

Section 1

RULE 10

ENFORCEMENT OF PENALTIES

Section 1. Procedure After a Foul

ARTICLE 1. *When a foul occurs during a live ball, the referee shall, at the end of the down, notify the offended captain of his option. If the penalty is declined or there is a double foul, there is no loss of distance. A captain's choice of options may not be revoked.*

ARTICLE 2. *When a foul occurs during a dead ball between downs or prior to a free kick or a snap, the ball does not become alive. The referee shall notify the offended captain of his options.*

ARTICLE 3. *When a live ball foul is followed by a dead ball foul by the opponent, the penalties are administered separately and in the order of occurrence.*

Section 2. Double and Multiple Fouls

ARTICLE 1. *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, it is a double foul. In (a) or (b) the penalties cancel and the down is replayed.*

ARTICLE 2. *If both teams foul during a down where there is a change of team possession, the team last gaining possession may retain the ball, provided it did not foul prior to the final change of possession and it declined the penalty for its opponent's foul.*

ARTICLE 3. *When two or more live ball fouls are committed by the same team, only one penalty may be chosen except when a foul(s) for unsportsmanlike conduct follows a previous foul. In such a case, the penalty(s) for the unsportsmanlike conduct is administered separately. The offended captain may choose which penalty will be administered or he may decline all penalties.*

ARTICLE 4. *Penalties for dead ball fouls are administered separately and in the order of occurrences. 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.*

Section 3. Types of Play and Basic Enforcement Spots

ARTICLE 1. *If a foul occurs during a down, the basic enforcement spot is fixed by the type of play. There are two types of play: (a) a loose ball play, and (b) a running play. a. A loose ball play is action during.*

Section 4

1. A free kick.
2. A scrimmage kick.
3. A legal forward pass.
4. A backward pass or a fumble by A from in or behind the neutral zone.
5. A loose ball play also includes the run which precedes a legal pass, kick, or fumble.

NOTE: When a foul occurs during a loose ball play, the basic enforcement spot is the previous spot. However if the foul is by the offense and occurs behind the basic enforcement spot, it is from the spot of the foul.

- b. A running play is any action not included an item (a).
1. Behind the line, a running play includes a run which is not followed by a loose ball.
 2. Beyond the line, a running play includes any run and any loose ball which starts beyond the line following the run.
 3. A run ends when a runner loses possession, and that spot becomes the basic spot of enforcement.

NOTE: When a foul occurs during a running play, the basic enforcement spot is where the related run ends, which is where the ball becomes dead or where the player loses possession. However, if the foul is by the offense and occurs behind the basic enforcement spot, it is from the spot of the foul.

Section 4. Administering Penalties

ARTICLE 1. The penalty for a foul between downs is enforced from the succeeding spot.

ARTICLE 2. The penalty for a foul which occurs simultaneously with a snap or free kick is enforced from the previous spot, which is the spot of the snap or free kick.

Section 5. Special Enforcements

ARTICLE 1. 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. 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.

ARTICLE 3. If there is a foul by the defense during a down which results in a successful field-goal, touchdown or try, the penalty may be measured on the succeeding kickoff or, if there is an overtime, from the succeeding spot.

ARTICLE 4. A disqualified player must always leave the game.

ARTICLE 5. A referee's decision to forfeit a game must be accepted by both teams.

NOTE: There are some tenets or basic rules which are established for flag football because of legal or illegal removal of flags which do not apply to regular football. These follow:

(1) Deflagging (one or more flags) is only allowed under special circumstances similar to tackling in football. Offensive players must have possession of the ball before they can legally be deflagged.

(2) A flag(s) removed inadvertently (not removed by grabbing and pulling) does not cause play to stop. It should continue as if the flag(s) had not been removed.

(3) In circumstances where a flag(s) is removed inadvertently or illegally (accidentally) the play should continue with the option of the penalty or the play.

(4) In all situations where a play is in progress and a ball carrier loses one or all flags (rare) either accidentally, inadvertently, or on purpose, play shall be stopped at the spot where the flag is dropped. If any player loses a flag, he still is eligible to catch a forward pass, but cannot advance the ball, and the play is dead where the ball is caught.

Penalty Enforcement Philosophy

Whenever the ball is alive one of two types of plays is in progress. It is either a running play or a loose ball play. The type of play has no significance unless a foul occurs. When a foul occurs, in order to determine the basic spot of enforcement, the official must know (1) which team committed the foul and where it occurred in relation to where the play started; (2) whether the foul was during a running play; or (3) whether it was during a loose ball play.

If a foul occurs during a running play, the basic enforcement spot is the spot where the run ends. Example: A1 runs to B's 20 where his flag is removed. During the run there is a foul by A. The run ended at B's 20, therefore that is the spot of enforcement. All fouls on this play would be penalized from B's 20 except a foul by A behind B's 20, which would be penalized from the spot of the foul.

A running play which is followed by a loose ball such as backward pass, fumble, or illegal pass by A during which a foul occurs, either during the run or the loose ball, is also enforced from the spot where the run ended, unless it is by the offense behind where the run ends, in which case it would be enforced from the spot of the foul.

If a foul occurs during a loose ball play, the basic penalty enforcement spot is the previous spot, which is either the spot of the snap or the spot of the free kick. Example: K1 punts and between the time of the snap and the time the kick ends there is a foul by A or B. RULING: The foul occurred during a loose ball play, therefore the previous spot (same as the spot of the snap) is the basic enforcement spot. The only exception would be a foul by the offense behind the basic spot, which would be enforced from the spot of the foul.

Enforcement provisions apply to all fouls, whether by players or non-players.

PLAY RULINGS

A play ruling is an official decision on a given statement of fact. It illustrates the spirit and application of the rules.

Rule 3 — Periods, Time Factors, Substitutes

1. A shoelace, jersey, or other equipment breaks or tears. Should repair or replacement be made on the Referee time. RULING: No, unless the Referee considers such equipment dangerous to other players.
2. Neither team has been charged with a time-out when a Field Captain requests a time-out and designates an injured player who is replaced. RULING: Charge the Referee with a time-out.
3. After a one-minute intermission one of the teams is not ready to play. RULING: Penalize the offending team for illegal delay.
4. In an attempt to consume time near the end of a period, Team A "stalls" and exceeds the 25 second count. RULING: The Referee shall order the clock be started when the ball is next put in play.

Rule 4 — Ball in Play, Dead Ball, Out-of-Bounds

5. A Ball Carrier inbounds bumps into or is touched by a player on the side line. RULING: The ball is *not out-of-bounds*.

Rule 5 — Series of Downs and Zone-To-Gain

6. Team B runs back Team A's kick or intercepted pass. During the run a Team B player holds. RULING: Team B is penalized 10 yards from the spot of the holding foul and it is B's ball. 1st and zone in advance of the holding spot.
7. Team A Ball Carrier attempts a backward pass which is ruled forward and illegal. The pass strikes the ground. RULING: Penalize Team A 5 yards at the spot from where the pass was thrown and, unless the current series is broken, the scrimmage counts a down.
8. Team A's scrimmage kick goes out-of-bounds at B's 30 yard line after which a Team B player commits illegal use of the hands. RULING: 1st and two zones to go.

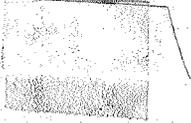
Rule 6 — Kicks

9. Team A player touches a rolling free kick before it reaches the opponents restraining line. RULING: Team B's ball where first touched by A.
10. A player of Team A recovers a rolling free kick beyond B's restraining line and makes a backward pass which goes out-of-bounds. RULING: The ball is dead and belongs to Team A where its player recovered it.

11. A free kick strikes a Team B player who is in Team B's end zone and the ball then goes out-of-bounds at the 3 yard line. RULING: Touchback.
12. Team A player catches a free kick, this preventing a nearby opponent from making the catch. RULING: Illegal interference.
13. Team B player about to catch a scrimmage kick is touched or deflagged before the ball arrives but catches the kick. RULING: Illegal interference.
14. A player of the kicking team who is standing or running between a kick in flight and an opponent is struck by the ball in flight; or, the receiver, in attempting to catch the kick, bumps into a member of the kicking team. RULING: Illegal interference by the kicking team.
15. A player of the receiving team, attempting to catch a kick, touches the ball which is then caught by an opponent before striking the ground. RULING: Not interference. Protection against interference with opportunity to catch a kick ceases when any player of the receiving team touches it. Ball is dead where caught and belongs to kicking team, 1st and zone to gain.

Rule 7 — The Scrimmage, Snapping, Handing, and Passing the Ball

16. A defensive player charges into the neutral zone but gets back into legal position before the snap. RULING: Encroachment.
17. After a huddle or shift all offensive players come to a legal stop and remain stationary for a full second. Then, before the snap, two or more of them simultaneously change their positions. RULING: A second shift. All offensive players must remain stationary for one full second before the snap. Otherwise it is an illegal shift.
18. Following a huddle or shift offensive players take preliminary positions, then advance or drop into final positions. RULING: Such movement constitutes a shift; players must hold their final positions for one second before the snap.
19. An opponent snatches ("steals") the ball from the Ball Carrier. RULING: The ball continues in play.
20. A player of the receiving team catches a kick, then fumbles the ball. A player of the kicking team catches the fumbled ball before it strikes the ground. RULING: The ball continues in play.
21. Team A's legal forward pass is first touched by one of its receivers, then caught by another. RULING: Completed pass. On such a play Passer also becomes eligible receiver.
22. A Team B player, defending against a legal forward pass, with back to ball and waving his or her arms in the face of an eligible receiver of Team A, who, in attempting to catch the pass, bumps into the Team B player. RULING: Pass interference by the Team B player. A bona fide attempt to catch or bat the pass was not being made.



Rule 8 — Scoring

23. The Ball Carrier, after receiving the snap in the end zone, the flag is removed with the ball resting above the goal line, its forward point being in the field of play. RULING: Safety: A part of the dead ball is on the Runner's goal line.
24. The ball is snapped to a Team A player who punts from Team A's end zone, the ball going out-of-bounds behind the Kicker's goal line. RULING: Safety.
25. A Team B player intercepts a legal forward pass in Team B's end zone, attempts to run it out but has **the flag removed** behind his goal line, RULING: Touchback.
26. A Team B player catches a kick in Team B's end zone; then fumbles and the ball goes out-of-bounds behind the goal line. RULING: Touchback.

Ruling 9 — Conduct of Players and Others Subject to the Rules

27. An offensive player's hand or arm, which is in legal blocking position, contacts an opponent above the shoulder, the contact occurring because the opponent squats, ducks or submarines. RULING: Not an infraction.
28. After a legal forward pass has been touched a receiver who has a reasonable chance to reach the pass uses hand or arm to push an opponent out of the way. RULING: Legal use of hand or arm.