TAMUK IM SPORTS
FALL FLAG FOOTBALL RULES

TAMUK IM Sports follows NIRSA rules with modifications are indicated like this.

10 COMMANDMENTS FOR CLINICIANS AND OBSERVERS

1. Fair and Impartial. We all know many officials we are watching. That should not, and cannot, affect our opinions and evaluations. We are doing a disservice to the players, coaches, officials and event to our friends we are observing when we are not honest and fair. We must be above reproach.

2. We Do Not Know All the Answers. Find out why he/she did what he/she did before criticizing him or her for it. Find out what happened and why. Then offer suggestions on how it can be done better.

3. Be Constructive. Remember the purpose of an observer is, first and foremost, improve the quality of the officiating. Also, remember that the only way your comments can help an official is if you share the comments with the official. Approach each official at halftime and after the game, whenever possible. Our officials may be learning the game for the 1st time, so be patient, calm, and answer all their questions, if possible.
4. **Be Consistent.** We really need to do our best to evaluate everyone on the same scale and give everyone the same information. The most frustrating thing that can happen to an official is when one observer tells him/her something in one game, and in the next game he/she is told something just the opposite by a different observer.

5. **Think Big Picture First When Observing.** Too often observers nitpick officials rather than look at the major officiating fundamentals-initial positions, read and react the flow, communication with fellow officials and players, dead ball officiating, and so on. Concentrate on the major items first. Then be specific-explain in some detail what happened and how it can be corrected.

6. **Be Discreet With Your Constructive Comments.** Our criticisms should be shared with the crew but not with other officials. We should be a positive influence on the program and should not criticize officials to other officials or in front of players, coaches or spectators.

7. **Praise at Least 3 Times as Much as You Criticize.** We all know people respond better to positive comments than to negative comments, so whenever possible, cast even your criticism in a positive manner, perhaps by praising someone else on the crew as a means of pointing out to another crew member a better way to do it.

8. **Don’t Be Afraid to Say I Do Not Know.** Often we are asked what we thought about a particular play, whether the pass was caught, what the proper mechanic or Rule is, or what happened on a particular play. And often we do not know. Admit it when you do not know. If it is a Rule or mechanic addressed in the NIRSA Rules Book and Officials’ Manual, determine the correct answer and follow up with the official.

9. **Be Careful When Judging Fouls From the Sideline.** Our job as observers is primarily “mechanics oriented” rather than “penalty oriented.” We will occasionally be able to comment on a foul that was called, but normally, we will not see it, or we will not get nearly as good a look at it as the official got.

10. **Don’t Forget What It Is Like to Be on the Field.** Remember how quickly things happen on the field. Remember the angels on the field are different and people can be screened or distracted by other action.
RULE 1. THE GAME, FIELD, PLAYERS AND EQUIPMENT

SECTION 1. GENERAL PROVISIONS
ART. 1...The Game. The game shall be played between two teams of 7 players each. 3 players are required to start the game. 5 players are required at ten minutes after the scheduled game time to avoid a forfeit. The game may be continued with less than 5 players, as long as the forfeit was avoided initially, as long as the team has a chance to win.
NOTE: If in doubt, continue the game.
PENALTY: Illegal Participation, 10 yards (S28).

ART. 2...The Game (Co-Rec). The game shall be played between two teams of 8 players each (4 men and 4 women). 3 players are required to start the game. 6 players (3 men and 3 women, 4 men and 2 women or 4 women and 2 men) are required at ten minutes after the scheduled game time to avoid a forfeit. Teams with 7 players shall be 4 men and 3 women or 4 women and 3 men. The game may be continued with less than 6 players, as long as the forfeit was avoided initially, as long as the team has a chance to win.
NOTE: If in doubt, continue the game.
PENALTY: Illegal Participation, 10 yards (S28).

ART. 3...Supervision. The game shall be played under the supervision of 3 or 4 officials and an intramural manager.

ART. 4...Team Captains. Each team shall designate to the Referee the team captain(s). If more than one player is designated, a speaking captain must be selected to make all decisions.

ART. 5...Persons Subject to the Rules. Players, nonplayers, and spectators are subject to the Rules of the game and shall be governed by decisions of officials assigned to the game.

ART. 6...Referee’s Authority. The Referee has authority to rule promptly, and in the spirit of good sportsmanship, on any situation not specifically covered in the Rules. The Referee’s decisions are final in all matters pertaining to the game.

ART. 7...Game Official’s Authority. The game officials shall assume authority for the contest, including penalizing unsportsmanlike acts, as soon as they are able to be present. The official’s jurisdiction extends through the Referee’s declaration of the end of the fourth period or overtime.
NOTE: The supervisor’s jurisdiction extends beyond that of the officials.

SECTION 2. THE FIELD

ART. 5...Goal Line. The entire width of each goal line shall be a part of the end zone.

ART. 6...Team Box. On each side of the field a team box is designated for the teams, coaches and authorized team attendants. This team box shall be located 2 yards off of the sideline and between the 20 yard lines.

ART. 7...Pylons. 12 Soft, flexible pylons shall be placed at the inside corner of each of the intersections of the sideline with the goal lines and the end lines, and at the intersections of the end lines and inbounds line extended. The 4 pylons located at the inbounds line (hash marks) extended will be positioned 3 feet beyond the end line.

ART. 8...Sideline Zone-Line-to-Gain Markers. Four 20 yard and two 40 yard line markers, constructed of soft, pliable materials, shall be located 6 feet beyond the sideline.

ART. 9...Hash Marks. Hash marks shall be 6’ long, 4” wide and intersect the 20 and 40 yard lines Additional hash marks, 3’ long and 4” wide, shall touch the goal line and extend into the field of play.

SECTION 3. GAME EQUIPMENT
ART. 1...The Ball. The official ball shall be pebble-grained leather or rubber covered and meet the recommendations of size and shape for a regulation football. There are no requirements regarding ball pressure and markings. Men shall use the regular size ball only. The regular, intermediate, youth or junior size football shall be used for Women’s games. The Referee shall be the sole judge of any ball offered for play and may change the ball during play at his/her discretion. During the game each team must use a legal ball of its choice when in possession
ART. 2...Ball Spotters. Two soft and pliable ball spotters are required. One, orange, will mark the Team A scrimmage line. The second, yellow, will mark the Team B scrimmage line. The ball spotters will always be 1 yard apart.
SECTION 4. PLAYER EQUIPMENT - REQUIRED

ART. 1…Jersey.  Players of opposing teams must wear contrasting colored jerseys, without pockets, numbered on the front or rear. Players of the same team must wear the same colored or similar colored jerseys with different numbers.  Jerseys must be either:
   a. Long enough so they remain tucked in the pants/shorts during the entire down or
   b. Short enough so there is a minimum of 4” from the bottom of the jersey to the player’s waistline. The Referee will use a fist to measure the distance between the waistline and the bottom of the jersey.

ART. 2…Pants/Shorts.  Each player must wear pants or shorts without any belt(s), belt loop(s), pocket(s) or exposed drawstrings. The pants or shorts must be a different color than the flags.

ART. 3…Flag Belt.  Each player must wear the flag belt provided by TAMUK IM Sports.

   PENALTY: Live Ball Foul, Failure to have the flag belt legally attached at the snap, 5 yards from the previous spot (S23).

ART. 4…Shoes.  Shoes shall be made of a canvas, leather or synthetic material which covers the foot attached to a firm sole or leather, rubber or composition material which may have cleats or be cleatless.  Among the items which do not meet these requirements are gymnastic slippers, ski and logger boots, and other apparel not intended for football use.  Cleats are limited to studs or projections which do not exceed ½ inch in length and are made with nonabrasive rubber or rubber-type synthetic material which does not chip or develop a cutting edge.

   PENALTY: (Section 4) Failure to wear required equipment.  Live Ball (Previous Spot) or Dead Ball (Succeeding Spot) Foul.  5 yards (S23).

SECTION 5. PLAYER EQUIPMENT - OPTIONAL

ART. 1…Ace Bandage.  Players may use an ace bandage no more than two turns thick in any given area.  It can be anchored at each end by tape not to exceed two turns.

ART. 2…Gloves.  Players may wear gloves which must consist of a soft, pliable and nonabrasive material.

ART. 3…Headwear.  Players may wear a headband no wider than 2” and made of non-abrasive cloth, elastic, fiber, soft leather or rubber.  Rubber or cloth elastic bands may be used to control hair.

ART. 4…Knee Pads.  Players may wear soft, pliable basketball or wrestling knee pads on the leg, knee and/or ankle. Soft and yielding padded compression shorts are legal apparel.

ART. 5…Mouth and Tooth Protector.  It is strongly recommended that a mouth piece be worn by all players.

ART. 6…Play Books.
   a. Players may carry a play book inside their clothing as long as it is not made of an unyielding material and is not visible.  If carried on the field, a player must keep it rather than throw it on the ground.
   b. Players may wear a soft, pliable wrist/forearm band that contains plays.

ART. 7…Sunglasses.  Players may wear pliable and non-rigid sunglasses.

ART. 8…Face Shield.  Players may wear a face shield molded to the face with no protrusions to protect against a face injury.

SECTION 6. PLAYER EQUIPMENT - ILLEGAL

ART. 1…Illegal Equipment.  A player wearing illegal equipment shall not be permitted to play.  This applies to any equipment which, in the opinion of the Referee, is dangerous or confusing.  Types of equipment or substances which shall always be declared illegal include:
   a. Headwear other than the 2” headband.  EXCEPTION:  Face Shield.
   b. Jewelry.
   c. Pads, casts, or braces worn above or below the waist.
   d. Shoes with metal, ceramic, screw-in, detachable cleats, or projecting metal
      EXCEPTION:  Screw-in cleats are allowed if the screw is part of the cleat.
   e. Shirts of jerseys which do not remain tucked in.  Any hood on a coat, sweatshirt, or shirt which does not remain tucked in.  Tear-away jerseys or jerseys that have been altered in any manner which produces a knot-like protrusion or creates a tear-away jersey.  Jerseys which have an arm opening more than 4” below the armpit.  The Referee will use a fist to measure the distance of the jersey opening.
   f. Leg and knee braces made of hard, unyielding material unless covered on both sides and all edges overlapped, and any other hard substance unless covered with at least ½” of closed cell, slow recovery rubber or other material of similar thickness and physical properties.
   g. Any slippery or sticky foreign substance on any equipment or exposed part of the body.
   h. Equipment which includes computers or any electronic or mechanical devices for communication.
   i. Exposed metal on clothes or person.
   j. Towels attached at the player’s waist.
   k. Flags that can be detached from the flag belt.

   PENALTY: Unsportsmanlike Conduct.  10 yards (S27).

SECTION 7. PLAYER EQUIPMENT - MISSING OR ILLEGAL

When any required player equipment is missing or when illegal equipment is found on any incoming substitute or player, correction must be made before participation.  An official’s time-out shall be declared to permit prompt repair of equipment which becomes illegal or defective through use.
RULE 2. DEFINITIONS

SECTION 1. BALL – LIVE, DEAD, LOOSE, POSSESSION
ART. 1…Live Ball. A live ball is a ball in play and a dead ball is not in play. A pass or fumble which has not yet touched the ground is a live ball in flight and can be caught and advanced by either team.
ART. 2…Loose Ball. A loose ball is a live ball not in player possession, i.e., any punt, pass or fumble.
ART. 3…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.
ART. 4…When the Ball is Ready for Play. A dead ball is ready for play when the Referee:
   a. If the clock is running, sounds the whistle and signals “ready for play” (S1).
   b. If the clock is stopped, sounds the whistle and signals either “start the clock” or the “ball is ready for play” (S2) or (S1)

SECTION 2. BAT
ART. 1…Bat. A bat is intentionally slapping, striking, or redirecting the ball with the hand or arm.

SECTION 3. CATCH, INTERCEPTION, SIMULTANEOUS CATCH, TOUCHING
ART. 1…Catch. A catch is the act of establishing player possession of a live ball which is in flight, and first contacting the ground inbounds (force out has been removed).
   a. If one foot first lands inbounds and the receiver has possession and control of the ball, it is a catch or interception even though a subsequent step takes the receiver out-of-bounds.
   b. A catch by any kneeling or prone inbounds player is a completion or interception.
   c. A loss of the ball simultaneously with returning to the ground is not a catch or interception. NOTE: If in doubt, it is a catch.
ART. 2…Interception. An interception is the catch of an opponent’s fumble or pass.
ART. 3…Simultaneous Catch or Recovery. A simultaneous catch or recovery is a catch or recovery in which there is joint possession of a live ball by opposing players who are inbounds. A Recovery is gaining possession of a live ball after it strikes the ground.
ART. 4…Touching. Catching is always preceded by touching the ball; thus, if touching causes the ball to become dead, securing possession of the ball has no significance. Touching refers to any contact with the ball.

SECTION 4. DOWN AND BETWEEN DOWNS
ART. 1…A down is a unit of the game which starts, after the ball is ready for play, with a legal snap and ends when the ball next becomes dead. Between downs is the interval during which the ball is dead.

SECTION 5. ENCROACHMENT
ART. 1…Encroachment is a term used to indicate a player is illegally in the neutral zone. An entering substitute is not considered to be a player for encroachment restrictions until he/she is on his/her team’s side of the neutral zone.

SECTION 6. FIGHTING
ART. 1…Fighting is any attempt by a player or nonplayer to strike or engage an opponent in a combative manner unrelated to football. Such acts include, but are not limited to, attempts to strike an opponent(s) with the arm(s), hand(s), leg(s), or foot (feet), whether or not there is contact.

SECTION 7. FOUL AND FLAGRANT FOUL
ART. 1…Foul. A foul is a rule infraction for which a penalty is prescribed.
   NOTE: If in doubt, it is not a foul.
ART. 2…Flagrant Foul. A flagrant foul is so severe or extreme that it places an opponent in danger of serious injury and/or involves violations that are extremely or persistently vulgar or abusive conduct.

SECTION 8. FUMBLE
ART. 1…A fumble is a loss of player possession other than by handing, passing, or punting the ball.

SECTION 9. GOAL LINES
ART. 1…Each goal line is a vertical plane separating the end zone from the field of play. The plane of the goal line extends beyond the sideline.

SECTION 10. HANDING THE BALL
ART. 1…Handling the ball is transferring player possession from one teammate to another without throwing or punting it.

SECTION 11. HUDDLE
ART. 1…A huddle is two or more offensive players grouped together after the ball is ready for play and before assuming scrimmage formation prior to the snap.

SECTION 12. HURDLING
ART. 1…Hurdling is an attempt by a player to jump with one or both feet or knees foremost over an opponent who is contacting the ground with no part of his/her body, except one or both feet.

SECTION 13. KICKS
ART. 1…Kicker. The kicker is any player who punts. The kicker is a runner until he/she actually punts the ball. Players of his/her team are known as kickers and any opponent is a receiver.
ART. 2…Legal and Illegal Kicks. A legal kick is punt by a player of the team in possession when such a kick is permitted by Rule. Any punt continues to be a punt until it is caught by a player or becomes dead. Kicking the ball in any other manner is illegal.
ART. 3…Punt. A punt is made by Team A under restrictions which prohibits either team from advancing beyond their scrimmage lines until the ball is punted. A punt is kicking the ball by the player who drops it and punts it before it strikes the ground.

SECTION 14. LOSS OF DOWN
ART. 1…“Loss of a down” means “loss of the right to repeat the down.”

SECTION 15. MUFF
ART. 1…A muff is an unsuccessful attempt to catch a ball, the ball being touched in the attempt.

SECTION 16. NEUTRAL ZONE
ART. 1…The neutral zone is from the forward point of the football one yard to the Team B scrimmage line and extended to each sideline. It is established when the ball is marked ready for play.

SECTION 17. PASSER
ART. 1…The passer is the player who has thrown a legal forward pass. He/she remains the passer while the ball is in flight or until he/she moves to participate in the play.

SECTION 18. PASSES
ART. 1…Passing. Passing the ball is throwing it. In a pass, the ball travels in flight. A pass continues to be a pass until it is caught, intercepted, or the ball becomes dead. The initial direction determines whether a pass is forward or backward.
ART. 2…Forward and Backward Pass. A forward pass is thrown with its initial direction toward the opponent’s end line. A backward pass is a pass thrown with its initial direction parallel with or toward the passer’s end line. A pass continues to be a pass until it is caught or strikes the ground. A backward pass or fumble that strikes the ground is ruled dead at that spot.

SECTION 19. PENALTY
ART. 1…A penalty is a result imposed by Rule against a team or team member that has committed a foul.

SECTION 20. POSSESSION
ART. 1…A ball in player possession is a live held ball held or controlled by a player after it has been handed or snapped to him/her, or after he/she caught or recovered it. A ball in team possession is a live ball that is in player possession or one that is loose following of such player possession. A live ball is always in possession of a team. A change of possession occurs when the opponent gains player possession during the down.

SECTION 21. REMOVING THE FLAG BELT
ART. 1…Flag Belt Removal. When the flag is clearly taken from the runner in possession of the ball, the ball is declared dead and the down shall end. An opponent who removes the flag belt from the runner should immediately hold the flag belt above his/her head to assist the official in locating the spot where the capture occurred. If a flag belt inadvertently falls to the ground, a one hand tag between the shoulders and knees constitutes capture. A player may leave his/her feet to remove the flag belt.
ART. 2…Contact. In an attempt to remove the flag belt from a runner, an opponent may contact the body and shoulders, but not the face, neck or any part of the head of the runner with their hands. An opponent may not hold, push, or knock the runner down in an attempt to remove the flag belt.

SECTION 21. SCREEN BLOCKING
ART. 1…Screen blocking is legally obstructing an opponent without using any part of the body to initiate contact.

SECTION 23. SCRIMMAGE
ART. 1…Scrimmage Line. The scrimmage line for Team A is the yard line and its vertical plane which passes through the forward point of the ball. The scrimmage line for Team B is the yard line and its vertical plane which passes one yard from the point of the ball nearest its own goal line. Team B’s scrimmage line may extend into their end zone. A Team A player is on his/her scrimmage line when facing his/her opponent’s goal line with his/her head or foot breaking the plane of the imaginary line drawn through the waistline of the snapper and parallel to the scrimmage line. The snapper is a line player.
ART. 1…Backfield Line.  To be legally in the backfield a Team A player’s head or foot must not break the plane of the line drawn through the waistline of the nearest Team A player, except the snapper, on the scrimmage line.

SECTION 24. SHIFT
ART. 1…A shift is the action of one or more offensive players who, after a huddle or after taking set positions, move to a new set position before the ensuing snap.

SECTION 25. TAGGING
ART. 1…Tagging is placing one hand anywhere between the shoulders and knees of an opponent with the ball. The tagger may leave his/her feet to make the tag. Pushing, striking, slapping, and holding are not permitted. If the player trips the runner in his/her attempt to make a diving tag, it is a foul.

SECTION 26. TEAM AND PLAYER DESIGNATIONS
ART. 1…Disqualified Player. A disqualified player is one who becomes ineligible for further participation in the game.  
ART. 2…Line Player and Backfield Player. A line player is any person on his/her scrimmage line when the ball is snapped. A backfield player is any person who is legally behind that line when the ball is snapped.  
ART. 3…Offensive and Defensive Team. The offensive team is the team in possession or the team to which the ball belongs. The defensive team is the opposing team.  
ART. 4…Player and Nonplayer. A player is any one of the participants in the game. A nonplayer is a coach, trainer, other attendant, a substitute, or a replaced player who does not participate by touching the ball, hindering an opponent, or influencing the play.  
ART. 5…Runner. The runner is the player in possession of a live ball or simulating possession of a live ball. Once a player catches or intercepts a pass, he/she becomes a runner.  
ART. 6…Snapper. The snapper is the player who snaps the ball. He/she is a line player.  
ART. 7…Substitute. A substitute is a team member who may replace a player.  
ART. 8…Team A and B. Team A is the team which snaps the ball. The opponent of Team A is Team B. A player of Team A is A-1 and teammates are A-2 and A-3. Other abbreviations are B-1 for a player of Team B, K-1 for a player of the kickers and R-1 for one of the receivers.

RULE 3. PERIODS, TIME FACTORS, SUBSTITUTIONS

SECTION 1. THE START OF EACH HALF
ART. 1…Coin Toss. Three minutes before the start of the game the Referee shall instruct the visiting captain to give a “heads” or “tails” choice before the coin toss. The Referee, will then toss a coin in the presence of the opposing captains. All officials shall be present for the coin toss. The captain winning the toss shall have a choice of options for the first half or shall defer his/her option to the second half. The options for each half shall be:  
   a. To choose whether his/her team will start on offense or defense.  
   b. To choose the goal his/her team will defend. The captain, not having the first choice of options for a half, shall exercise the remaining option.

ART. 2…Change Periods. Between the first and second and between the third and fourth periods, the teams shall change goals. Team possession, number of the next down, and the zone line-to-gain remain unchanged.  
ART. 3…Forfeit Time. A team must have 3 players present at game time to avoid a forfeit. A team must have 5 players (Corec-6 players) present 10 minutes after the scheduled start to avoid a forfeit.  
ART. 4…Start Each Half. Unless moved by penalty, the ball should be snapped on the 14 yard line to start each half.

SECTION 2. GAME TIME
ART. 1…Playing Time and Intermissions. Playing time shall be 40 minutes divided into 2 periods of 20 minutes each. The intermission between the second and third periods shall be 5 minutes. In the tournament, there will be a 3 minute intermission between the end of the fourth period and the start of overtime.  
ART. 2…Unusual Situations.  
   a. A period or periods may be shortened in an emergency by mutual agreement of the supervisor, Referee, and the opposing captains.  
   b. By mutual agreement of the opposing captains and the Referee, any remaining periods may be shortened at any time or the game terminated.  
   c. Games interrupted because of events beyond the control of the TAMUK IM Sports Staff in the regular season will not be made up. If such a game has reached halftime, the score is official. If not, it is treated as no contest. In the postseason, the game shall be made up from the point of interruption unless it is after halftime and the score is not tied.  
ART. 3…Extension of Periods. A period must be extended by an untimed down (S1), if during the last timed down, one of the following occurs:  
   a. There was a foul, other than unsportsmanlike or non-player or fouls which specify loss of down, by either team and the penalty is accepted. In the latter case, any score by the team which fouled is cancelled.  
   b. There was a double foul.  
   c. There was an inadvertent whistle.
d. If a touchdown is scored, the Try is attempted unless the touchdown is scored during the last down of the second half and the point(s) would not affect the outcome of the game.

If a, b or c occurs during the untimed down (S1), the procedure is repeated.

e. Foul for which enforcement by Rule result in a safety

NOTE 1: The period shall not be extended further when the defense fouls during a successful Try and the offended team accepts the results of the play with enforcement of the penalty from the succeeding spot.

NOTE 2: Apply the “extension of periods” Rule prior to enforcing the Mercy Rule (8-2).

ART. 4…Game Timer. Playing time will be kept by the Back Judge.

ART. 5…First 18 Minutes of the First Half and First 18 Minutes of the Second Half. The clock will start on the snap. It will run continuously for the first 18 minutes of the first half and 18 minutes of the second half unless it is stopped for a:

a. Team time-out - starts on the snap.

b. Referee’s time-out - starts on the ready for play.

c. End of the first or third period – starts on the snap.

ART. 6…Two Minute Warnings. Approximately two minutes before the end of the first period and two minutes before the end of the second period the Referee shall stop the clock and inform both captains of the time remaining in that period. The clock starts on the snap. The Back Judge will announce to the captains the remaining time and status of the clock after every play during the final minute of the second period and final two minutes of the fourth period.

ART. 7…Last Two Minutes. During the final two minute of the first period and two minutes of the second period the clock will stop for a:

a. Incomplete legal or illegal forward pass - starts on the snap.

b. Out-of-bounds - starts on the snap.

c. Safety - starts on the snap.

d. Team time-out - starts on the snap.

e. First down - dependent on the previous play.

f. Touchdown - starts on the snap (after the Try).

g. Penalty and administration - dependent on the previous play

EXCEPTION: Delay of game - starts on the snap.

h. Referee’s time-out - starts at his/her discretion.

i. Touchback - starts on the snap.

j. Team A is awarded a new series - dependent on the previous play.

k. Team B is awarded a new series - starts on the snap.

l. Either team is awarded a new series after a legal punt - starts on the snap.

m. Team attempting to conserve time illegally - starts on the ready.

n. Team attempting to consume time illegally - starts on the snap.

o. Inadvertent whistle - starts on the ready.

ART. 8…Correct Timing Errors. The Referee shall have authority to correct obvious timing errors if discovery is prior to the second live ball following the error unless the period has officially ended.

ART. 9…Ending a Period. Following a delay to ensure:

a. No foul has occurred.

b. No obvious timing error has occurred.

c. No request for a coach-referee conference has occurred.

d. No other irregularity has occurred.

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

SECTION 3. TIE GAME (POSTSEASON TOURNAMENT ONLY)

ART. 1…Mandatory Meeting. If a postseason tournament game ends with a tie score, the officials must bring all players and coaches of both teams to the center of the field. They will discuss the tie breaker procedures and answer all questions prior to the coin toss. After this meeting the captains will stay while the remaining players and coaches return to their respective team box.

ART. 2…Coin Toss. A coin will be flipped by the Referee to determine the options as in the start of the game. The team captain which did not call the toss at the beginning of the game shall call the overtime coin toss. There will only be one coin toss during overtime. If additional overtime periods are played, captains will alternate choices. The winner of the toss shall be given options of offense, defense, or direction. The loser of the toss shall make a choice of the remaining options. ALL OVERTIME PERIODS ARE PLAYED TOWARD THE SAME GOAL LINE.

ART. 3…Tie Breaker. Unless moved by penalty, each team will start 1st and goal from the Team B (see 2-25-8) 10 yard line. The object will be to score a touchdown. An overtime period consists of a series of 4 downs by each team. If the score is still tied after one period, play will proceed to a second period or as many as are needed to determine a winner. If the first team which is awarded the ball scores, the opponent will still have a chance to win the game. Unless moved by penalty, they will start 1st and goal from the Team B 10 yard line. Tries will be attempted and scored as indicated Rule 8. When B secures possession, the ball is dead and the series is over. If the defense intercepts a pass or fumble and returns it for a touchdown, they win the game. If they do not return the interception for a touchdown, the series is over, the ball will be placed at the Team B 10 yard line and the original defense will begin their series of 4 downs, if available. Each team is entitled to one time-out only, during the entire overtime.

ART. 4…Fouls and Penalties. They are administered similar to the regular game. Team A shall be awarded a new series of 4 downs when an automatic first down foul is accepted. Dead ball fouls following a touchdown are penalized on the Try. Live ball fouls
committed by either team after Team B gains possession during a Try or an overtime shall be enforced at the succeeding spot. Dead ball fouls following a successful Try will be penalized from the succeeding spot, the Team B 10 yard line.

NOTE: The goal line shall always be the zone line-to-gain in overtime.

SECTION 4. TIME-OUTS

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

ART. 2…Referee’s Time-Out. The Referee shall declare an official’s time-out when an excess time-out is allowed for an injured player. The Referee may declare an official’s time-out for any contingency not covered elsewhere by the Rules. If a time-out is for repair or replacement of player equipment which becomes illegal through play and is considered dangerous to other players, the Referee shall charge him/herself.

ART. 3…Charged Time-Outs. Each team is entitled to 2 charged time-outs during the game. Successive charged time-outs may be granted to each team during a dead ball period. If the ball is dead and a team has not exhausted its charged time-outs, the Referee shall allow a time-out and charge that team or complete a coach-referee conference.

ART. 4…Length of Time-Outs. A charged time-out requested by any player or head coach which is legally granted shall be one minute and can be shortened if both teams are ready. Other time-outs may be longer only if the Referee deems it necessary.

ART. 5…Coach-Referee Conference. When a team requests a time-out for misapplication or misinterpretation of a rule, the Referee and one other official will confer with the team captain or head coach. The request must be made prior to the time the ball becomes live following the play to be reviewed unless the half has officially ended. If the Referee changes his/her ruling, it is an official’s time-out. If the ruling is not changed, it is a charged time-out. If the team has used its available time-outs, a delay of game penalty will be assessed.

ART. 6…Notification. The Referee shall notify both teams 5 seconds before a charged time-out expires. The team then has 25 seconds to put the ball in play. When 2 time-outs have been charged to a team in a game, the Referee shall notify all players and officials.

NOTE: The Referee will communicate the number of team time-outs remaining for each team to both captains and all officials after each charged time-out is taken.

ART. 7…Authorized Conferences. There are two types of authorized conferences permitted during charged time-outs and following a score or Try.

- a. One or more players and one or more coaches may meet directly in front of the team box within 5 yards of the sideline; or
- b. One coach or player coach may enter the field at his/her team’s huddle between the inbounds lines to confer with no more than 7 players (Corec-8 players).

ART. 8…Injured Player. An injured or apparently injured player who is discovered by an official while the ball is dead and the clock is stopped shall be replaced for at least one down unless the halftime or overtime intermission occurs. A player who is bleeding or has an open wound, or has any amount of blood on his/her uniform or on the player shall be considered an injured player.

ART. 9…Concussion. Any player who exhibits signs, symptoms, or behaviors consistent with a concussion (such as loss of consciousness, headache, dizziness, confusion, or balance problems) shall be immediately removed from the game and shall not return to play until cleared by an appropriate healthcare professional.

SECTION 5. DELAYS

ART. 1…Delay of Game. The ball must be put in play promptly and legally and any action or inaction by either team which tends to prevent this is delay of game. This includes:

- a. Failure to snap within 25 seconds after the ball is declared ready for play.
- b. Putting the ball in play before it is declared ready for play.
- c. Deliberately advancing the ball after it has been declared dead.
- d. Coach-Referee Conference after all permissible charged time-outs for the coach’s team have been used, and during which the Referee is requested to reconsider the application of a rule and no change results.

PENALTY: Dead Ball Foul, Delay of Game, 5 yards from the succeeding spot (S7 and S21).

SECTION 6. CONSERVING OR CONSUMING TIME

ART. 1…Illegally Conserving or Consuming Time. The Referee may order the game clock started or stopped whenever, in his/her opinion, either team is trying to conserve or consume playing time by tactics obviously unfair. NOTE: If in doubt, apply conserving/consuming time.

PLAY. During the fourth period, Team A leads Team B 14-12 with the game clock running. A-3 false starts with 50 seconds remaining on the game clocks. RULING. Enforce false start, if accepted. The Referee will order the game clock started on the snap due to Team A attempting to consume time.

SECTION 7. SUBSTITUTEIONS

ART. 1…Eligible Substitutes. Between downs any number of eligible substitutes may replace players provided the substitution is completed by having the replaced players off the field before the ball becomes live. An incoming substitute must enter the field directly from his/her team area. A replaced player must leave the field immediately at the sideline nearest his/her team area prior to the ball being snapped. An entering substitute shall be on his/her team’s side of the neutral zone when the ball is snapped.

PENALTY: Illegal Substitution, 5 yards (S22). If it is a dead ball or non-player foul, 5 yards from the succeeding spot (S7 and S22).
ART. 2…Legal Substitutions. During the same dead ball interval, no substitute shall become a player and then withdraw, and no player shall withdraw and then re-enter as a substitute unless a penalty is accepted, a dead ball foul occurs, there is a charged time-out, or a period ends.

   PENALTY: Illegal Substitution, Dead Ball Foul, 5 yards from previous spot (S22).

RULE 4. BALL IN PLAY, DEAD BALL, OUT-OF-BOUNDS

SECTION 1. BALL IN PLAY - DEAD BALL

ART. 1…Dead Ball Becomes Live. A dead ball, after having been declared ready for play, becomes a live ball when it is snapped legally.

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

   a. When it goes out-of-bounds.
   b. When any part of the runner other than a hand(s) or foot (feet) touches the ground.
   c. When a touchdown, touchback, safety, or successful Try is made.
   d. When the ball strikes the ground following first touching by K.
   e. When a player of the kicking team catches a punt which is beyond the neutral zone; when an untouched punt comes to rest on the ground and no player attempts to secure it.
   f. When a forward pass strikes the ground or is caught simultaneously by opposing players.
   g. When a backward pass or fumble strikes the ground or is caught simultaneously by opposing players. A ball snapped, which hits the ground before or after getting to the intended receiver, is dead at the spot where it hit the ground.

NOTE: If in doubt, a snap close to the ground is live.

h. 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.

i. 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, the belt is torn into more than one piece, or the flag is torn off the belt.

j. When a runner is legally tagged with one hand between the shoulders and knees, including the hand or arm, by an opponent on the flag belt is no longer attached.

k. When a pass is deflagged/tagged prior to releasing the ball.

NOTE: If in doubt as to the release or not, the ball is released.

l. When a muff of a punt strikes the ground.

m. K’s punt breaks the plane of R’s goal line.

n. B secures possession during a Try or overtime.

o. A down is a unit of the game which starts with a legal snap and ends when the ball next becomes dead.

p. When an official sounds his/her whistle inadvertently during a down in which the penalty for a foul is declined, when:

   1. The ball is in player possession - the team in possession may elect to put the ball in play where declared dead or replay the down.
   2. The ball is loose from a fumble, backward pass, illegal kick, or illegal forward pass - the team in possession may elect to put the ball in play where possession was lost or replay the down.
   3. During a legal forward pass or punt - the ball is returned to the previous spot and the down replayed.

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

   When the foul is accepted, disregard the inadvertent whistle.

NOTE: There is no time added to the game clock during a down with an inadvertent whistle.

SECTION 2. INBOUNDS SPOT

ART. 1…Placement of Dead Ball. If the ball becomes dead between the inbounds lines (hash marks), the ball shall be placed at that approximate spot. If the ball becomes dead in a side zone, place the ball at the nearest inbound line (harsh mark) at the corresponding yard line.

ART. 2…Anywhere Between Lines. Before the ready for play signal, Team A may designate the spot from which the ball is put in play anywhere between the inbounds lines (hash marks):

   a. Start each half.
   b. For a Try.
   c. Following a touchback, safety, Try and awarded catch after a punt.
   d. For the start of each series using an overtime procedure.

SECTION 3. OUT-OF-BOUNDS

ART. 1…Player Out-of-Bounds. A player or other person is out-of-bounds when any part of the person is touching anything, other than another player or game official, who is on or outside the sideline or end line.

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

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

RULE 5. SERIES OF DOWNS, NUMBER OF DOWN AND TEAM POSSESSION AFTER PENALTY

SECTION 1. A SERIES - HOW STARTED, HOW BROKEN, RENEWED

ART. 1…A Down is a Unit. A down is a unit of the game which starts with a legal snap and ends when the ball next becomes dead. Between downs is any period when the ball is dead.
ART. 2…Series of Downs. Team A shall have 4 consecutive downs to advance to the next zone. Any down may be repeated or lost if provided by the Rules.

ART. 3…Zone Line-to-Gain. The zone line-to-gain in any series shall be the zone in advance of the ball, unless the distance has been lost due to penalty or failure to gain. In such case, the original zone in advance of the ball at the beginning of the series of downs is the zone line-to-gain. The most forward point of the ball, when declared dead between the goal lines, shall be the determining factor.

ART. 4…Awarding a New Series. A new series of downs shall be awarded when a team moves the ball into the next zone on a play free from penalty; or a penalty against the opponents moves the ball into the next zone; or an accepted penalty against the opponents involves an automatic first down; or either team has obtained legal possession of the ball as a result of a penalty, punt, touchback, pass interception, or failure to gain the zone in advance of the ball.

SECTION 2. DOWN AND POSSESSION AFTER PENALTY

ART. 1…Penalty Resulting in a First Down. After a penalty which leaves the ball in possession of a team beyond its zone line-to-gain, or when a penalty stipulates a first down, the down and distance established by that penalty shall be first down with next zone line-to-gain.

ART. 2…Foul Before Change of Team Possession. Following a distance penalty between the goal lines which occurs during a down and before any change of team possession during that down, the ball belongs to Team A. The down shall be repeated unless the penalty also involves loss of a down, or leaves the ball on or beyond the zone line-to-gain. If the penalty involves loss of a down, the down shall count as one of the four in that series.

ART. 3…Foul After Change of Team Possession. Following a distance penalty for a foul committed after team possession has changed during that down, the ball belongs to the team in possession when the foul occurred. The down and distance established by that penalty shall be first down with zone line-to-gain.

ART. 4…Penalty Declined. If a penalty is declined the number of the next down shall be whatever it would have been if that foul had not occurred.

ART. 5…Rule Decisions Final. No rule decision may be changed after the ball is next legally snapped.

RULE 6. KICKING THE BALL

SECTION 1. PUNT

ART. 1…Legal Punt. A legal punt is a kick made in accordance with the Rules. Quick kicks are illegal.

   PENALTY: Illegal Kick, 10 yards (S31).

ART. 2…Punt. Prior to making the ball ready for play on fourth down, the Referee must ask the Team A captain if he/she wants to punt. The Referee must announce this decision to all players and officials (S43). The Team A captain may declare a punt on any down. After such announcement, the ball must be punted.

   EXCEPTION: If a Team A or B time-out is called or a foul occurs anytime prior to or during this down after the Team A captain’s decision which results in the kicking team having the right to repeat the down again, the Referee must ask the Team A captain whether or not he/she wants to punt and communicate this decision to all players and officials.

ART. 3…Formation and Snap. Neither Team K nor R may enter the neutral zone until the ball is punted.

   PENALTY: Illegal Procedure, 5 yards from the previous spot (S19).

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

ART. 4…Punting the Ball. After receiving the snap, the kicker must punt the ball immediately in a continuous motion.

   PENALTY: Illegal Procedure, 5 yards (S19).

ART. 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 behind K’s scrimmage line and then caught by any K player behind K’s scrimmage line (first ball spotter-orange), they may advance. R may advance the punt anywhere in the field of play or end zone. A K player cannot punt the ball to him/herself or any other K player. Team K may punt the ball only once per down.

   PENALTY: Illegal Kicking, 10 yards (S31).

ART. 6…Crosses K’s Scrimmage Line. When a punt, which has crossed K’s scrimmage line (first ball spotter-orange), touches a player from either team and then hits the ground, the ball is dead and belongs to R. If it hits an R player and then is caught in the air, it can be advanced by R. If caught by K (beyond R’s scrimmage line), the ball is dead, belongs to K, and a new series begins for K.

ART. 7…First Touching. If any K player touches a punt after it crosses K’s scrimmage line (first ball spotter-orange) and before it is touched there by any R player, it is referred to as “first touching.” R may take the ball at that spot or may choose to have the ball put in play as determined by the action which follows first touching. The right of R to take the ball at the spot of first touching by K is canceled 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).

ART. 8…Punt Out-of-Bounds Between the Goal Lines or at Rest. If a punt 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.

ART. 9…Punt Behind the Goal Line. When any punt touches anything while the punted ball is on or behind R’s goal line (plane), it can be downed by R and is a touchback.

   NOTE: R may run the punt out of the end zone.

SECTION 2. KICK CATCH INTERFERENCE

ART. 1…Interference. While any punt is in flight beyond K’s scrimmage line (first ball spotter-orange), K shall not touch the ball or R, nor obstruct R’s path to the ball, unless the punt has been touched by R. K may catch, touch, muff or bat a punt in flight if beyond K’s scrimmage line if no R player is in position to catch the ball.
SECTION 3. SIGNALS
ART. 1…Signal. Players shall ignore any signals given by the kickers or receivers. The ball remains live. There is no foul.

RULE 7. SNAPING, HANDING AND PASSING THE BALL

SECTION 1. THE SCRIMMAGE
ART. 1…The Start. All plays must be started by a legal next to the orange ball spotter, which is on or between the inbounds lines (hash marks). The ball may be moved with approval by the Referee due to poor field conditions.

ART. 2…Ball Responsibility. Team A players are responsible for retrieving the ball after a down. The snapper will bring the ball from the huddle to the Team A scrimmage line (first ball spotter-orange). A small towel may be placed under the ball, regardless of weather or field conditions.

ART. 3…Stances. Players may use a 2, 3, or 4 point stance.

SECTION 2. PRIOR TO THE SNAP
ART. 1…Encroachment. Following the ready for play and until the snap, no player on defense may encroach, touch the ball, nor may any player contact opponents or in any other way interfere with them. This includes standing in the neutral zone to give defensive signals, or shifting through the zone. After the snapper has placed his/her hand(s) on the ball, it is encroachment for any player to break the scrimmage line plane, except for the snapper’s right to be over the ball.

PENALTY: Dead Ball Foul, Encroachment, 5 yards from the succeeding spot (S7 and S18). During the interval between downs when two or more consecutive encroachment fouls are committed by the defensive team, the penalty will be 10 yards for subsequent encroachment fouls.

ART. 2…False Start. 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 resulting encroachment shall be canceled.

PENALTY: Dead Ball Foul, False Start, 5 yards from the succeeding spot (S7 and S19).

ART. 3…Snap. The snapper, after assuming position for the snap and adjusting the ball, may neither move nor change the position of the ball in a manner simulating the beginning of a play until it is snapped. An infraction of this provision may be penalized, whether or not the ball is snapped, and the penalty for any resultant encroachment foul by an opponent shall be canceled. When over the ball the snapper shall have his/her feet behind his/her scrimmage line (first ball spotter-orange). The snapper shall pass the ball back from its position on the ground with a quick and continuous motion of the hand(s). The ball shall leave the hand(s) in this motion. There is no Rule regarding placement of the long axis of the ball at right angles to the Team A scrimmage line.

PENALTY: Dead Ball Foul, Illegal Snap, 5 yards from the succeeding spot (S7 and S19).

SECTION 3. POSITION AND ACTION DURING THE SNAP

ART. 1…Legal Position. Anytime on or after the ball is marked ready for play, each Team A player must momentarily at least five yards inbounds before the snap. If a B player covers an A player positioned within 5 yards of the sideline, it is not a foul. PENALTY: Illegal Formation, 5 yards (S19).

ART. 2…Minimum Line Players. The offensive team must have at least 1 player (Core-1 players) on their scrimmage line (first line. The snapper is the only A player required to be on their scrimmage line (1st ball spotter) at the snap.

PENALTY: Illegal Formation, 5 yards (S19).

NOTE: If in doubt, the player is on the scrimmage line.

ART. 3…Motion. Only 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 their feet, body, head or arms.

PENALTY: Illegal Motion, 5 yards (S20).

ART. 4…Direct Snap. The snapper may not snap the ball to him/herself. The player who receives the snap must be at least two yards behind the offensive scrimmage line (first ball spotter-orange). Direct snaps are illegal.

PENALTY: Illegal Formation, 5 yards (S19).

NOTE: If in doubt, the player receiving the snap is two yards back.

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

PENALTY: Illegal Shift, 5 yards (S20).

SECTION 4. HANDING THE BALL
ART. 1…Anytime. Any player may hand the ball forward or backward at any time.

SECTION 5. MALE RUNNER
ART. 1…Co-Recreation Rule Only. A team A male runner cannot advance the ball through Team A’s scrimmage line (first ball spotter-orange). There are no restrictions:

a. During a run by a male runner once the ball has been touched by any player beyond the Team A or K scrimmage line.

b. During a run by a female runner.
c. After a change of team possession.

**PENALTY: Illegal Advancement, 5 yards from the previous spot (S19).**

**NOTE:** See Illegal Forward Pass - Corecreation Rule.

### SECTION 6. BACKWARD PASS AND FUMBLE

**ART. 1...Anytime**. A runner may pass the ball backward or lose player possession by a fumble anytime except if intentionally thrown out-of-bounds to conserve time.

**PENALTY: Illegal Pass, 5 yards from the spot of the pass or fumble and loss of down (S35 and S9).** Referee will start the clock on the ready for play.

**NOTE 1:** If in doubt, the pass is backward.

**NOTE 2:** See Rule 9, Batting and Kicking.

**ART. 2...Caught or Intercepted**. A backward pass or fumble in flight may be caught or intercepted by any other player inbounds and advanced. A player may not throw an untouched backward pass to him/herself.

**PENALTY: Illegal Pass, 5 yards from the spot of the pass and loss of down if by Team A before possession changes during a down (S35 and S9).**

**ART. 3...Simultaneous Catch by Opposing Players.** If a backward pass of fumble in flight is caught simultaneously by members of opposing teams inbounds, the ball becomes dead at the spot of the catch and belongs to the offensive team.

**ART. 4...Out-of-Bounds.** 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 offensive team unless lost on downs.

**ART 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 behind K’s scrimmage line and caught by an K player behind K’s scrimmage line (1st ball spotter-orange), K may run and/or throw a pass. R may advance the punt anywhere in the field of play. A K player cannot punt the ball to himself/herself or any other K player. K may punt the ball once only per down. **Penalty** : Illegal Kicking, 10 yards (S31).

**ART 9... Punt Behind the Goal Line**. When a punt breaks the plan of R’s goal line, it is a touchback unless R chooses the spot of 1st touching by K.

### SECTION 7. LEGAL AND ILLEGAL FORWARD PASS

**ART. 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 the plane of Team A’s scrimmage line (first ball spotter-orange) when the ball leaves the passer’s hand. Only one forward pass can be thrown per down.

**NOTE:** If in doubt, the passer is behind the Team A scrimmage line.

**ART. 2...Illegal Forward Pass.** A forward pass is illegal:

a. If the passer’s foot is beyond the plane of Team A’s scrimmage line (first ball spotter-orange) when the ball leaves his/her hand (S35 and S9).

b. If thrown after team possession has changed during the down (S35).

c. If intentionally thrown to the ground or out-of-bounds to save loss of yardage (S36 and S9).

d. If a passer catches his/her untouched forward pass (S35 and S9).

e. If there is more than one forward pass per down (S35 and S9).

**PENALTY: Illegal Pass, 5 yards from the spot of the pass and loss of down if by Team A before possession changes during a scrimmage down (S35 and S9).**

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

**ART. 3...Illegal Forward Pass - Corec Rule Only.**

a. The term “closed” (S41) means a male player may NOT throw a legal forward pass completion to any other male player. The term “open” (S40) means any player can complete a legal forward pass to any other player.

**NOTE:** All illegal forward pass fouls are classified as fouls during a running play. Thus, illegal forward passes do not change the “open/closed” status of a down.

b. If the crew of officials erroneously indicate the “open/closed” status of a down, the play is nullified and the down will be repeated.

c. During the offensive team’s possession there may not be 2 consecutive legal forward pass completions from a male passer to a male receiver. This Rule applies to the Try.

d. If a male passer completes a legal forward pass to a male receiver, the next legal forward pass completion must involve either a female passer or female receiver for positive yards. The spot where the ball becomes dead by Rule must be beyond the Team A scrimmage line (first ball spotter-orange). There is NO foul for a female receiver being deflagged/tagged behind the Team A scrimmage line. The next legal forward pass completion remains “closed.”

e. A legal forward pass caught jointly by male and female teammates is considered a female reception.

f. There are no other restrictions concerning a male passer completing legal forward passes to a female receiver, or female to female, or female to male.

g. Any foul, whether accepted or declined, shall have no effect on the whether the next legal forward pass completion is “open” or “closed.”

**PENALTY: Illegal Forward Pass, 5 yards from the spot of where the second consecutive male to male completed legal forward pass is released, and loss of down (S35 and S9).**

**ART. 4...Illegal Forward Pass - Corec Rule Only.** If a female passer completes a forward pass to a male receiver behind the Team A scrimmage line (first ball spotter-orange) on either an “open” or “closed” play and any Team A male runs beyond this scrimmage line, it is an illegal forward pass.

**PENALTY: Illegal Forward Pass, 5 yards from the spot of the pass and loss of down (S35 and S9).**
ART. 5…After Illegal Forward Pass. When an illegal forward pass touches the ground or goes out-of-bounds the ball becomes dead and belongs to the passing team, at the spot from where the pass was thrown, unless a new series of downs has been created. In such a case the ball belongs to the passing team if, after enforcement of the penalty, the ball is left in advance of the zone line-to-gain, or belongs to the opponents if the ball, after the penalty, did not make the next zone line-to-gain and the foul occurred on fourth down. If a player catches an illegal forward pass, the ball continues in play until declared dead.

SECTION 8. COMPLETED OR INTERCEPTED PASSES
ART. 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 opposing team inbounds. It is counted as a completion or interception as long as the first part of the person to make contact with the ground after the catch, usually one foot, touches inbounds.
ART. 2…Simultaneous Catch or Recovery. If a forward pass is caught simultaneously by members of opposing teams inbounds, the ball becomes dead at the spot of the catch and belongs to the offensive team.

SECTION 9. INCOMPLETE PASSES
ART. 1…Becomes Dead. When a forward pass touches the ground or anything out-of-bounds, it becomes dead.

SECTION 10. FORWARD PASS INTERFERENCE
ART. 1…Interference. During a down in which a legal forward pass crosses Team A’s scrimmage line (first ball spotter-orange) contact which interferes with an eligible receiver who is beyond Team A’s scrimmage line (first ball spotter-orange) is pass interference unless it occurs when 2 or more eligible receivers make a simultaneous and bona fide attempt to reach, catch, or bat a pass. Hindering an opponent’s vision without making an attempt to catch, intercept or bat the ball is pass interference, even though no contact was made. The player must place 1 or both hands in front of the opponent’s face or wave his/her hand(s) or arm(s) near the opponent’s face. It is also pass interference if an eligible receiver is deflagged/tagged prior to the pass being thrown beyond Team A’s scrimmage line (first ball spotter-orange).
ART. 2…Offensive Pass Interference. After the ball is snapped, and until the pass has been touched by any player, there shall be no offensive pass interference beyond A’s scrimmage line.

PENALTY: Offensive Pass Interference, 10 yards from the previous spot replay down (S33 and S9).
ART. 3…Defensive Pass Interference. After the pass is thrown, and until the pass has been touched by any player, there shall be no defensive pass interference beyond A’s scrimmage line.

PENALTY: Defensive Pass Interference, 10 yards from the previous spot replay down (S33 and S8).
NOTE: In Arts. 2 and 3, if the pass interference by either player is intentional or unsportsmanlike, his/her team shall be penalized an additional 10 yards (S27).
ART. 4…Not Interference. Action by Team B which is not a foul and which is obviously away from the direction of the pass is not defensive pass interference.
ART 5…Catchable/Uncatchable. Whether a pass is catchable or uncatchable has no bearing on offensive and defensive forward pass interference.

RULE 8. SCORING PLAYS AND TOUCHBACK
NOTE: The Referee will communicate the current score to the Team A and B Captains and all officials after each touchdown, Try, and safety. If there is a disagreement regarding the current or final score, the Referee will make the final decision after consulting with the other officials and, if available, the scorekeeper.

SECTION 1. FORFEITED GAME
ART. 1…Forfeited Score. The score of a forfeited game shall be: Offended Team-1, Opponent-0. If the offended team is ahead at the time of the forfeit, the score stands.

SECTION 2. MERCY RULE
ART. 1…Two Minute Warning. If a team is 19 or more points (Corec-25 points) ahead when the Referee announces the 2 minute warning for the second period, the game is over. Prior to implementing the Mercy Rule, the Referee shall apply the Extension of Period Rule.
ART. 1…After 2 Minute Warning. If a team scores during the last 2 minutes of the socond period and that score creates a point differential of 19 or more points (Corec-25 points), the game will end at that point.

SECTION 3. TOUCHDOWN = 6 POINTS
ART. 1…Touchdown Value. If a female scores a touchdown, the point value is 9. If a female player throws a legal forward pass and a touchdown is scored by any Team A player, prior to a change of possession, the point value is 9 (Corec Rule). All other touchdowns are worth 6 points.
ART. 2…How Scored. It is a touchdown when a runner advances from the field of play so that the ball penetrates the vertical plane of the opponent’s goal line. It is a touchdown when a loose ball is caught by a player while the ball is on or behind the opponent’s goal line.
ART. 3…Player Responsibility. If an official believes that a scoring player’s flag belt may be secured illegally, he/she will go to that player and attempt to deflag him/her. 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 scoring must raise his/her arms so the nearest official can deflag the player. If the player is not able to be deflagged and the flag belt has been secured illegally, the score is disallowed, the offending team is penalized, and the player is disqualified. Rule now applies to players who score a Try or touchdown.
SECTION 4. TRY = 1, 2, OR 3 POINTS

ART. 1…Referee’s Responsibility and Team’s Choice. The Referee must speak to the captain only, asking him/her whether the Try shall be from the 3, 10 or 20 yard line. Once the Team A captain makes the choice, he/she may change the decision only when a Team A or B charged time-out is taken. However, this decision cannot be changed once either team commits a foul. The Referee will ask the scoring team captain where he/she would like the ball placed on or between the inbounds lines (hash marks). Enforcement of yardage penalties does not change the point value of the Try. The point(s) shall be awarded if the Try results in what would have been a touchdown.

ART. 2…1, 2, or 3 Points. An opportunity to score 1 point from the 3 yard line, 2 points from the 10 yard line, or 3 points from the 20 yard line by running or passing only shall be granted the team scoring a touchdown.

NOTE: If a touchdown is scored on the last timed down of the 4th period, the Try is not attempted, unless it will affect the outcome of the game.

ART. 3…Team B Intercepts. If Team B intercepts a pass or fumble during the Try and returns it for a touchdown, they score 3 points.

ART. 4…Fouls During a Try Before Team B Possession. If a double foul occurs during the down, the down shall be replayed.

When a distance penalty is incurred by Team A during a successful Try, the down will be repeated, if accepted. However, if a Team A penalty carries a loss of down, the Try has ended and will not be repeated. No points are scored for Team A, if accepted (see 10-3-8 and 10-3-9).

PLAY. During a Try, Team A throws two forward passes which results in a score. RULING. Since the penalty carries a loss of down, the Team A Try has ended with no points scored.

ART. 5…Next Play. After a Try, the ball shall be snapped by the opponent of the scoring team at their own 14 yard line, unless moved by penalty.

SECTION 5. FORCE AND RESPONSIBILITY

ART. 1…Responsibility. The team responsible for a ball being on, above, or behind a goal line is the team whose player:

a. Carries the ball to or across the goal line.

b. Imparts to the ball an impetus which forces it to or across that goal line.

c. Incurs a penalty which leaves the ball on or behind the goal line.

ART. 2…Force. The force imparted by a player who punts, passes, snaps, or fumbles the ball shall be considered responsible for the ball’s progress in any direction even though its course is deflected, or reversed, after striking the ground or after striking the player of either team. However, the initial force is considered expended and a new force provided if a loose ball is illegally kicked or batted or if it is contacted again after coming to rest.

ART. 3…Try Begins and Ends. The Try begins when the ball is marked ready for play. The Try ends when B secure possession, the Try is successful, or the ball becomes dead by Rule.

SECTION 7. MOMENTUM, SAFETY AND TOUCHBACK

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

a. A runner carries the ball from the field of play to or across his/her own goal line, and it becomes dead there in his/her team’s possession.

EXCEPTION: Momentum Rule – When a defensive player intercepts his/her opponent’s forward pass, fumble, backward pass, or a Team R player catches a punt between his/her original 5 yard line and the goal line and his/her original momentum carries him/her into the end zone where the ball is declared dead in his/her team’s possession behind the goal line, the ball belongs to the defensive team at the spot where possession was gained. This is known as the momentum rule.

b. A player punts, passes, fumbles, snaps, muffs or bats a loose ball from the field of play to or across his/her goal line and the ball subsequently becomes dead there in his/her team’s possession. This includes when the ball is declared dead on or behind their goal line. However, it does not apply to a legal forward pass which becomes incomplete.

c. A player on offense commits any foul for which the penalty is accepted and measurement is from a spot in his/her end zone; or throws an illegal forward pass from his/her end zone and the penalty is declined in a situation which leaves 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.

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

ART. 2…Touchback. It is a touchback when:

a. K’s punt breaks the plane of R’s goal line.

b. 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 that team’s own goal line, and the attacking team is responsible. NOTES: If in doubt, it is a touchback. If in doubt, the out-of-bounds punt near the goal line is a touchback.

c. After a touchback, the ball shall be snapped from the nearest 14 yard line, unless moved by penalty.

RULE 9. CONDUCT OF PLAYERS AND OTHERS

SECTION 1. UNSPORTSMANLIKE CONDUCT

ART. 1…Noncontact Player Acts. NOTE: Coaches may be a maximum of 2 steps on the field while the ball is dead to coach their players. No player or nonplayer shall commit acts of unsportsmanlike conduct. Examples include, but are not limited to:
ART. 1…Refusal to Play or Halving the Distance. If a team refuses to play within two minutes after being ordered by the Referee, or if a team repeatedly commits fouls which can be penalized only by halving the distance to its goal line, the Referee may enforce any penalty he/she considers equitable, including the awarding of a score. For refusal to play, or for repeated fouls, the Referee shall, after one warning, forfeit the game to the opponents.

ART. 2…Unfair Acts. No player, substitute, coach or others subject to the Rules shall use verbiage or commit any act no in accordance with the spirit of fair play for the purposes of confusing the opponent.

**PENALTY:** Unfair Act, Live Ball Foul or Dead Ball, 10 yards (S38).

SECTION 3. PERSONAL FOULS

ART. 1…Player Restrictions. No player or nonplayer shall commit a personal foul during a period or intermission. Any act prohibited hereunder or any other act of unnecessary roughness is a personal foul. No player shall:

a. Strip or attempt to strip the ball from a runner by punching, striking or stealing it (S38).

NOTE: A player who controls a pass with both feet off the ground becomes a runner when the first part of the person touches the ground.

b. Throw the runner to the ground (S38).

c. Hurdle any other player (S38).

d. Contact an opponent either before or after the ball is declared dead (S38).

e. Make contact of any nature with an opponent which is deemed unnecessary including using fists, locked hands, elbows or any part of the forearm or hand, except according to Rule (S38).

f. Drive or run into a defensive player (S38).

g. Position him/herself on the shoulders or body of a teammate or opponent to gain an advantage (S38).

h. Tackle the runner by grasping or encircling with the hand(s) or arm(s) and taking the opponent toward the ground as in tackle football (S38 and S47) (DQ).

i. Fighting an opponent (S38 and S47) (DQ).

NOTE: Each player who participates in the fight will be assessed one flagrant personal foul for fighting.

**PENALTY:** 10 yards, and if flagrant, the offender shall be disqualified (S47). In Arts. 1H and 1I, the offender will be disqualified.

ART. 2…Roughing the Passer. Defensive players must make a definite effort to avoid charging into a passer after it is clear the ball has been thrown forward legally. No defensive player shall contact the passer who is standing still or fading back as he/she is
considered out of the play after the pass. Roughing the passer restrictions do not apply if the forward pass is thrown from beyond Team A’s scrimmage line (first ball spotter-orange).

**PENALTY: Roughing the Passer, 10 yards, automatic first down (S34 and S8).**

**ART. 3…Screen Blocking.** The offensive screen block shall take place without contact. The screen blocker shall have his/her hands and arms at his/her side or behind his/her back. Any use of the hands, arms, elbows, legs or body to initiate contact during an offensive player’s screen block is illegal. A blocker may use his/her hand or arm to break a fall or to retain his/her balance. A player must be on his/her feet before, during and after screen blocking.

**PENALTY: Personal Foul, 10 yards (S38).**

**ART. 4…Screen Blocking Fundamentals.** A player who screens shall not:

a. Take a position closer than a normal step when behind a stationary opponent.

b. Make contact when assuming a position at the side or in front of a stationary opponent.

c. Take a position so close to a moving opponent that his/her opponent cannot avoid contact by stopping or changing direction. The speed of the player to be screened will determine where the screen may take his/her stationary position. This position will vary and may be 1 to 2 normal steps or strides from the opponent.

d. After assuming his/her legal screening position, move to maintain it, unless he/she moves in the same direction and path as his/her opponent.

If the screener violates any of these provisions and contact results, he/she has committed a personal foul.

**PENALTY: Personal Foul, 10 yards (S38).**

**ART. 5…Blocking and Interlocked Interference.** Teammates of a runner or passer may interfere for him/her by screen blocking, but shall not use interlocked interference by grasping or encircling one another in any manner.

**PENALTY: Personal Foul, 10 yards (S38).**

**ART. 6…Use of Hands or Arms by 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 blocker may use his/her arms or hands to break a fall or retain his/her balance.

**PENALTY: Personal Foul, 10 yards (S38).**

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**SECTION 4. RUNNER**

**ART. 1…Flag Belt Removal.**

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

b. When a runner loses his/her flag belt either accidentally, inadvertently (not removed by grabbing or pulling), or on purpose, play continues. The deflagging reverts to a one hand tag of the runner between the shoulders and knees by the opponent.

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

**PENALTY: Personal Foul, 10 yards (S38).**

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

**PENALTY: Personal Foul, 10 yards (S38).**

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

**PENALTY: Personal Foul, 10 yards from the previous spot and player disqualification (S38).** If by Team A, loss of down (S9). If by Team B, automatic first down (S8).

f. A nonplayer deflags of interferes with a runner. Penalty: Personal Foul, 10 yards (S38). The Referee will award a touchdown (s5) and disqualify (S47) the nonplayer.

**ART. 2…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. Examples of flag guarding include, but are not limited to:

a. Placing or swinging the hand or arm over the flag belt.

b. Placing the ball in possession over the flag belt.

c. Lowering the shoulder in such a manner which places the arm over the flag belt.

**PENALTY: Flag Guarding, 10 yards (S24).**

**ART. 3…Stiff Arm.** The runner shall be prohibited from contacting an opponent with extended hand or arm. This includes the use of a “stiff arm” extended to ward off an opponent attempting to deflag/tag.

**PENALTY: Personal Foul, 10 yards (S38).**

**ART. 4…Helping the Runner.** The runner shall not grasp a teammate or be grasped, pulled or pushed by a teammate.

**PENALTY: Helping the Runner, 5 yards (S44).**

**ART. 5…Obstructing the Runner.** An opponent shall not hold, grasp, or obstruct the forward progress of a runner when in the act of removing the flag belt or making a legal tag.

**PENALTY: Holding, 10 yards (S42).**

**ART. 6…Charge.** A runner shall not charge into nor contact an opponent in his/her path nor attempt to run between two opponents or between an opponent and a sideline, unless the space is such as to provide a reasonable chance for him/her to go through without contact. If a runner in his/her progress has established a straight line path, he/she may not be crowded out of that path, but if an opponent is able to legally establish a defensive position in that path, the runner must avoid contact by changing direction.

**PENALTY: Personal Foul, 10 yards (S38).**

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**SECTION 5. BATTLING AND KICKING**

**ART. 1…Batting a Loose Ball.** Players shall not bat a loose ball other than a pass or fumble in flight.
ART. 2...Batting a Ball in Player Possession. A ball in player possession shall not be batted forward by a player of the team in possession.

PENALTY: Illegal Batting, 10 yards (S31).

ART. 3...Illegal Kicking. No player shall intentionally kick a ball other than a punt.

NOTE: An illegal kick shall be treated like a fumble.

PENALTY: Illegal Kicking, 10 yards (S31).

SECTION 6. ILLEGAL PARTICIPATION

ART. 1...It Is Illegal Participation:

a. To have 8 (Corec-9) or more players participating at the snap.

b. To have more than the legal number of males or females participating at the snap.

c. If an injured player is not replaced for at least one down; unless the halftime or overtime intermission occurs.

d. To use a player, replaced player or substitute in a substitution or pretended substitution to deceive opponents at or immediately before the snap.

e. For a player to be lying on the ground to deceive opponents at or before the snap.

f. For a disqualified player to reenter the game.

g. For a replaced player or substitute to hinder an opponent, touch the ball, influence the play or otherwise participate.

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

i. When any player, replaced player or substitute enters during a down.

PENALTY: Illegal Participation, 10 yards (S28).

RULE 10. ENFORCEMENT OF PENALTIES

SECTION 1. PROCEDURE AFTER A FOUL

ART. 1...Definitions. A foul is a rule infraction for which a penalty is prescribed. Types of fouls are:

a. Dead Ball – A foul which occurs in the time interval after a down has ended and before the ball is next snapped.

b. Live Ball – A foul which occurs during a down.

c. Simultaneous with the Snap – An act which becomes a foul when the ball is snapped.

ART. 2...Captain’s Choice. When a foul occurs during a live ball, the Referee shall, at the end of the down, notify both captains. He/she shall inform the captain of the offended team regarding the rights of penalty acceptance or declination and shall indicate to him/her the number of the ensuing down, distance to be gained, and status of the ball for each available choice. The distance penalty for any foul may be declined. If the penalty or there is a double foul, there is no loss of distance. A captain’s choice of options may not be revoked. Decisions involving penalties shall be made before any charged time-out is granted to either team.

ART. 3...Dead Ball Foul. When a foul occurs during a dead ball either between downs or before a snap, the officials shall not permit the ball to become live. The penalty for any foul between downs, any nonplayer foul, or any unsportsmanlike foul, is enforced from the succeeding spot. If a dead ball foul occurs after time expires for any period, the penalty shall be measured from the succeeding spot. The succeeding spot is where the ball would next be snapped if a foul had not occurred.

ART. 4...Live Ball/Dead Ball Foul. When a live ball foul by one team is followed by a dead ball foul by the opponent, the penalties are administered separately and in the order of occurrence. When the same team commits a live ball foul followed by one or more dead ball fouls, all fouls may be penalized.

ART. 5...Establishing the Zone Line-to-Gain.

a. On a live ball foul mark off the penalty yardage first then establish the zone line-to-gain.

b. Penalties for fouls with succeeding spot enforcement which occur prior to the ready for play signal shall be administered before setting the zone line-to-gain box for a new series.

c. Penalties for fouls with succeeding spot enforcement which occur after the ready for play signal shall be administered after setting the zone line-to-gain box for a new series.

NOTE: During overtime, the zone line-to-gain is always the goal line.

SECTION 2. TYPES OF PLAY AND BASIC ENFORCEMENT SPOTS

ART. 1...Live Ball Fouls. Any live ball foul is penalized according to the All-But-One Enforcement Principle except:

a. A foul which occurs simultaneous with snap is penalized from the previous spot.

b. A nonplayer, unsportsmanlike foul, or dead ball foul is penalized from the succeeding spot.

ART. 2...All-But-One Enforcement Principle. Enforcement philosophy is based on the premise that a team is given the advantage of the distance which is gained without the assistance of a foul. It is assumed that the only foul which would give this aid is a foul by the offense behind the basic spot. Therefore, all fouls but this one, that is a foul by the offense behind the basic spot, are penalized from the basic spot. This one foul is penalized from the spot of the foul.

NOTE: Exception: Roughing the passer – See Article 4 below.
ART. 3…Two Types of Plays. Whenever the ball is live, 1 of 2 types of plays is in progress, either a loose ball play or a running play. The type of play has no significance unless a foul occurs. If a foul does occur, the officials must know whether it was during a loose ball play or during a running play. This determines the basic spot of enforcement.

ART. 4…Loose Ball Play. A loose ball play is action during:
   a. A punt, other that post scrimmage kick.
   b. A legal forward pass.
   c. A backward pass, including the snap, or fumble made by A from on or behind his/her scrimmage line (first ball spotter-orange).
   d. The run or runs which precedes such legal pass, punt, or fumble.
   e. Kick Catching Interference Penalty Enforcement – 10 yards from the spot of the foul and a 1st down, or 10 yards from the previous spot and replay the down.

If a foul occurs during a loose ball play, the basic enforcement spot is the previous spot, the spot of the snap.

EXCEPTION 1: The penalty for roughing the passer on a completed forward pass will be enforced from the end of the last run when the run ends beyond the Team A scrimmage line and no change of possession has occurred.

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

EXCEPTION 3: Kick Catch interference is enforced 10 yards from the spot of the foul.

ART. 5…Running Play. A running play is any action which is not a loose ball play.
   a. Behind the line it includes:
      1. A run which is not followed by a loose ball behind the line.
      2. A run which is followed by an illegal pass from behind the line.
   b. Beyond the line it includes any run. A run ends where the player loses possession if his/her run is followed by his/her fumble into the opponent’s end zone or backward pass beyond the scrimmage line is intercepted.

If a foul occurs during a running play, the basic enforcement spot is the spot where the related run ends:
   a. Where the ball becomes dead if the runner does not lose possession.
   b. Where the player loses possession if his/her run is followed by his/her fumble or pass.
   c. At the spot of the catch when the momentum rule is in effect.

SECTION 3. SPECIAL ENFORCEMENTS

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

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

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

ART. 3…Disqualified Player. A disqualified player must be removed.

ART. 4…Forfeiture of the Game. A Referee’s decision to forfeit a game is final.

ART. 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.

ART. 6…Foul During a Touchdown. If there is a foul by the offensive team, other than unsportsmanlike or nonplayer, during a down which results in a successful touchdown, the acceptance of the penalty nullifies the score. If there is a foul by the defensive team during a down which results in a successful touchdown, the scoring team may choose to have the foul enforced at the succeeding spot, or, after the Try, at the 14 yard line.

ART. 7…Foul Prior to a Try. When a foul occurs after a touchdown and before the ball is ready for play for the Try, the enforcement is at the succeeding spot where the ball will next be snapped for the Try.

ART. 8…Foul During a Try. If there is a foul by the offensive team, other than unsportsmanlike or nonplayer, during a down which results in a successful Try, the acceptance of the penalty nullifies the score. If there is a foul by the defensive team during a down which results in a successful Try, the penalty will be enforced from the succeeding spot.

ART. 9…Fouls During a Try or Overtime After Team B Possession. Live ball fouls committed by either Team A or Team B after Team B gains possession during a Try or an overtime shall be enforced at the succeeding spot. If there are offsetting fouls, whether one or both occur after Team B possession, the down is not replayed. The fouls offset at the succeeding spot. Any scores are cancelled.

ART. 10…Fouls During a Try or Overtime Before Team B Possession. Live foul(s) committed by Team B before Team B gains possession during a Try or an overtime are enforced using the All-But-One Enforcement Principle, Double Foul and Multiple Foul Rules.

ART. 11…Double Fouls. It is a double foul if both teams commit fouls, other than unsportsmanlike or nonplayer, during the same live ball period in which:
   a. There is no change of team possession.
   b. There is a change of team possession, and the team in possession at the end of the down fouls prior to the final change of possession.
   c. There is a change of possession and the team in final possession accepts the penalty for its opponent’s foul.

In a, b and c the penalties cancel and the down is replayed.
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Disqualification Associated With Certain 10 Yard Penalties

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(Updated 7/24/2013)