXTENSIONS OF PERIODS

A period must be extended by an untimed down, if during the last timed down one of the following occurs:

A. A live ball foul has been accepted, and that foul does not carry a loss of down. If a penalty that carries a loss of down is accepted, it nullifies any score on the play, and the period does not need to be extended.

B. There were offsetting fouls.

C. There was an Inadvertent Whistle.

D. If a touchdown was scored, the Try is attempted.

If A, B, or C occurs during an untimed down, the procedure is repeated. The period shall not be extended further when the defense fouls during a successful Try and the offending team accepts the results of the play with the enforcement of the penalty from the succeeding spot.

Apply these rules prior to enforcement of the Mercy Rule. **Exception: Mercy Rule cannot be applied on any accepted live ball penalty, even one that carries a loss of down.**

NUMBER OF PLAYERS

A team will consist of 5 players each in full field flag football. A minimum 4 players is required to prevent a forfeit.

In 4v4 flag football and arena flag football, 3 players are required per team.

COIN TOSS

Before the start of the game the referee will toss a coin in the presence of opposing captains, after first designating which captain shall call the toss.

The captain winning the toss shall choose one of the following options:

• To start on offense or defense

• To designate which goal their team will defend

• To defer their decision until the second half

The captain losing the coin toss will choose from the remaining options and receive first choice in the 2nd half. It is possible for teams to defend the same goal for both halves.

ONE MINUTE WARNING

One Minute before the end of the second half the Referee shall stop the clock and inform both captains of the playing time remaining in the half.

The clock starts on the snap after the Referee announces the warning.

The Back Judge will announce to the captains the remaining time and status of the clock after every play during the final minute.
SUBSTITUTIONS

No substitute shall enter during a down. Between downs any number of eligible substitutes may replace players provided substitution is completed by having replaced players off the field before the ball becomes live. An incoming substitute must enter the field directly from their team area. A replaced player must leave the field at the sideline nearest their team area prior to the ball being snapped.

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

Each substitute shall be in uniform, ready to play, with flags in position.

MERCY RULE

If a team is ahead by 19 points or more at the 2 minute mark of the 2nd half, the game will end by Mercy Rule.

The game will be ended at any time in the 2nd half if one team is ahead by 30 or more points.

TIME OUTS

Each Team has 2 Time Outs per half. These can be called at any time the ball is dead. There is no rule against calling consecutive timeouts during the same dead ball interval.
A team, in possession of the ball, shall have three (3) consecutive downs to advance and cross into the next zone to gain.

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

A penalty between series and before the ball has been marked ready for play should be marked off prior to setting the zone line to gain. Example: Player A9 obtains a first down at the B35 yard line. After he is deflagged, he spikes the ball resulting in an Unsportsmanlike Conduct foul. If accepted, the penalty will be marked off, back to the A35. Then, the zone line to gain shall be established as the next line - the 40 yard line. Remember that the defense may decline the yardage of the UC foul.

A NEW SERIES OF DOWNS SHALL BE AWARDED WHEN:

- A team moves the ball into the next zone on a play free from penalty
- A penalty against the opponents moves the ball into the next zone
- Either team has obtained legal possession of a ball as a result of penalty, touchback, interception, punt, or the opponent’s failure to gain the zone in advance of the ball in a series of downs.

If offsetting fouls occur during a down, that down shall be repeated.

Exception: If each team fouls during a down in which there is a change of team possession, the team last gaining possession may retain the ball, provided its foul was not prior to the final change of possession and it declines all penalties for its opponent’s fouls, other than unsportsmanlike conduct.
SAFETY

SAFETY = 2 POINTS

1. It is a safety when a runner carries the ball from the field of play across their own goal line, and it becomes dead there in their team's possession.

Exception: Momentum Rule

2. A safety is also when an offensive player commits a foul for which the penalty is accepted and the spot of enforcement is in that player’s endzone.

3. When a safety is scored, the defending team is awarded two points and possession of the ball at its own 20 yard line.

TOUCHBACKS

A touchback is awarded when a team gains possession of the ball on or behind its goaline, and the opposing team’s possession is responsible for the ball being on or behind the goaline. Examples below:

- Team A throws a pass into Team B’s endzone where it is intercepted and downed
- Team A fumbles the ball that strikes the ground in Team B’s endzone

After a Touchback the ball is snapped from the 20 yard line of the team in possession of the ball, unless moved by penalty.

EXTRA POINTS

Try-for-Point = 1 or 2 or 3

1 or 2 or 3 points: After a touchdown an opportunity to score one point from the 3 yard line, two points from the 20 yard line, or 3 points from the 40 yard line shall be granted to the team scoring a touchdown.

Referee’s Responsibility: The referee must speak to the field captain only, asking them whether the try-for-point shall be for 1, 2, or 3 points. Once the team A captain makes the choice, they may change the decision only when a charged time-out is taken.

A team’s choice cannot be changed if a penalty should occur. Enforcement of yardage penalties does not change the value of the try-for-point.

The point(s) shall be awarded if the try-for-point results in what would have been a touchdown. If team B intercepts a pass or fumble during the try the whistle should be blown and the try is over.

Note: If a touchdown is scored on the last timed down of the second half the try is attempted, except during the playoffs if the try will not affect the outcome of the game.

Next play: After a try-for-point, the ball shall be snapped by the opponent of the scoring team at their own 20 yard line, unless moved by a penalty.

Using the Throw Bag Correctly

PRIMARY SITUATIONS:
1. Marking the spot a ball carrier lost possession of the ball on a fumble.
2. Marking the spot a defensive back gained control of the ball when momentum carried the player into their end-zone.
3. Marking the end of the kick during a scrimmage kick down.

SECONDARY SITUATIONS:
1. Marking the spot where a ball carrier went out of bounds (in addition to standing on that spot).

HOW TO USE THE THROW BAG:
1. Since the bag is always used to mark the precise spot, it should be carried to that spot and dropped - or at least on the yard line.
2. Keep the bag in your belt or in your hand.
3. It is not a good idea to drop the bag in an out of bounds position. Hold the spot and drop the bag in the case of an unusual situation.
“Ball’s Away!”

If the passer releases the ball before the defender deflags them the Referee should yell, “Ball’s Away” and should give the forward pass signal.

This denotes that the pass attempt is valid and may be legally caught.

If the passer is deflagged before releasing the ball, he has been sacked by the defense. On a close play, the referee should blow his whistle loud and close in on the spot quickly to “sell” this call.
Legal forward pass:
All players are eligible to throw, 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 scrimmage line when the ball leaves the passer’s hand. **Only one forward pass can be thrown per down.**

A forward pass is illegal:
- a. If the passer’s foot is beyond team A’s scrimmage line when the ball leaves their hand.
- b. If the pass is thrown after team possession has changed during the down.
- c. If a passer catches their own untouched forward or backward pass.
- d. If intentionally thrown to the ground or out-of-bounds to save loss of yardage or conserve time.
- e. If there is more than one forward pass per down.

After an illegal forward pass:
When an illegal pass touches the ground or goes out-of-bounds the ball becomes dead and belongs to the passing team, unless a new series of downs has been created. In such a case the ball belongs to the passing team if, after the enforcement of the penalty, the ball is left in advance of the zone-line-to-gain. It belongs to the opponents if the ball, after the penalty, did not make the next zone-line-to-gain and the foul occurred during third down. If the player catches an illegal forward pass, the ball continues in play until declared dead by rule.
- All illegal forward pass fouls should be marked off from the spot of the pass and carry a loss of down.
PASSING THE BALL

A forward pass is completed when caught by a member of the passing team in bounds. A forward pass is intercepted when caught by a member of the opposing team in bounds. It is counted as a completion or interception as long as the first part of the person to make contact with the ground after the catch, usually one foot touches in bounds.

SIMULTANEOUS CATCHING BY OPPOSING PLAYERS:
If a forward or backward pass is caught simultaneously by members of opposing teams the ball becomes dead and belongs to the team that passed the ball.

CONTACT:
During a down in which a legal forward pass crosses team A’s scrimmage line, contact which interferes with an eligible receiver who is beyond team A’s scrimmage line is pass interference unless it occurs when two or more eligible receivers make a simultaneous and bona fide attempt to reach, catch, or bat the pass. It is also pass interference if an eligible receiver is de-flagged prior to touching the ball on a pass thrown beyond team A’s scrimmage line.

Pass interference should be called on any player that faceguards an opponent during a legal forward pass.

OFFENSIVE PASS INTERFERENCE:
After the ball is snapped, and until a legal forward pass has touched, there shall be no offensive pass interference beyond the line of scrimmage.

DEFENSIVE PASS INTERFERENCE:
After the pass is thrown and until it is touched, there shall be no defensive pass interference beyond the line of scrimmage.

Contact behind the line of scrimmage, during a backwards pass, or after the forward pass has been touched can still be an illegal contact penalty.
RUNNING THE BALL

HANDING THE BALL
Backward and Forward: Any player may hand the ball backward or forward at anytime.

BACKWARD PASS AND FUMBLE
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 or avoid being deflagged/tagged.

CAUGHT OR INTERCEPTED: A backward pass or fumble may be caught in flight in bounds by any player and advanced (Excepting: On the try and during overtime, an intercepted pass may not be advanced).

OUT-OF-BOUNDS: A backward pass or fumble which goes out-of-bounds between the goal lines belongs to the last team in possession at the out-of-bounds spot. If the fumble is blown dead behind team A goal line, it is a safety or touchback. If dead beyond the team B goal line, it is a touchback for team B.

THE BALL IS DEAD WHEN IT HITS THE GROUND. THERE ARE NO FUMBLES IN FLAG FOOTBALL.

CASE PLAY:

PLAY:
Player A1 is running downfield with the ball. There are no defensive players in the vicinity. A1 covers his flags with his hands. Is this Flag Guarding?

RULING:
No penalty. For A1 to commit “Flag Guarding” there must be a defensive player in the area.
Flag Belt Removal

These are the rules established for flag football define the legal or illegal removal of the flag belt:

A. Players must have possession of the ball before they can legally be deflagged by an opponent.

B. When a runner loses their flag belt either accidentally, inadvertently (not removed by grabbing or pulling), or on purpose, play continues. The deflagging reverts to a one (1) had tag of the runner between the shoulders and the knees.

C. In circumstances where a flag belt is removed illegally, play should continue with the option of the penalty or the play.

D. An opponent intentionally pulling a flag belt from an offensive player without the ball is illegal.

E. Tampering with a flag belt in any way to gain an advantage including tying, using foreign materials, or other such acts is illegal.

THIS IS A LEGAL PLAY FOR BOTH THE OFFENSE AND DEFENSE

IT IS ILLEGAL TO DIVE IN ATTEMPT TO DEFLAG AN OPPONENT

PENALTY: LIVE BALL FOUL, 3 STEP PENALTY
Guarding The Flag Belt

Runners shall not flag guard by using their hands, arms, or the ball to deny the opportunity for an opponent to pull or remove the flag belt. Flag guarding includes:

A. Swinging the hand or arm over the flag belt to prevent an opponent from deflagging.

B. Placing the ball in possession over the flag belt to prevent an opponent from deflagging.

C. Lowering the shoulders in such a manner which places the arm over the flag belt.

Stiff Arm: The runner shall be prohibited from contacting an opponent with extended hand or arm. This includes the use of a “stiff arm” extended to ward off an opponent attempting to deflag/tag.

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

Obstruction of the Runner: The defensive player shall not hold, grasp, or obstruct the forward progress of a runner when in the act of removing the flag belt or making a legal tag.
SCREEN BLOCKING

The offensive screen block shall take place without contact.

The screen blocker shall have their hands and arms at their side or behind their back.

Any use of the hands, arms, elbows, legs, or body to initiate contact during an offensive player’s screen block is illegal.

A blocker may use their hand or arm to break a fall or to retain balance.

A player must be on their feet before, during, and after screen blocking.

A Player Who Screens Shall Not:

A. When they are behind a stationary opponent, take a position closer than a normal step from the opponent.

B. When they assume a position at the side or in the front of a stationary opponent, make contact with them.

C. Take a position so close to moving opponent that their opponent cannot avoid contact by stopping or changing direction. The speed of the player to be screened will determine where the screener may take their stationary position. This position will vary and may be one (1) to two (2) normal steps or strides from the opponent.

D. After assuming the legal screening position move to maintain it, unless they move in the same direction and path as their opponent.

If the screener violates any of these provisions and contact results, they have committed a personal foul.

Use of Hands by the Defense:

Defensive players must go around the offensive player’s screen block.

The arms and hands may not be used as a wedge to contact the opponent.

The application of this rule depends entirely on the judgment of the official.

A player may use their arms or hands to break a fall or retain their balance.
LINE IS SET

Snap
The snapper, after assuming the position for the snap and adjusting the ball, may neither move nor change the position of the ball in a manner simulating the beginning of a play until it is snapped. An infraction of this provision may be penalized, whether or not the ball is snapped, and the penalty for any resultant encroachment or contact foul by an opponent shall be cancelled. When over the ball, the snapper shall have their feet behind their scrimmage line (orange ball spotter). The snapper shall pass the ball back from its position on the ground with a quick and continuous motion of the hand(s). The ball shall leave the hand(s) in this motion.

Position and Action During the Snap
After the ball is ready for play, each team A player must momentarily be within 8 yards of the ball before the snap.

Minimum Line Players
The offensive team must have a minimum number of players on their scrimmage line at the snap. This number is determined by each different game offered at Northeastern Intramurals:
• 5v5 Full Field Flag Football - 3 players on the line of scrimmage
• 4v4 Flag Football - 2 players on the line of scrimmage
• Arena Flag Football - Only the snapper must be on the line of scrimmage

NOTE: A player in motion is not considered on the line of scrimmage.

Direct snaps are illegal
The player who receives the snap must be at least two yards behind the offensive scrimmage line.
Positioning - Four Man Crew

Pre-Snap Alignment

**R:** Take a position on the side opposite the Line Judge and the same side as the Field Judge. Take a position about 5 yards behind and 5 yards to the side of the deepest offensive back.

**LJ:** Take a position on the side opposite the Referee and Field Judge in the neutral zone standing about one stride out of bounds.

**FJ:** Take a position on the side opposite the Line Judge and Back Judge and on the same side as the Referee. Start one step out of bounds about 6 to 8 yards downfield beyond Team B’s scrimmage line. The initial position may vary dependent upon down and distance. Field Judge has primary responsibility for the zone line to gain and downfield plays on passes.

**BJ:** Take a position on the same side as the LJ. Your initial position will be 10 to 15 yards beyond the line of scrimmage and 6 to 8 yards in from the sideline. Be behind the deepest defensive back by about 5 yards.

Pre-Snap Responsibilities

**R:** Set ball spotters, check with other officials for correct down, announce down and distance, sound ready for play whistle, start 25 second count, move into position, inform QB when 10 seconds remains on the play clock, count Team A flag belts (verify with Line Judge), and check legality of equipment.

**LJ:** Put downfield foot forward marking line of scrimmage, raise arm straight above head to signal down, keep sidelines clear, communicate to offense and defense to avoid neutral zone violations, count Team A flag belts (verify with head referee). Loudly say that the “Line is Set” or “Line is Good” to set the line for the snap.

**FJ:** Raise arm straight above head to signal down, count Team B flag belts (verify with Back Judge, adjust positioning depending on down and distance. On third down, if distance is less than 8 yards to the zone line to gain, start on the line to gain. If distance is more than 8 yards, start 8 yards downfield, but move to zone line to gain as soon as possible.

**BJ:** Raise arm straight above head to signal down, inform players of game time when necessary or nearing end of half, count B flag belts (verify with Field Judge), check for legality of equipment.
Delay of Game

The ball must be put in play promptly and legally and any action or inaction which tends to prevent this is delay of game.

This includes:
1. The ball shall be snapped within 25 seconds after it is declared ready for play, unless during that interval play is suspended by the Referee.
2. It is illegal to snap the ball until it is declared ready for play.
3. Deliberately advancing the ball after it has been declared dead.
4. A Coach-Referee conference after all permissible charged time-outs for the coach’s team have been used, and during which the Referee is requested to reconsider the application of a rule and the decision on the field stands.

One Minute Mechanics

COMMUNICATION:
Team work is essential in this aspect of officiating. All officials must be in constant communication with each other.

DURING THE LAST MINUTE WHEN THE CLOCK WILL BE STOPPING MAKE SURE TO SIGNAL:
- Timeouts (on the snap)
- Incomplete Passes (on the snap)
- Out of Bounds (on the snap)
- Penalties and Administration (on the ready)
- First Downs (on the ready)
- Touchdown, Safety or Touchback (on the ready)
- Change of possession (on the snap)
- Inadvertent whistle (on the ready)

If two or more of the following occur that contradict each other in terms of when to start the clock, always start the clock on the snap.
Example: Player A4 runs out of bounds (on the snap) after obtaining the first down (on the ready). The clock starts on the snap.

Remind the Referee when the clock starts, by winding your index finger for on the ready, snapping your fingers for on the snap.

Unfair Tactics

The Referee may order the game clock started or stopped whenever, in their opinion, either team is trying to conserve or consume playing time by tactics obviously unfair.
RESPONSIBILITIES AT TIME OF AND AFTER SNAP

R: Snap, Ball, Pass Rush, QB, Pass. Watch for illegal snap or the snap touching the ground, observe defensive players as they rush the quarterback, look for offensive fouls on screen blocking, verbalize to teams “Watch the Contact,” adjust your position as the quarterback moves, stay wide so not to interfere with quarterback or runner changing directions, rule on forward or backward passes in the backfield, rule on illegal forward pass, rule on roughing the passer, rule on intentional grounding, mark end of the run when quarterback/runner is deflagged behind the line of scrimmage, vocalize “Ball’s Away,” when the passer releases the ball. DO NOT WATCH THE BALL AFTER IT IS PASSED, you may miss roughing the passer. Cleanup play in the team A backfield, watching for late contact.

LJ: Snap, Players, Zone, Ball. Watch for illegal snap or the snap touching the ground, watch for illegal motion or illegal shift at the time of the snap, watch for illegal contact on the line after the snap, if it looks like a pass slowly slide down field 3 yards to help with pass interference calls, once the ball is thrown move into position to make call on catch or incomplete pass, do no drift too far into middle of field, stay parallel with runner to rule on forward or backward pitches beyond the line of scrimmage, cover your entire sideline, mark end of the run in your zone, NEVER RULE WHETHER OR NOT THE LINE TO GAIN WAS REACHED UNLESS THE FIELD JUDGE NEEDS HELP. Cleanup play on your sideline or out of bounds, watching for late contact.

FJ: Snap, Players, Zone, Ball. Watch for initial contact between nearside WR and nearside DB. If it looks like a pass be ready to move down the field with the receivers to help with pass interference calls, once the ball is thrown move into position to make call on catch or incomplete pass, do no drift too far into middle of field, stay parallel with runner to rule on forward or backward pitches beyond the line of scrimmage, cover your entire sideline, mark end of the run in your zone, rule on if player reached line to gain - if you need help or want to confirm, make eye contact with the line judge. Cleanup play on your sideline or out of bounds, watching for late contact.

BJ: Snap, Players, Zone, Ball. Watch for illegal contact by players in your vicinity, rule on pass interference calls, be in position to make call on catch or incomplete pass, stay deeper than the deepest player on the field, mark the end of the run in your zone, NEVER GET BEAT TO THE GOAL LINE, share pass coverage on field with Field Judge. Cleanup play in the middle of the field, watching for late contact.

All: Continue officiating after the ball has become dead, look for late contact or unsportsmanlike conduct, remind Team A to take the ball back to the huddle, signal next down with arm straight up.

GOAL LINE PLAYS

R: Responsibilities the same.

LJ: Responsibilities the same, MOVE TO THE GOAL LINE AS SOON AS THE BALL IS SNAPPED, stay wide and keep play in front of you, make touchdown call only if field judge needs help (happens mostly on your pylon).

FJ: Whenever the ball is snapped inside the 15 yard line, straddle the goal line and stand outside the cone. Signal touchdown or short on most goal line calls. Make eye contact with the line judge if help is needed.

LJ and FJ: Communicate with BJ on catches in corner of the endzone - signal incomplete if player is out of bounds on your sideline - if good, wait to ensure player was not out the back of the endzone.

BJ: Be positioned on the endline to start the play and take full responsibility for that line. Only signal touchdown if the ball is caught in your area. Communicate with LJ and FJ on catches in corner of the endzone - signal incomplete if player is out of bounds on the endline - if good, wait to ensure player was not out of bounds on the sideline.
AREAS OF COVERAGE: “THE MOBILE BOX”

It is always important to keep the play “boxed-in”. This means to have the players within a box whose outer boundary is the position of the officials. The idea of boxing in the play is quite evident in the pre-snap positioning of the officials. Once the play begins, many adjustments have to be made.

The “Mobile Box” for officials should move down field as the players and the ball move down the field. The box needs to move laterally as the players and the ball move in that direction. Here are some examples of game action. Imagine how the box might need to move on:

- Running plays up the middle of the field (short gains and long gains)
- Passing plays (short and deep, to either sideline)
- Runs to the sidezone
- Turnovers and plays that develop quickly

Be aware that this mobile box should be used on turnovers and quick reversals. For example when using a 4 man crew and the ball is intercepted, the referee and line judge now reverse responsibilities with that of the back judge and field judge, respectively.

The “mobile box” will position officials who are responsible for observing the action near the point of attack. Other officials will be responsible for observing off-ball action - usually this is called “cleaning up” behind the play. Officials need to be close enough to the play to see the action accurately. But the officials need to be wide enough from the action to have an adequate field of vision without having to turn their head.

Officials should make a committed effort to hustle and “box-in” each and every play.
Post Play Duties and Positioning

1. When the ball becomes dead by rule, one official should give a sharp, loud, crisp whistle to end the play. Whose zone in which the ball becomes dead determines whose responsibility it is to blow the whistle. The play will only stop on the official’s whistle so it should be BLOWN DEAD. THERE SHOULD BE NO DOUBLE WHISTLES.

2. All officials need to help to ‘clean up a play’ once it is over. This simply means continuing to officiate in one’s zone. The line judge and field judge should watch players that go out of bounds after the play is over. The bottom line is; all players should be in the line of sight of at least one official at all the times. Officials should also use vocal cues to assert their presence and attention even after the play. It could be as simple as saying “Nice play guys!”, “Good hustle!”, or “Offense please get your own ball!”

3. The official that is closest to the end of the play should mark the spot (usually the Line Judge or Field Judge). This is done by putting the downfield foot on the ‘imaginary’ line that runs through the end of the run spot, raising the downfield hand and signaling the down.

4. The LINE JUDGE will hustle up the sideline in order to ‘mark’ the spot for the next play. As they set their downfield foot on the line, the official that is holding the spot will chop in the Line Judge in (Don’t nitpick, between the two officials mark the spot and be decisive)

5. While the line is being established, the REFEREE will check the field to see if there are any penalty flags down before doing anything else. If a flag was thrown, the official who threw the flag should blow his/her whistle twice after the play to indicate to the head referee that a foul has occurred.

Flag(s) on the Play

1. Always establish the new line at the end of the run. Even though there is a flag, the new line may still be necessary and/or the penalty may be declined. The official that holds this line should not be the official who threw the flag. Typically, either the line judge or the field judge will hold this line.

2. The last remaining official will go to the spot where the flag is in order to ‘guard’ it. This prevents the flag from being moved since it should be at the spot of the foul

3. The REFEREE will confer with the calling official to determine the what, where, when, and who of the penalty.

4. Then, the calling officials will mark off the penalty from the enforcement spot and stand at the new line of scrimmage should the penalty be accepted (This should not be done at the same inbounds path that the referee will take to mark off the penalty).

5. The REFEREE will then signal the foul and give the respective team captain their choice to Accept or Decline. Since there will be an official standing at the new line of scrimmage whether the penalty is accepted or declined, the referee can show the captain where the ball will be in either instance.

6. If accepted, the Referee will walk off the penalty yardage to check the calling officials count and enforcement spot.

7. The REFEREE will then announce the penalty, the down, and the line to gain, retreat to the pre-snap position, and blow the ‘ready for play’ whistle.

No Flag on the Play

1. If there are no flags, the REFEREE will pick up the pucks and place the orange puck where line judge has marked the new line of scrimmage.

2. The line judge will chop in the Referee when the orange puck is in the correct position.

3. The REFEREE will set the yellow puck 1 yard away from the orange puck to establish the team B scrimmage line.

4. The REFEREE will then announce the down, and the line to gain, retreat to the pre-snap position, and blow the ‘ready for play’ whistle.
Ball In Play, Dead Ball, Out of Bounds

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

By rule, a live ball becomes dead and an official shall sound the whistle or declare it dead:
1. When it touches the ground or any object out of bounds except for an official
2. When any part of the runner other than a hand(s) or foot (feet) touches the ground
3. When a touchdown, touchback, safety, or successful try-for-point is made
4. When the ball strikes the ground following first touching by K or a muff by R
5. When a scrimmage kick crosses the plane of team R’s endzone
6. When a forward pass strikes the ground or is caught simultaneously by opposing players
7. When a backward pass or fumble by a player strikes the ground or is caught simultaneously by opposing players
8. When a forward pass is legally completed or loose ball is caught by a player in the opponent’s endzone
9. When a runner has a flag belt removed legally by an opponent. A flag belt is removed when the clip is detached from the belt, not when the belt starts to fall or hits the ground.
10. When a runner is legally tagged with one (1) hand between the shoulders and knees, including the hand and arm, by an opponent once the flag belt is no longer attached.
11. When an official sounds their whistle inadvertently during the down: In this case, the following options are given provided that a penalty did not occur or all penalties are declined:
   a. 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
   b. The ball is loose from any means other than a legal forward pass - The team in possession may elect to put the ball in play where possession was lost or replay the down.
   c. During a legal forward pass or a 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 down situation, where the end of the run is the spot where the ball was declared dead in instances (a) and (b) above.

Note: There is no time added to the game clock during down with an inadvertent whistle. However, a period must be extended if time has expired during the down.
CALLING PENALTIES and THROWING FLAGS

1. For Dead Ball fouls; Blow the whistle loud and crisp and throw the flag high into the air

2. For Live Ball fouls; Throw the flag as low to the ground and as close to the spot of the foul as possible. DO NOT BLOW THE PLAY DEAD.

This is how inadvertent whistles happen. The pace of football is slower than Basketball or Soccer, therefore think carefully before using your whistle since there is enough time for consideration.

Guidelines for Calling Penalties:

“Decisions must be instantaneous and a ruling announced with minimal delay. Ensure improved instinctive reactions to play situations by reviewing all possible combinations of circumstances before each game.

LET YOUR MIND DIGEST WHAT YOUR EYES HAVE SEEN.”

- NIRSA Rule Book
PENALTY ADMINISTRATION

The Basic Spot of enforcement is determined by the type of play when the foul is committed.

**Running plays:**
End of the Run

**Loose Ball plays:**
Previous Spot

**Dead Ball fouls:**
Succeeding Spot (spot where the ball will be snapped from next)

**Fouls that occur simultaneous to the snap:**
Previous Spot

**Unsportsmanlike Conduct:**
Succeeding Spot

**All-But-One Principle**
Any foul committed by the offense behind the basic spot of enforcement is administered from the spot of the foul.

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**SPECIAL PENALTY ENFORCEMENTS:**

- **Roughing the Passer:** End of the Run if the run ends beyond the line of scrimmage
- **Half the Distance:** A penalty can never move the ball more than half the distance to any goal line, this usually occurs when is within either 20Y yard line
- **Automatic First Down:** Defensive Pass Interference, Roughing the Passer, Illegally Secured Flag Belt
- **Loss of Down:** Illegal Forward Pass, Illegally Secured Flag Belt, Offensive Pass Interference, Intentional Grounding

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![Football Penalty Enforcement Flow Chart](chart.png)
LIVE BALL PENALTIES

The whistle IS NOT BLOWN on any live ball or simultaneous to the snap penalty, until the end of the play.

Throw your penalty flag to the spot of the foul and keep watching the play as normal.

After the play is over, report the penalty and offending team to the referee.

NEVER BLOW A WHISTLE ON A LIVE BALL PENALTY

THROW THE FLAG TO MARK THE SPOT OF THE FOUL

2 LIVE BALL PENALTIES ON THE SAME TEAM

If two live ball penalties occur on one team, the other team must choose which penalty to accept; the other is declined by rule.

OFFSETTING PENALTIES

If live ball penalties occur on each team (regardless of the number) and are accepted, penalties will offset and the down must be replayed.

Exception: If fouls occur on both teams during a down that results in a change of possession, the team in possession at the end of the down may keep possession as long as it gained possession prior to fouling and it declines all of the opposing team’s penalties.

LIVE BALL PENALTY FOLLOWED BY A DEAD BALL PENALTY

If a live ball penalty occurs followed by a dead ball penalty, both penalties may be enforced in the order they occur.

ESTABLISHING THE LINE TO GAIN

When a new series is awarded, the line to gain will always be established after the ready for play whistle has been blown.

DEAD BALL FOULS

The whistle is blown immediately and loudly.

The play is stopped and the penalty assessed.

The penalty is enforced from the succeeding spot.

Dead Ball penalties that occur after the Ready For Play Whistle will not affect the Down or Line-to-Gain.

Penalties against the Defense on scoring plays will be assessed on the subsequent down if accepted.

COMMON DEAD BALL FOULS

FALSE START

ENCROACHMENT

UNSPORTSMANLIKE CONDUCT

DELAY OF GAME
PENALTIES AT THE SNAP

Encroachment (Dead Ball Foul)

After the ball is ready for play and until the snap, no player on defense may encroach, touch the ball, nor may any player contact opponents or in any other way interfere with them. This includes standing in the neutral zone to give defensive signals, or shifting through the zone. After the snapper has made his final ball adjustment, it is encroachment for any defensive player to enter the neutral zone.

False Start (Dead Ball Foul)

No offensive player shall make a false start. A false start includes simulating a charge or start of a play. An infraction of this rule may be penalized whether or not the ball is snapped and the penalty for any resultant encroachment shall be canceled.

Illegal Motion (Live Ball Foul)

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

Illegal Shift (Live Ball Foul)

All offensive players must simultaneously be motionless (be set) for one second prior to the snap. After this point, one player may go in motion. Or, two or more players may shift so long as they reset.
**ENFORCEMENT**

**DEAD BALL FOUL**
1. Blow Whistle
2. Throw Flag
3. Stop the Play

**LIVE BALL FOUL**
1. Throw Flag at Spot
2. **NO WHISTLE**

**FOUL SIMULTANEOUS WITH THE SNAP**
1. Throw Flag in the Air
2. **NO WHISTLE**

A team always has the choice whether to Accept or Decline the yardage of a penalty.

Enforce all penalties in the order they occurred

**REPORTING A FOUL**

**ONCE THE PLAY IS OVER:**
Blow your whistle with two short, loud blasts to get the Referee’s attention so they do not move the pucks.

Make sure the end of the run is being marked by another official (preferably the FJ or LJ).

Another official should also guard the penalty flag (either the FJ or BJ).

**QUICKLY TELL THE REFEREE:**

1. What the foul was
2. Who committed the foul
3. Where the foul occurred
4. When the foul occurred

Once the foul is reported to the referee, mark off the penalty yardage to obtain the succeeding spot should the penalty be accepted.

**REFEREE PROCEDURE**

**THE REFEREE WILL...**

1. Confer with the official that threw the flag.
2. Give a preliminary signal (pantomime) of what the foul was and what team committed it.
3. Inform the offended captain of the foul and their options.
4. Mark off the penalty yardage and move the pucks.
5. Announce the penalty: Verbally and with the Mechanic.
6. Announce the down and the new line to gain.

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CONDUCT OF PLAYERS

UNSPORTSMANLIKE CONDUCT

1. No player shall commit non-contact acts during a period or intermission. Examples include, but are not limited to:
   A. Any acts of unfair play
   B. Using disconcerting acts or words prior to the snap in an attempt to interfere with the offense's signals or movements.
   C. Intentionally kicking at any opposing player
   D. Intentionally swinging an arm, hand or fist at any opposing player.

2. Dead Ball Fouls
   A. Intentionally kicking the ball
   B. Spike the ball into the ground
   C. Throw the ball high into the air

3. Prohibited Acts- There shall be no unsportsmanlike conduct by players, substitutes, coaches, or others subject to the Rules of the Game.
   Examples include, but are not limited to:
   A. Attempting to influence a decision by an official
   B. Disrespectfully addressing an official
   C. Indicating objections to an official’s decision
   D. Holding an unauthorized conference, or being on the field illegally
   E. Using profanity, insulting or vulgar language or gestures
   F. Intentionally contacting a game official physically during the game by persons subject to the rules.

PERSONAL FOULS

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

No player shall:
   A. Punch, strike, strip, steal, or attempt to steal the ball from a player in possession.
   B. Trip an opponent
   C. Contact an opponent who is on the ground
   D. Throw the runner to the ground
   E. Hurdle any other player
   F. Contact an opponent either before or after the ball is declared dead
   G. make any contact with an opponent that is deemed unnecessary of any nature including using fists, locked hands, elbows, or any part of the forearm or hand, except according to the rules.
   H. Deliberately drive or run into a defensive player
   I. Clip an opponent
   J. Tackling the runner
FOULS SIMULTANEOUS WITH THE SNAP

- ILLEGAL MOTION
- ILLEGAL SUBSTITUTION
- ILLEGAL SHIFT
- NOT HAVING MINIMUM ON LINE
- A PLAYER NOT WITHIN 15 YDS
- ILLEGAL PARTICIPATION

THE 4 W'S

- WHO FOULED
- WHAT WAS THE FOUL
- WHERE WAS THE FOUL
- WHEN WAS THE FOUL

DEAD BALL FOULS

- FALSE START
- ILLEGAL SNAP
- ENCROACHMENT
- LEAVING THE FIELD FROM THE WRONG SIDE OF EITHER ENDLINE
- DELAY OF GAME
Glossary

**BACKFIELD LINE:** To be legally in the backfield a Team A player’s head or foot must not break the plan of the line drawn through the waistline of the nearest Team A player, except the snapper, on the scrimmage line.

**BACKFIELD PLAYER:** Any person who is legally behind the line of scrimmage line when the ball is snapped.

**BAT:** Intentionally slapping, striking, or redirecting the ball with the hand or arm.

**CATCH:** The act of establishing player possession of a live ball in flight. Only the first foot needs to be inbounds for it to be considered a catch.

**CHARGING:** An illegal attempt by a defensive player to go through an offensive player to reach the ball carrier.

**DEAD BALL:** A ball not in play.

**DEFENSIVE PASS INTERFERENCE:** A defensive player’s attempt to gain an unfair advantage over the offensive receiver while the ball is in flight by illegal use of the hands or body (Ex. Arm bar, going over the back, holding, etc.)

**DELAY OF GAME:** The failure of the offensive team to snap the ball within the 25 second play clock or the defenses attempt to delay the offenses snap of the ball. (Ex. During one-minute offense the defense “lags” behind to delay the offenses snap.)

**ENCROACHMENT:** A player illegally in the neutral zone. An entering substitute is not considered to be a player for encroachment restrictions until he/she is on his/her team’s side of the neutral zone.

**FALSE START:** An offensive player simulating the start of the snap by moving suddenly.

**FLAG GUARDING:** An offensive player’s illegal attempt to avoid deflagging by using arms, elbows, knees, or the ball. (Ex. Running with elbows below the waist and running with “high knees” also qualifies as flag guarding.)

**FLOATING:** Following a play as it progresses down the field.

**FOUL:** An infraction of a rule for which a penalty is issued.

**FUMBLE:** The loss of player possession resulting in a dead ball.

**GOAL LINE:** A vertical plane separating the end zone from the field of play. The plan of the goal line extends beyond the sidelines.

**HANDING THE BALL:** Transferring possession of the ball from one teammate to another without throwing or punting it.

**HOLDING:** The use of hands to obstruct, delay, or prohibit an opposing player from forward motion. (Ex. Grabbing a player’s shirt to slow down and remove flag.)

**HURDLING:** An offensive player’s attempt to jump over a defender.

**ILLEGAL BLOCKING:** An offensive player’s attempt to obstruct the defensive player’s progress by using the hands, shoulders, arms, chest, or legs.

**ILLEGAL FORMATION:** The offense does not have the required amount of players on the line of scrimmage at the time of
the snap.

**Illegal Forward Pass:** A pass by an offensive player who has crossed the line of scrimmage, or 2 in a down, or after change of possession. (Ex. A scrambling quarterback throws a pass with his foot over the line of scrimmage.

**Illegal Motion:** An offensive player moving toward the line of scrimmage during the snap.

**Illegal Shift:** The offensive team moving more than one player at once without resetting.

**Illegal Snap:** A snap that is neither off the ground or not received at least 2 yards behind the line of scrimmage. (Ex. The center snaps the ball off the field puck.)

**In Possession:** A player is in possession of a live ball when he/she is holding or controlling the ball. A team is in possession: a) when one of its players is in possession; b) while a punt is being attempted; c) while a forward pass thrown by one of its players is in flight; d) when it was last in possession during a loose ball.

**Interception:** A catch of an opponent’s pass or fumble resulting in a change of possession.

**Line Player:** A line player is any person on his/her scrimmage line when the ball is snapped.

**Live Ball:** A live ball is a ball in play.

**Loss of a Down:** “Loss of the right to repeat the down”

**Loose Ball:** A live ball not in player possession. (Ex. punt, pass, fumble)

**Neutral Zone:** The area between the offensive and defensive line of scrimmage that has been establish by the field pucks set by the referee.

**Offensive Pass Interference:** An offensive player’s attempt to gain an unfair advantage over the defender. This includes illegal use of the hands and body. (Ex. Pushing off)

**Offsides:** An offensive player is lined up in the neutral zone.

**Pass: (Forward or Backward):** A forward pass is thrown in the direction of the defensive goal line. A backwards pass maybe either parallel or toward the offensive goal line.

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

**Rouging the Passer:** The illegal contact of a defensive player on the quarterback while attempting a legal forward pass. (Protect the passer)

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

**Safety:** 2 points are awarded to Team B when Team A is down in its own endzone, and Team A is responsible for being downed there (i.e. Team A carried the ball into their own endzone).

**Screen Blocking:** The legal obstruction of an opponent without initiating contact.

**Scrimmage Line:** The scrimmage line for Team A is the yard line and its vertical plane which passes through the forward point of the ball. The scrimmage line for Team B is the yard line and its vertical plane one yard from the scrimmage line of Team A.
**SHIFT**: The action of one or more offensive players who, after a huddle or after taking set positions, move to a new set position before the ensuing snap.

**SIMULTANEOUS CATCH OR RECOVERY**: A catch or recovery in which there is joining possession of a live ball by opposing players who are inbounds.

**SNAPPER**: The player who snaps the ball. He/she is on the line of scrimmage.

**STRIPPING**: The illegal attempt to remove the ball from an opposing player’s possession. The ball is considered a part of the players body, therefore any contact is illegal.

**TACKLING**: A player physically taking down a ball carrier or another player. Depending on intent and severity, this may be grounds for disqualification and ejection.

**TAGGING**: The downing of an offensive player, by touching between the shoulders and knees, in the event that the offensive player’s flag has become unattached.

**TOUCHING**: Catching is always preceded by touching the ball; thus, if touching the ball causes the ball to become dead, securing possession of the ball has no significance. Touching refers to any contact with the ball.

**UNFAIR ACTS**: Any act deemed to violate the rules of fair play and conduct. (Ex. Fake substitution, using the offense’s cadence)

**UNSPORTSMANLIKE CONDUCT**: A foul that is deemed intentionally unsportsmanlike. (Ex. Swearing, taunting, questioning judgment calls, taunting, spiking the ball)

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**Calling and Reporting Fouls**

1. Throw the Flag
2. Stop the Clock
3. Give the Signal
4. Indicate the Offending Team
5. Give the Captain the Options
6. Enforce the Penalty
7. Repeat the Signal
8. Indicate the Offending Team
9. Indicate the Down
10. Start the Clock
HELPFUL HINTS FOR OFFICIATING FLAG FOOTBALL
- BRUCE MAURER of Ohio State University

1. The only part of officiating to emphasize is your signaling.
2. Signals should be distinct and deliberate at all times. Repeat 3 times.
3. Only officials who see touchdown should signal.
4. ALL officials should check on down and distance on every play. DON’T MISS A DOWN.
5. Always be sure of a foul. Never guess. There are no phantom fouls.
6. Call fouls immediately. Do not delay or be too late. However, it is better to be right than rapid.
7. Be prepared to work a one or two person crew in emergencies.
8. Special care should be given to ball spotting on “previous spot plays”. Do not give yardage or take it away. Spot ball properly.
9. Be consistent in declaring the ball dead.
10. Be aware of first down zone lines to gain. Be straddling the line before the runner arrives. Always know the line to gain.
11. Be especially alert during the last minute and in the “hurry-up” offense.
12. Be sure there are no more than 14 players (16 coed) on the playing field when the play starts. Never more than 7 players (8 co-rec) on either team.
13. Watch for illegal contact after the initial screen block.
14. Work hard on your preventive officiating skills—line of scrimmage, Quarterback, etc. Talk to players to avoid penalties.
15. Be careful of a “pick-off” play on forward pass plays.
16. Watch for hooking and holding by the defense against potential pass receivers.
17. Box the play in at all times—never let the players get behind you. This is crucial.
18. Be sure to see the entire action. Check with the other officials to review what was seen.
19. Judgment calls on the part of any official are not open to argument, either on the field or after the game.
20. Keep your penalty flags hidden in your pockets. Don’t be looking for trouble.
21. Coaches are not permitted on the playing field during the game without permission.
22. Do not blow your whistle on anticipation of a foul.
23. Pick up your flag if you realize the foul wasn’t there.
24. Don’t try to “run” a phantom foul if you know you were wrong or mistaken.
25. Remember the four “W’s” in reporting fouls (who, what, where, when).
26. Be discreet in speaking to Referee if you believe they measured off the wrong yardage. But notify them.
27. Officials not involved specifically on a play that is ruled dead, should be aware of dead ball fouls. Clean-up around the play is very important.
28. If number of down is in doubt, call a time out, draw aside and consult. Get it right. That’s the only thing that counts is getting it right in such a situation. Discuss it on the field, not after the game or at half time.
29. Be certain each official gets the word on fourth down plays, and give the appropriate signal.
30. Help each other on possible zone line to gain advances by the runner.
31. All officials should be always aware of down, distance, and spot of ball.
32. Be alert to spot any backward pass striking the ground in your area. Remember that the defense cannot advance a backward pass that strikes the ground, but they can advance a backward pass if intercepted.
33. Be watchful for jerseys hanging over the flag belt. Inform players to tuck in their shirts.
34. All officials should review in their own minds basic spots of enforcement as a check on the Referee’s enforcement of penalty. If he/she is wrong, speak to her/him, right there at the time, and not later as discussion talk.
35. Review team huddle procedure which might delay the game. Inform team to “hurry-up” as the 15 second mark approaches.
37. Be sure to call pass interference, if there is a foul, on a completed pass.
   It might be a question of a first down.
38. All officials should be in their designated areas at the snap.
39. Officials should be alert for pass or run on all plays.
40. Remember that any player can request a time out.
41. Be aware of a crew mechanics on a “hurry up” offense, especially in the last few plays of the game.
42. Crew communication with the teams will prevent many problems.
43. Know what condition the ball is on all fouls--loose or in possession.
44. Keep officiating after you call a foul.
45. Be alert for possible half the distance measurements on fouls.
46. On reporting foul to Referee, official should know location of fouls, whether it is the defensive of offensive team, and which player if possible.
47. Each official shares an equal responsibility for rule interpretations.
48. A quick good review is to study the Summary of Penalties in the back of the Officials Manual.
49. Try to have a good mental attitude in all games. ALL GAMES ARE IMPORTANT.
50. Check all your equipment before heading down to the field.
51. Do not discuss controversial calls with anyone after a game, unless it is with the Referee or Staff Supervisor.
52. Remember exception on all change of possession fouls if “B” does not foul before change - (No Offset).
53. Communicate verbally and visually with your partners after every down.
54. Try to discourage comments and trash talk between defenders and ball carriers.
55. Observe players for late action after the ball is declared dead.
56. Officials with the responsibility to count players before snap should do it on every play, especially punts and changes of possession.
57. Pick up time out signals when runner goes out of bounds.
58. Any official who calls a foul should double check with Referee as to proper distance and down. Listen to the Referee’s option to Captains if possible.
59. Do not move too fast. At times it is better to let play come to you.
60. Be sure to see entire situation before disqualifying a player. Check with other officials if necessary.
61. Do not allow yourself to become irritated or annoyed at coaches or players.
62. Give fumbles a good look. Do not be in a hurry to call it.
63. Know the team captains by name if possible.
64. Be decisive in your signaling when you call a foul. Indecisiveness gives the impression of uncertainty.
65. “Out of bounds” spot must be marked by official covering the play. Continue to officiate by observing players—especially if they move into the opposing team’s bench.
66. Officials should be aware of their responsibilities on a potential safety. Let the official on the ball know if it is close.
67. Know when to extend the period when there is a foul.
68. On a penalty option, only one captain is permitted to indicate a team’s penalty option.
69. Know procedures for an inadvertent whistle.
70. Record each time out. Check with the other officials after each time out as to number each team has remaining. Record team, player calling it, and time remaining.
71. Remember that the players get excited and emotional. An official should not become excited or emotional. Be poised and calm.
72. Always be aware of the goalline and how close it is when the play starts. Interesting plays occur when the officials are not straddling the goal line.
73. Stay in the ball game, no matter how easy the game moves, and be more alert during the last plays of each half.
74. Try not to be, or give the appearance of being, antagonistic, militaristic, or over-bearing to players.
75. Allow plenty of time to arrive at the game site. Don’t ever rush a game to go somewhere.
76. While working, be careful of being too friendly with any player—this includes friends and teammates.
77. Don’t discuss players or team strategy with other teams. Officials who get close to teams will get into trouble.
78. Do not retrieve incomplete passes. The offensive team must bring the ball with them to the huddle.
79. Don’t become an eighth player on the field. Don’t get too close to the play.
80. Comments of the coaches and players on the side lines should not influence your decisions and calls.
81. Don’t ever guess on a foul. See it and call it. Don’t look for it.
82. Keep remembering to know down, distance and spot of ball. Yell it to each other.
83. Be courteous to players and coaches, even if their questions seem ridiculous.
84. Don’t blow your whistle unless you see the ball.
85. Officials are not rated or ranked on the number of fouls they call. There is no quota. Call what you see.

LAST HINT: HAVE FUN-FLAG FOOTBALL IS A FUN GAME TO OFFICATE