Welcome to OSU Campus Recreation and The Intramural Sports Program!

Job Description
1. Learn and apply Flag Football rules and policies
2. Arrive to work on time, alert, and focused to officiate
3. Use the proper mechanics and signals
4. HUSTLE
5. Manage the game
6. Represent OSU Campus Recreation and the Intramural Sports Program in a professional manner

Intramural Staff:
Jason Linsenmeyer, Assistant Director
Klee Sellers, IM Graduate Assistant
Brett Powell, IM Graduate Assistant
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Uniform:
Black or other dark athletic shorts
Fox 40 whistle ($10 Each-Must purchase by Wednesday)
Flag Football Official Stripes
Athletic Shoes (Tennis shoes or cleats)
Hat (Official hats are available each night)

Scheduling:
The officials schedule will be done through the online software of “When to work”. You will receive an email after the first day of training requesting that you register and fill out your availability. The When to Work website will serve as the official schedule allowing you to offer up, trade, and pick up shifts all online. If you have any questions about the When to Work software, do not hesitate to ask!

The schedule will be published and emailed every Thursday. The schedule is based off your availability. Please keep your availability up to date and submit any time off you need on time.
Substitutes:
If you are scheduled and need coverage, it is your responsibility to do so. If you cannot work that shift you MUST find a substitute. Any no call/no shows will result in a 2 week suspension. If a second incident occurs it will be grounds for termination. A list of officials’ phone numbers will be available in the intramural office (Colvin 104). – Substitutions should be made with someone of the same officiating caliber (i.e. a veteran should not be switching with a rookie).

Meetings:
You must attend the weekly meetings that will be offered on two days during the week (Choose 1). These are mandatory, with the exception of class, and will be determined once flag official’s availability has been received. If you have class during both times, you may meet with Cameron to go over some of the updates.

Injuries:
If you have an injured player, find an Intramural Supervisor to assist the participant. You should NOT render ANY kind of aid to the injured participant.

Weather:
Call the Rec Check Line after 4pm on game day to find out if the games will be played that evening. 744-7533

Points:
Each team can use up to three different officials to gain points for the All-University Points Race. Officials who are officiating to gain points for their team must meet the following guidelines for the entire length of the season.

1 – Each person must sign the contract at the training clinic and submit the form at the clinic. No contracts are accepted after the clinic.
2 – Each person must be enrolled here at OSU.
3 – Each person must work a minimum of 6 hours or TWO (2) shifts per week until the season finishes including playoffs.
4 – Each person must receive a minimum of AVERAGE scores on ALL evaluations.
5 – Each person must complete official’s training classes and perfect attendance at all official’s meetings as scheduled.
*Failure to maintain the criteria will automatically result in NO POINTS awarded.

Points Earned
50 participation points
50 championship game points (max 1 game)
Participation in Intramural Sports:
Intramural officials may participate in Intramural Sports throughout the school year. The conduct of a participating official should be equivalent to that of other students. Of all the participants, officials should understand that proper conduct should be displayed on and off the court/field. Any misbehavior displayed by an official will reflect negatively upon that person and the entire officials' program and constitutes grounds for dismissal.

Payroll:
To get on payroll, you must first fill out all the necessary forms. The forms are included in your packet. Your forms may be turned in to Jamaica Cannon at the end of your training clinics if you are unable to fill out the forms during training. These forms must be in by noon on Friday of training week in order for you to be eligible to work the following week. If your forms are not turned in, it is illegal for you to work for us. When you turn in your forms, you will also need your Driver’s License, a voided check and Social Security card. These forms of ID are MANDATORY for your employment. If you are on the work-study program you will also need to bring your award letter. Jamaica is available to take your forms M-F from 8am until 5pm, and she usually takes lunch from 12-1:00.

Reporting for Work:
You are expected to show up to the fields at least 30 minutes prior to the first scheduled game. If the coordinator needs you there earlier, he/she will let you know.

Officials must bring their current valid student I.D. card to enter the Colvin Center. An official's shirt will not get you into the building.

When you get to the field, check in with the supervisor on duty at the shed. The supervisor will write down your name, the time you reported, and give you your assignment for the day. This may include setting up fields and equipment. You will generally be in charge of getting all the games on that field going and be responsible for any IM Department equipment being used on that field. After each game, make sure all information is recorded on the scorecards, including your signature, final scores, and winning team is correct and circled. You will usually work 3 to 4 games per shift.

After all the games are completed, make sure you get all the equipment back to the supervisor, and check out with him/her. The supervisor will record your time out and check all equipment. You must check in and out with the supervisor every day you work! If you don't we will have no way of keeping track of your hours. IF WE DON'T KNOW YOUR HOURS, YOU WON'T GET PAID.
Protests:
Teams may wish to protest. Follow these guidelines to smooth the process:

1 - Protests are allowed ONLY for rule interpretations and eligibility. No protests on judgment calls are allowed.
2 - A team must notify the officials that they wish to protest AT THE TIME of the incident (aka before the next play or live ball).
3 - STOP THE GAME IMMEDIATELY and CALL A SUPERVISOR! When in doubt it is best to do this each time you hear someone say “PROTEST.”
4 - The supervisor will then rule on the protest at the time it occurs and notify both team captains of the ruling.

Ejection:
The philosophy of recreation is participation. However, when a player becomes belligerent or verbally abusive, an ejection may be warranted. Whenever a player is ejected, contact the supervisor immediately and let him/her handle it from there. The ejected player should be asked to leave the field.

Always handle ejections as tactfully as possible. Remain calm! There is no need for screaming or arguing with the ejected player. Be sure to fill out the sportsmanship rating form on the backside of the score sheet. Write down an accurate account of the incident and the reasons for ejection including all comments and derogatory words. Also, record the ejected player's name. Remember, ejection is a last resort, not a cure-all. The ejected player must leave the playing area and facility immediately. If the supervisor can not get them to leave, they will then inform the captain they have 60 seconds to remove the player from the building/field or their team will forfeit the game. Do not restart the game until the player has left the playing area. A player who has been ejected must meet with the Intramural Graduate Assistant in charge of Flag Football before being reinstated into competition for any IM activity.

Evaluations:
Officials will be periodically evaluated on their performance. All supervisors are trained to know what to look for and how to perform an evaluation. They are required to verbally go over the evaluation with you at the conclusion of your game or shift. This evaluation is a tool to help you improve and to let you know the areas you are excelling in, so please listen to the supervisors and read it carefully. If you have any issues concerning evaluations please notify the Intramural Graduate Assistants or the Intramural Coordinator immediately.
Dismissals:
Any official may be subject to dismissal for the following:

1. Repeated tardiness or any no-show.
2. Consistently poor performance or officiating, or lack of regard for supervisor’s input and evaluation.
3. Deliberately "throwing" a game.
4. Consistently deviating from the dress code.
5. Inadequate knowledge, consistently poor judgment, and faulty interpretation of the rules.
6. Ejection or consistent poor sportsmanship while participating in intramurals.
7. Any other act deemed irresponsible or unbecoming as an official by the IM Staff.
Flag Football Rules
2015

ELIGIBILITY
The following eligibility regulations have been established to protect the intramural athletes and to insure them ample opportunity to participate. It is important that all participants observe the rules equally so that no team or individual may gain an advantage over those abiding by the rules. Each participant is responsible for the verification of his/her own eligibility. Each team captain is responsible for the eligibility of his/her team members.

- In order to be eligible to participate in Intramural Sports, an individual must fall into one (1) of the following categories:
  - All Oklahoma State University (Stillwater Campus) and Northern Oklahoma College Gateway Undergraduate and Graduate students who are enrolled during the current semester. The key to being eligible is that a student who has paid the Student Activity Fee (correspondence courses or audited course work do not make participants eligible).
  - Faculty/Staff members or valid individuals who have purchased a Colvin Recreation Center Activity Card.

- Before participation in an Intramural Sport, individuals must be registered online through the Intramural Sports Webpage. Each participant must create an account including their name and CWID before being eligible to addition on a team roster. This entry form becomes the official team roster.
  - Roster additions and deletions may be made throughout the sport season on the website, or they may be completed at the game site.
    - During scheduled contest(s), new players’ full names may be added at the game site up to the roster limitations.
  - Substitutions in individual/dual sports must be made before a player’s first scheduled game/match. The original player cannot re-enter the tournament after the substitution is completed.
- An individual may not participate for more than one team within a division in a given sport. For example: a male may not play in Men’s A league and Men’s B league, but is allowed to play on a Men’s team and a Co-Rec. team.
  - If a player wishes to change from one team to another, he/she must do so in the Intramural Sports Office before their current team’s first contest played.
  - A player listed on two rosters will be considered a member of the team he/she first plays for. *Any player signed in on a game score sheet will be considered to “have played.”

- Any person playing under an assumed name or ID number shall be barred from intramural competition during that season and the team penalized with losses for all the games in which the violator participated.
- Any person who is a member of a varsity or junior varsity squad shall not be eligible to participate in that sport or corresponding sports.
- Any person who has competed as a professional in a sport shall not be eligible to participate in that sport or corresponding sport(s) until the lapse of seven (7) years from their last season on a professional roster.
- In order to participate for a fraternity or sorority an individual must be associated with that organization as a pledge, member or alumni.
- In order to compete on a residence hall team, a player must be a current or past resident of the hall. The maximum number of past residents on a team’s roster is two (2).
- Independent teams may be composed of persons who may or may not belong to a previously mentioned group.
- Consequences for using an ineligible player(s):
  - The team shall forfeit all contests in which the ineligible individual(s) played.
  - Players participating illegally are referred to the Intramural Sports Coordinator for further disciplinary action.

For any additional information on eligibility please see the Intramural Sports 2014-2015 Policies and Procedures Handbook which can be viewed online at wellness.okstate.edu or visit the Intramural Sports Office in Rm 104 Colvin Recreation Center
EQUIPMENT

- The Intramural Sports Office will provide flag belts, colored pennies, and game ball for each contest.
- If teams wish to warm up they must provide their own ball. Teams may use their own ball for play, as long as it is of legal size. The team who has control and possession of the ball has the choice of size and type.
- **Co-Rec**: only one ball may be used during an offensive possession, no switching.
- Teams may check out equipment at the Annex storage closet with the check-in staff providing a University issued ID card. Any equipment not returned will be a charge to the bursar account of the individual who checks out the equipment.
- **Clothing**
  - Athletic attire is required. (No jeans, or jean shorts, button shirts, hard-soled shoes, etc) All articles of clothing must be tucked underneath the flag belts. Shirts must be long enough to tuck in so that they remain tucked in the pants/shorts during the entire down or short enough so there is a minimum 4" from the bottom of the shirt to the player’s waistline. Towels may not hang from a player’s waist or otherwise interfere with the possible removal of a flag. Towels however may be used and kept on the ground under the ball before the snap.
  - **EACH PLAYER MUST WEAR SHORTS OR PANTS WITHOUT ANY POCKETS**, belt(s), belt loops, or exposed drawstrings. The pants or shorts must be different in color than the flags. The above rules are mandatory rules and they will be enforced very strictly! Any individual who is unprepared to play with the proper equipment will be unable to play until they are fitted with the proper equipment. (This is a Nationally Certified Rule and it is enforced for safety precautions)
  - Shoes must be "gym or running shoes." Pliable rubber cleated shoes may be worn on the outdoor Intramural fields. NO METAL SPIKES or plastic cleats with metal tips will be permitted. (NOTE: detachable cleats are permitted provided the screw is part of the cleat and not the shoe. Also, the must be made of material that does not chip or develop a cutting edge.)
  - Headgear is not allowed to be worn by any participant during an Intramural event, except for one-piece head/sweat bands that do not have to be tied or **do not have any form of knot(s)**. Illegal headgear consists of any hats, bandannas, baseball caps, winter/wool hats, and any other such similar headgear. For outdoor sports, winter/wool hats are allowed and any baseball-like hats are allowed only during Intramural Softball and Intramural Quickball.
  - No pads, splints, casts, or protective devices may be worn without a soft covering over them. Any brace with exposed metal will not be allowed. Mouthpieces are acceptable.
  - Players must **REMOVE ALL JEWELRY** prior to participating, including any viewable body piercing, and LIVESTRONG type rubber-bands.
  - A flag belt must be worn with a flag on each hip and one in the back.
  - **Any participant playing with illegal equipment will receive a yellow card and will be asked to correct the equipment. Any further infraction will result in an ejection and 2 week suspension.**
FORFEITS

- **GAME TIME IS FORFEIT TIME, THERE WILL BE NO GRACE PERIOD**
  - If a team is scheduled to play at 7pm, they must be signed in at the field, jerseys on and ready to BEGIN playing at 7pm or a forfeit will be declared. It is recommended that teams arrive at least fifteen (15)-minutes prior to the start time to ensure they are ready to play on time.
  - In team sports, a Forfeit Fee of $30.00 will be charged for any forfeited contest.
    - Team Forfeit Fees may be paid in the Intramural Office within 24 hours of the forfeit. Otherwise, they will be charged to the Captain’s Bursar Account.
    - All forfeits, regardless of cause, will result in the Forfeit Fee being assessed.
  - In order to claim a forfeit, the opposing team must have the minimum players present and ready to play at game time.
  - Conceding: A team captain may concede a game/contest (No Forfeit Fee will be charged) by notifying the Intramural Office prior to 2pm the day of the contest that they will not play. (5pm Friday for weekend games).
  - If a team forfeits or concedes two (2) contests during a sport season they will be dropped from further competition in that sport.
    - All teams scheduled to play that team will automatically receive a victory and a four (4) sportsmanship rating unless another team is inserted in its place.
    - Members of a team, which have forfeited out are not eligible to participate for another team. Exception: a team, which did not show up for any contests prior to forfeiting out, only by the permission of the coordinator of that sport.
  - All teams, which forfeit out of a sport, will not receive All-University Points.

PROTESTS

- The team captain must file all protests with the IM sports Supervisor/official at the time a question occurs, before the next live ball.
- Only protests that concern rule interpretations, policy and procedure, or player eligibility will be considered.
- When a team request a protest a time out will be charged. If the ruling is changed the timeout will be an official’s timeout. If the ruling is not changed, the protesting team will be a charged timeout. If the team is out of timeouts a delay of game penalty will be assessed.
- Rule interpretation protests:
  - PROTESTS THAT CHALLENGE THE ACCURACY OF A JUDGEMENT CALL BY AN OFFICIAL/SUPERVISOR WILL NOT BE ACCEPTED.
    - Rule protests must be filed at the time a question occurs and will be settled at that time by the Supervisor (before the next play).
    - NO contests or portions thereof will be replayed due to improper rules enforcement. If you have a question captains, please ASK it.
    - All protests that challenge rule interpretation will be recorded by the IM Supervisor.
    - For further questions about protests, please see the Intramural Sports Policies and Procedures.
- Player eligibility protests
  - Eligibility protests will be decided at the time the question is raised whenever possible.
  - Players found to be ineligible after the contest will result in that contest being forfeited and/or that player being suspended.
PLAYERS
- A player may play on one men's/women's team and one Co-Rec team.
- A team consists of seven (7) players, however, a team may start (and play) a game with a minimum of five (5) players. (Co-Rec rules require a minimum of six (6) and play full strength with eight (8); see section Co-Rec for more Co-Rec modifications).

THE GAME
- An official game will consist of two (2) 20-minutes halves with a running clock. The clock runs continuously except for the last two (2) minutes of the second half, when it stops for all dead ball situations. [i.e. incomplete passes, penalties, out of bounds, change of possession, scoring, including PAT]. There will be a 3-minute half time separating the first and second halves (when possible). The ball is ready for play when the line of scrimmage pucks are set and the official gives the ready for play signal. The play clock will start and the offensive team has 25 seconds to snap the ball.
- A coin flip at the start of the game will determine the teams’ choice to “start on offense, to start on defense, to defer until the second half” (rather than kick or receive); or to defend a specific goal. The loser of the coin flip has the remaining option. At the start of the second half, these privileges are reversed.
- At the start of each game and after each score the ball will be placed on the 14-yardline.
- For regular season, if at the end of regulation play the score is tied, the contest will be recorded as a tie. No overtime will be played during the regular season.
- For the playoffs, if at the end of regulation play the score is tied, the following overtime process will occur. A coin toss will be conducted with the winner having the choice of “offense or defense”, or direction. During the overtime, the format will be repeated until a winner is declared. Each team receives four (4) downs starting from the ten (10) yardline to score a touchdown. Once a touchdown is scored the team captain must decide whether they want a three (3) point conversion (from the 20-yardline), a two (2) point conversion (from the 10-yardline), or a single one (1) point conversion (from the 3-yardline). If the defense intercepts a pass or fumble, the ball is declared dead and Team B will take over from the same ten (10) yardline and begin their series of four (4) downs. All penalties will be addressed the same during the overtime period.
- Each team is allowed two (2) one (1)-minute time-outs during the game. One (1) time-out is allowed during the overtime period. Time-outs do not carry over into overtime. Time-outs can be shortened if both teams are ready.
- The referee may declare an official’s time-out after a touchdown, safety, when an excess of time-out is allowed for an injured player, or when the game clock is stopped to complete a lengthy penalty.
- Player substitution is allowed whenever the ball is not in play (between downs), and before the snap. Substitutes must be within 15 yards of the ball at any point after the ready for play whistle, and before the ball is snapped to be legally involved in a play.

SCORING
- **Touchdown** - Six (6) points: Scored for the team to which the ball legally belongs to when a down is completed and any part of the ball is on, over, or beyond the opponent's goal line.
- **Extra Points** – After a touchdown the team captain must decide whether they want a three (3) point conversion (from the 20-yardline), a two (2) point conversion (from the 10-yardline), or a single one (1) point conversion (from the 3-yardline). There shall be one scrimmage play to convert the try, unless changed by penalty. If the defense (team B) intercepts a pass or fumble, the ball is declared dead and will go back to team B at the succeeding spot, the 14-yardline, unless changed by penalty.
- **Safety** - Two (2) points: A safety is awarded to the defending team when the ball is declared dead in the end zone in possession of the offensive team or it rolls or lands out-of-bounds beyond their goal line. A safety is also awarded if the offensive team throws an illegal forward pass or commits any other foul behind its goal line for which the penalty is accepted. Intentionally grounding the ball by the passer in the end zone is also a safety. After a safety is scored, the ball will belong to the team who scored the safety on their own 14-yardline and play will resume. (No Free Kick will occur). The momentum rule is in effect.
during a safety. See 2015-2016 NIRSA Flag & Touch Football Rules Book for further information on the momentum rule.

- **Touchback - No points:** When the ball is caused to cross the goal line by the attacking team and which is declared dead in possession of the offensive team. After a touchback is declared, the ball will belong to the offensive team at their own 14-yardline.
- Each team has four (4) downs to advance the ball to the next zone in order to receive a new series of downs. The zone line-to-gain in any series shall be the zone in advance of the ball, unless distance has been lost due to penalty or failure to gain. In such a 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.

**MERCY RULE**
- With two (2) minutes remaining in the game, if a female’s or male’s team is up by 19 or more points, then the game will be called. In Co-Rec, the points will be 25.
- If at any point during the second half, any team goes ahead by 45 points or more the game will be called.

**SCRIMMAGE/THE SNAP**
- The scrimmage line for Team A is the yardline and its vertical plane which passes through the forward point of the ball. The scrimmage line for team B is the yardline and its vertical plane which passes one yard from the point of the ball nearest its own goal line. The offense scrimmage line is marked with an orange disc, and the defense scrimmage line is marked with a yellow disc. These discs are to remain stationary until the head referee removes them from their stationary position.
- The snapper, when over the ball, 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.
- The person who receives the snap must be at least two (2) yards behind the offensive scrimmage line (no direct snaps).
- All players must be inbounds, and within fifteen yards of the ball markers after the ready for play whistle. Once the official blows the ball ready for play, a player may go as close to the sideline as they wish without going out-of-bounds. A team may not break the huddle with more than (7) players or a dead ball foul will be called.
- 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 yds. from the previous spot (live ball foul)
- One (1) offensive player may be in lateral motion, but not in motion towards his/her scrimmage line. All other offensive players must be stationary.
- After the ball is ready for play and before it is snapped, no defensive player may enter the neutral zone and no offensive player shall falsely simulate the start of the play.
- The snap from center cannot hit the ground during scrimmage play and will become a dead ball if it does hit the ground. **ALL BALLS THAT HIT THE GROUND ARE DEAD.** (exception: A punt can hit the ground and then be advanced if it has not previously touched any player.)
- Offensive players are responsible for retrieving the ball after a down.

**PUNT/FAIR CATCH**
- Whenever a protected scrimmage kick is desired to be made (can be requested on any down), the offensive team captain must communicate this decision to the Referee. After such an announcement the ball must be kicked (exceptions: (a) If team a or b calls time-out, (b) the period ends, or (c) a foul occurs any time
prior to or during this down after the A captain’s decision which results in the kicking team having the right to repeat the down again, the referee must ask the A captain whether or not he/she wants to punt again and relay this decision to team B).

- All line of scrimmage rules apply to a punt. No player on the offense or defense can cross their respective scrimmage line until the ball is kicked.
- Once the ball is punted, any R player may block the kick while remaining behind their scrimmage marker (second ball spotter-yellow). If the blocked punt hits the ground, it is dead at the spot. If the punt is blocked by any R player and then caught by any K player behind the Team A scrimmage line (first ball spotter-orange), they may advance. R may advance the kick anywhere in the field of play or end zone. A K player cannot kick the ball to himself/herself or any other K player.
- The snap from center may not hit the ground at all on a punt or the ball becomes dead immediately and belongs to the receiving team at that spot. The punter must receive the ball from the snapper on a punt through the air, it cannot be a direct snap (two (2) yards at least).
- After receiving the snap, the kicker must punt the ball immediately in one a continuous motion.
- The kicking team cannot interfere with the receiving team's players' attempt to field the punt. The receiving team may field the punt on a fly or off of the ground. Punts are dead when the ball has touched a player and then hits the ground, when the defensive team has downed the ball, or when the ball goes out-of-bounds. In each case, the ball is put in play where it first touched the ground after touching a player, where it comes to rest, or where it goes out-of-bounds. Note, for flag football R may run the kick out of the end zone. Also note, the momentum rule is in affect with receiving punts.
- When a punt breaks the plane of R’s goal line, it is a touchback unless R chooses the spot of 1st touching by K.
- There is no fair catch in flag football. If a player signals for fair catch, it will be ignored and play will continue.

PASSING/RECEIVING/INTERCEPTIONS/INTERFERENCE

- Once the ball has been legally snapped, the passer may move the ball in any manner, which s/he chooses. However, teams are only allowed one (1) forward pass, from behind the line of scrimmage, during one down. An individual player cannot make a forward pass from beyond the line of scrimmage.
- There is no limit to the number of laterals or handoffs that are made behind the line of scrimmage. Nor the number of backward laterals once past the line of scrimmage. Description of lateral: A backwards lateral/pass is judged by the initial direction of a pass that determines whether the pass is forward or backward.
- All offensive players are eligible to receive a forward pass or lateral after/before crossing the line of scrimmage. During a scrimmage down and before team possession has changed a forward pass may be thrown provided the passer’s feet are behind Team A’s scrimmage line (first ball spotter-orange) when the ball leaves the passer’s hand. Note: If in doubt, the passer is behind the Team A scrimmage line.
- No player who goes out-of-bounds during a down may participate in the play unless they were blocked out of bounds and return into play immediately.
- A receiver only has to have one foot in bounds and that foot has to land before the out of bounds step when catching a pass.
- A simultaneous catch by opponents is awarded to the offensive player, unless s/he is out-of-bounds, and the ball becomes dead immediately (no advancement after catching the ball).
- If the defensive team intercepts the ball in the end zone, they may advance it out. If a player is de-flagged in the end zone following an interception, it is a touchback and the team that made the interception receives the ball on the 14-yardline.
- Any contact made by an opponent which interferes with a player attempting to catch a pass, face guarding, or blocking a potential pass receiver while running a pattern is all considered defensive pass interference (there will be no “bump and run” contact at the line of scrimmage). The only exception to the pass interference rule is when two or more players are making a simultaneous attempt to catch the ball and contact occurs. The officials’ will then look for advantage vs. disadvantage during this simultaneous
contact situation.

- Whether a pass is catchable or uncatchable has no bearing on offensive and defensive forward pass interference.
- Contact which occurs obviously away from the play and which would be considered a foul is not pass interference. PENALTY: Illegal Contact--10 yds from the previous spot

BLOCKING

- The offensive team is permitted screen blocking only. Any use of the arms, elbows, or legs to initiate contact during an offensive player's screen block is illegal. Both feet must remain on the ground while screen blocking. * There is no blocking beyond the line of scrimmage, except for setting stationary screens. A blocker may only use his/her hands or arms to break a fall or retain his/her balance. ONLY THE MOST ACCIDENTAL CONTACT THAT DOES NOT PROVIDE AN ADVANTAGE, TO A SPECIFIC PLAYER, WILL BE TOLERATED

RUSHING

- The defensive rush begins immediately! If the snap hits the ground prior to reaching the passer, goes over the passer's head without being touched, or is touched but not controlled by the passer, the ball is considered dead at that spot.
- Defensive players cannot use their hands as a wedge to contact their opponent and they cannot hold or push the offensive player. Defensive players can only use their hands as incidental contact in an attempt to get around the screen block.

BALL CARRIER

- 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. PENALTY: Flag Guarding--10 yds. from the spot of the foul
- Examples of flag guarding include, but are not limited to:
  - Placing of the hand or arm over the flag belt.
  - Placing the ball in possession over the flag belt.
  - Lowering the shoulders in such a manner, which places the arm over the flag belt.
  - The runner shall be prohibited from contacting an opponent with extended hand or arm “stiff arm”
- The ball carrier may spin in an attempt to avoid the defensive players. The ball carrier is allowed to dive to advance the ball, but at no time is a player allowed to hurdle other players (“over the pile”). Diving to advance the ball will be observed very closely by all officials so that no defensive players are put at a disadvantage. If at any time diving is used as an unsportsmanlike act it will be penalized accordingly.
- The defensive player cannot hold, grasp, or obstruct the forward progress of a ball carrier while in the act of removing the flag belt.
- 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 such to provide a reasonable chance for him/her to go through without contact (this will be viewed as basketball terms “block” & “charge”).
- When any part of a ball carrier's body touches the ground other than their hands or feet, the ball becomes dead immediately.
FLAG BELT REMOVAL

- There are some basic rules, which are established for flag football because of illegal removal of the flag belts. The flag belt contains three (3) flags attached permanently to the belt. The object is to deflag the ball carrier by pulling at one of the flags, causing the entire belt to come off. At this point, the ball carrier is deflagged, under the following circumstances:
  - An “opponent” who removes the flag belt from the runner should immediately hold the flag belt high.
  - Deflagging 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 (including receiver attempting to catch a pass). In circumstances where a flag belt is removed illegally, play continues and deflagging reverts to one-hand touch between the shoulders and knees, arms and hands included. The official will not blow his whistle until the player has been downed by a one-hand touch. The team, which has been offended, will then have the option of taking the penalty or the play as it stands.
  - It is legal for the defensive player to dive to attempt to deflag a ball carrier.
  - A flag belt that becomes detached inadvertently (not removed by pulling it off) means the team doing the deflagging must revert to a one-hand touch between the shoulders and knees, arms and hands included. The official will not blow his whistle until the player has been deflagged by a one-hand touch.
  - The passer can be legally deflagged if the defensive team deflags him/her before s/he releases the ball.
  - Tampering with the flag belt in any way to gain an advantage, including tying, using foreign materials, or other such acts will result in that player being ejected from the game and that team being penalized.
  - After a touchdown or extra point has been scored, the official will immediately deflag the player that scored. If the flag belt comes off with one pull, then the points are scored. If not, the touchdown is disallowed, and the team is penalized from the previous spot. The player is ejected if the official rules that the flag belt has been secured illegally. All players are encouraged to hold the flag belt in the air upon deflagging an opponent to assist the officials in spotting the ball.

- **The position of the ball when a player is deflagged determines the spot of the next line of scrimmage.**

FUMBLES

- Any ball that is fumbled by a player is dead as soon as it touches the ground and belongs to the team who last had possession of the ball before it touched the ground. The ball is put in play at the point where it first touched the ground. A dropped or bobbled ball from a pass, lateral, or handoff is also dead as soon as it hits the ground and belongs to the team who last had possession.
- Forward batting and forward or backward kicking is illegal. For more information on these illegal actions view the 2015-2016 NIRSA Flag & Touch Football rules manual.

ENCROACHMENT

- 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.
- PENALTY-(Dead Ball) Encroachment-5 yds. from the previous spot, replay the down. (NOTE: If a defensive player encroaches two or more times consecutively, the penalty becomes 10 yards.)

ENDING EACH HALF

- Between the first and second periods, the teams shall change goals.
- If the time for any period expires during a down, play will continue until the down ends. No time signal will be sounded while the ball is live. A period/half may end if the offensive team does not snap the ball while it is ready for play and time expires. A period/half may be extended if there was an accepted penalty. If a touchdown was scored, the extra points are attempted as part of the same period/half.
INADVERTENT WHISTLE

- 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 play the next down from where the ball was when the play was blown dead or replay the down.
  2. The ball is loose from a fumble, backwards 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 a punt - the ball is returned to the previous spot and the down replayed.
    - 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.)

BALL IS LIVE/BALL IS DEAD

- A dead ball, after having been declared ready for play, becomes a live ball when it is snapped, kicked, or punched.
- A live ball becomes dead and the official sounds a whistle when:
  - It goes out-of-bounds.
  - Any part of the ball carrier's body, other than his hands or feet, touches the ground.
  - A touchdown, safety, touchback, or successful try is made. (Note: The clock remains stopped on all extra point attempts during the last minute of the first half and the last two minutes of the second half).
  - A fumble by a player touches the ground.
  - A ball carrier is legally deflagged by a defensive player.
  - A legal forward pass is legally completed or a free ball is caught or recovered by a player on, over or behind his opponent's goal line.
  - A legal forward pass strikes the ground or is simultaneously caught by opposing players.
  - A player from the kicking team catches or recovers a punt, which is beyond the neutral zone that has come to rest, and no player of the receiving team has attempted to receive it.
  - A snap from center on a punt strikes the ground before being caught by the punter.
  - The punter/passer receives the ball directly from the snapper as a handoff.
  - An inadvertent whistle occurs.

EJECTIONABLE FOULS

- Any of the following fouls may be judged by an official to be a disqualifying foul causing ejection of the player removable from the game. These fouls are also considered unsportsmanlike and unnecessary roughness:
  - There will be no roughing the passer. At no time may the passer be contacted. This includes contacting the ball while still in the passer's hand. “The ball is part of the body, while in possession”.
  - There will be no throwing the runner to the ground or contacting of an opponent on the ground.
  - There will be no striking, tripping, kicking, kneeing, clipping, or use of the forearms.
  - There will be no tackling. If a player tackles a ball carrier, who in the judgment of the official had an open field for a touchdown, a touchdown will be awarded to the offended team. If the ball carrier did not have an open field, the offended team will be awarded an automatic first down. Player ejected if the official judged it to be an unsportsmanlike action.

ADMINISTRATION OF PENALTIES

- Live/Dead Ball - When a foul occurs during a live ball, the official will throw their flag and play continues until the ball is dead. At the end of the down, the official will notify the offended team's captain of her/his options. Once the captain’s choice is made, the options cannot be reversed. When a live ball foul is followed by a dead ball foul, the penalties are administered separately in order of occurrence.
- Double Foul - When both teams commit live ball fouls and there is no change of team possession, the penalties cancel each other out and the down is replayed. Exception: If there is a change of team possession, the last
team gaining possession retains possession provided they have not fouled prior to gaining possession (if they fouled prior to gaining possession, the fouls cancel each other out, down is replayed.) Penalties for dead ball fouls are administered separately and in order of occurrence.

- **Unsportsmanlike Conduct** - is always administered separately, and if flagrant, could mean ejection of that player from the game.
- **Half the Distance** - A measurement cannot take the ball more than half the distance from the enforcement spot to the offended team's goal line. If the penalty is greater than this, the ball is placed halfway from the enforcement spot to the goal line.
- If the penalty is accepted, the down remains the same, unless it is a penalty that involves loss of down.

**UNSPORTSMANLIKE CONDUCT**

- Any unsportsmanlike conduct (verbal abuse to officials or players, unnecessary roughness, etc.) will result in a penalty being assessed and possible ejection from the contest and/or forfeiture.
- Any individual ejected from a contest, will be ineligible for further participation in any IM activity until the incident is resolved with the Flag Football Graduate Assistant or the Intramural Sports Coordinator. The minimum suspension for said individual is two weeks starting from the time the meeting occurs. Any player who is ejected must leave the playing area, **out of sight, out of sound**.

**PLAYOFFS**

- Any team that has won at least one (1) regular season game will be eligible for playoffs.
- Teams must maintain a sportsmanship rating of 3.0 to qualify for the playoffs. Teams/individuals may be barred from participation in playoffs due to unsportsmanlike conduct or eligibility violations during the regular season (see Sportsmanship Policy).
- If a player or team is suspended during playoffs they will be suspended for at least the remainder of the playoff tournament. (These individuals must still meet with the Intramural Sports Coordinator to determine future eligibility).
- Teams must be represented at the playoff captain’s meeting. Those Captains who are not represented will be assessed a $20 Forfeit Fee.
- There will be a mandatory playoff captain’s meeting on Wednesday, October 12th in 317 Engineering South @ 7pm.

**CO-REC MODIFICATIONS**

- **Number of players**
  - The Co-Rec. game shall be played between two teams of eight (8) players; no more than a one player per sex advantage can ever exist. (When teams are shorthanded and only have seven (7) players, the gender difference can never be greater than 1.)
  - A team may start with as few as six (6) players, but the proper gender ratio must be maintained at all times.
- **Plays from scrimmage**
  - **Forward passes**
    - If the passer is female, she can complete a pass to either a male or a female player.
    - A male passer may complete passes to a male player only if the play is open. **PENALTY:** Illegal Forward Pass-5 yards from the spot of the throw and loss of down, if completed while play is closed. A play becomes closed when a male to male pass is completed. In order to open the play a team must complete for positive yardage: a female to female pass, a female to male pass or a male to female pass. Think of it as a rotating door. During the 1st down of the possession it is open. If a male passes to a male, then the next play, will be considered closed until it is reopened. Even on extra point attempts the rotation remains.
    - Laterals (backward passes) may be executed to/from players of either sex.
- A male cannot advance the ball past the line of scrimmage unless a female advances the ball past the line of scrimmage first. Think of this as a glass wall. Once the glass is shattered, any gender can cross the original line of scrimmage with the ball. Example: a female takes a pitch and runs past the line of scrimmage. Once running past the scrimmage line (i.e. breaking the glass) she may then pitch it backwards to a male who can run the ball in any direction legally.
- A legal forward pass simultaneously caught by male and female teammates shall be credited as a female reception.
- A male must be past the line of scrimmage in order to catch a forward pass.
  - Punts: All regular punt rules apply.
  - Scoring
    - Touchdown by a male player: 6pts.
    - Touchdown by a female player: 9pts. (If a female player scores a touchdown, or if a female player throws a legal forward pass and a touchdown is scored by any Team A player)
  - Extra Points
    - (3 yard try) Male/Female- 1 pt.
    - (10 yard try) Male/Female- 2pts;
    - (20 yard try) Male/Female- 3pts;
  - All other NIRSA & OSU Intramural Sports Flag Football Rules apply.

**MISCELLANEOUS**
- Decisions concerning weather relating to postponements will be made by the Intramural Office no later than 4pm each day. Captains/players should call the Rec. Check line at 744-7533 in order to get daily rain out information. CALLS WILL NOT BE MADE TO TEAMS.
- Once the second half has begun, if for any reason the game is cancelled, it will result in a complete game.
- Each team shall designate a captain to act as team spokesperson and make decisions. This captain will be solely responsible for making the following decisions: pre-game/post halftime/overtime choices, penalty enforcement, extra point tries, and fourth down (punting) choices. Only the captain may talk to officials. Team representatives including players, spectators, team managers, coaches, and group members are subject to all Intramural rules. This includes the trash left by those mentioned. If a captain fails to maintain a litter free sideline, the team will be penalized sportsmanship points, or removed from the league if necessary.
- No alcohol will be allowed on the playing fields, or any OSU property.
- Players/fans are not allowed to use any tobacco (i.e. chewing tobacco & cigarettes) products during their contest.
- No glass containers will be allowed on the playing fields.
- No bikes will be allowed on the playing fields. (There is a bike rack available by the shed).
- The above rules concerning, but not limited to unsportsmanlike conduct, is to be considered the teams’ verbal warning for the remainder of the season including playoffs. This will be the only verbal warning!

"ALL RULES STATED ABOVE FOLLOW NATIONAL INTRAMURAL-RECREATIONAL SPORTS ASSOCIATION (NIRSA) RULES, EXCEPT FOR THOSE SPECIAL INTRAMURAL RULES THAT ARE USED. ANYTHING NOT COVERED IN THESE RULES IS GOVERNED BY THE OFFICIAL NIRSA FLAG FOOTBALL RULES.

INTRAMURAL SPORTS OFFICE - (744-7407)"
Summary of Penalties

Loss of 5 yards
1. Required Equipment Worn Illegally
2. Delay of game (Dead ball)
3. Illegal Substitution
4. Illegal Procedure (breaking neutral zone on a punt)
5. Punting of the ball
6. Encroachment (Dead ball, 10 yds if two or more consecutive encroachments occur by the defense)
7. False Start (Dead Ball)
8. Illegal Snap (Dead Ball) (Not one fluid motion)
9. Illegal Formation
10. Illegal Motion
11. Illegal Shift
12. Illegal Advancement
13. Intentionally Throwing a Backward Pass or Fumble out of bounds (Loss of Down if by Offense)
14. Illegal Forward Pass (Loss of Down if by Offense)
15. Intentional Grounding (Loss of Down)

16. Illegal Forward Pass (Co-Rec) (Loss of Down)- 2 Consecutive Male to Male Forward Pass Completions
17. Illegal Forward Pass (Co-Rec) (Loss of Down)- Male Catches Pass and Runs Beyond the Scrimmage Line
18. Helping the Runner

Loss of 10 yards
1. Illegal Player Equipment
2. Kick Catching Interference
3. Two or More Encroachment Fouls During the Interval Between Downs
4. Offensive Pass Interference (Enforced from Previous Spot)
5. Defensive Pass Interference (Enforced from Previous Spot)

6. Illegally Secured Flag Belt on a Touchdown or Try (Loss of Down if by Offense) (Automatic First Down if by Defense)
7. Unsportsmanlike Player Conduct
8. Strip or Attempt to Strip the Ball (Illegal Contact)
9. Hurdle any Player
10. Drive or Run into any Player (Illegal Contact)
11. Tackle the Runner (DQ if necessary)
12. Fight an Opponent (Automatic DQ)

13. Roughing the Passer (Automatic First Down) (Enforced from end of the run on a completed pass)
14. Illegal Offensive Screen Blocking
15. Illegal Flag Belt Removal
16. Flag Guarding
17. Holding the Runner
Loss of 10 yard (Continued)
18. Batting a Loose Ball
19. Illegal Kicking
20. Illegal Participation
21. Illegal Substitution

Disqualification Associated With Certain 10 Yard Penalties
1. Flagrant Unsportsmanlike Player Conduct
2. Flagrant Spiking, Kicking, or Throwing the Ball
3. Flagrant Unsportsmanlike Conduct by Players and Nonplayers
4. Intentionally Contacting an Official
5. Flagrant Personal Fouls
6. Tackling the Runner
7. Fight an Opponent
8. Intentional Tampering with Flag Belt (Loss of Down if by Offense) (Automatic First Down if by Defense)

LOD=Loss of Down
AFD=Automatic First Down
SOF-spot of foul
Officiating
101
20 Keys to Becoming a Successful Official!

1. Hustle, hustle, hustle!!! The players are working hard, so you should too!
2. Call the obvious!!!!!
3. Study the rules and strive to improve your officiating.
4. Do not draw unnecessary attention to yourself
5. Enforce, don’t legislate
6. Dress appropriately and professionally
7. Report to your game assignments on time and ready to work!
8. Be fair and unbiased in your decisions
9. Be proactive, not reactive
10. When the ball is dead, be alive
11. Anticipate the play, not the call. See the whole play.
12. Cooperate, support, and be professional in your associations with your fellow officials
13. Be firm but not overbearing; positive, but never rude; dignified, but never “cocky;” remember a good official doesn’t have to have the last word
14. Do not use profanity on the fields
15. No matter what a participant says or does to you, do not retaliate verbally or physically; walk away
16. Not all contact is a foul – Advantage vs. Disadvantage
17. Do not give information that might be used by a team’s future opponents
18. If you miss a call, don’t get down on yourself, remain focused on the game
19. If you can’t explain it, don’t call it.
20. HAVE FUN!!!!
Official’s Checklist

From “Making the Call” from Referee Magazine

1. **Be competitive** – the players are giving maximum effort; so should you. You are hired to make the calls that manage the game – Make them!

2. **Have your head on right** – Don’t think your striped shirt grants you immunity from having to take some criticism. It’s part of officiating. Successful officials know how to take it.

3. **Don’t be a tough guy** – If a player is on your back, but not enough to warrant a penalty, keep your distance. It is especially true during timeouts. Standing near an unhappy participant to “show them” will only lead to further tension.

4. **Get into the flow of the game** – Each game is different. Good officials feel the difference. Concentrate on the reaction of the players and note tempo changes. A ragged game calls for a different style of officiating then a smooth game.

5. **Don’t bark** – If you don’t want to be shouted at, then don’t shout at others. By speaking normally, you calm the situation instead of inciting it. Shouting indicates a loss of control, not only self-control but game control.

6. **Show confidence** – Cockiness has absolutely no place in officiating. You want to exude confidence. Your presence should command respect from the participants. As in life, appearance, manner and voice determine how you are accepted. Try to present the proper image.

7. **Forget the fans** – As a group, fans usually exhibit three characteristics: ignorance of the rules, highly emotional partisanship, and a delight in antagonizing the officials. Accepting that will help you ignore them, unless they interrupt the game or stand in the way of you doing a good job.

8. **Answer reasonable questions** – Treat participants in a courteous manner. If they ask you a question reasonably, answer politely. If they get your attention by saying, “Hey ref, can I ask you a question” and then start telling you off, remind them calmly the reason you are listening. Be firm, but relaxed.

9. **Choose your words wisely** – Don’t ever threaten a participant in an obvious way; that will only put them on the defensive. You will also put yourself in a tight spot. If it is serious enough to warrant a threat, it is serious enough to warrant a penalty. If you do have to “threaten” a player, choose your words carefully and make it subtle.

10. **Stay cool** – your purpose is to establish a calm environment for the game; participants and fans easily spot nervous or edgy officials alike. Nervous ticks, lots of movement, or a wide array of emotions throughout a game make you look vulnerable.
Flag Football Officials “If in doubt...”

...the pass is backwards.

...the ball is released.

...the player receiving the snap is two yards deep.

...the pass is legal.

...the snap near the ground is live.

...the player is on the scrimmage line.

...the passer is behind the Team A scrimmage line.

...it is not a foul.

...it is a touchback.

...it is a catch.

...call officials together and get it right.
Covering the Zone Line-to-Gain

The Zone Line-To-Gain is the most important line on the field for the majority of plays. Every offense is trying its hardest to get to the next zone line-to-gain (ZLG) so they can get another first down and continue to drive to the end zone.

It is crucial that we have officials in a position to make a call on every play around the ZLG. Here are a few helpful hints to remember when it gets down to crunch time on the ZLG.

1) Watch the position of the ball, not the position of the flags – The flags don’t matter in the call of the ZLTG call, only the ball. Keep an eye on the ball and where it is positioned. If the player is extending the ball, his/her body can be 2-3 yards short but the ball can be over the line. That is the important thing. Every ZLG and goal line is a plain of glass. As soon as the ball touches that plain of glass, the glass is broken and the objective has been reached. Only the tip of the ball must be over the ZLG to reach the desired destination.

2) Always know who has the ZLG – this means communication between the Line Judge and Back Judge on every play. The majority of the time the Line Judge has the ZLG. In some instances, like on long plays, the Back Judge has responsibility for making the call. If the ZLG gain is 12-20 yards away and it is 1st and 2nd down, the BJ should be able to cover the ZLG. On 3rd and 4th down the LJ needs to hustle to that line to make a call. Don’t be a tree on the ZLG, be ready to move if the play goes beyond the line.

3) Sell your call on the ZLG – it is crucial to your success that on close plays you sell your call. Exaggerate the call vocally by being forceful with your voice “SHORT SHORT SHORT” or “OVER, FIRST DOWN.” If the call is short, move into the play and vocalize “SHORT” while point down to the ground. Keep in mind that the play was short, so do not position yourself on or over the ZLG. Stay on the short side. If the call is over, vocalize “OVER, FIRST” and signal first down as you close into the play. Be on the 1st down side of the line with your whole body.

4) Don’t hesitate to make the call – as soon as the play is dead, you need to be selling your call. If you are blocked from the view of the play as LJ, you don’t have any help nearby. Be prepared to make your best judgment and sell the call.

5) The Promised Land – The end zone is the Promised Land. These calls are the most important of the game. The LJ has the entire goal line from sideline to sideline. The BJ can give little assistance on the GL, but can assist if the far sideline comes into question. Before signaling anything, look at your fellow official and give a nod YES or a nod NO as to whether the player made it in or not. Nothing is worse than one officials going up with TD and the other official saying SHORT SHORT SHORT. Communication is the key to success.
Body Positioning and Movement

**BASIC STANCE FOR ALL OFFICIALS SHOULD FACILITATE MOVEMENT.**

- Feet shoulder width apart
- Weight distributed evenly with emphasis on inside of feet
- Stagger of feet depends upon position, comfort, and most difficult responsibilities.
- Knees flexed with weight slightly forward
- Arms straight and loose
- Any stance that locks off physical movement should be avoided.

**THE FOLLOWING ARE DO NOTS:**

- Stand flat footed
- Put hands on hips
- Bend at waist with hands on the knees or thighs
- Lock fingers over knees
- Lock knees
- Twirl whistle

**BASIC MOVEMENTS**

- Forward (short burst and all-out) – hustle movement
  - Following the play should be a jog, not a sprint –DO NOT beat the runner
  - Know when your primary area expires and stay back from the play.
- Backward
  - Be aware of player movement
  - DO NOT LET PLAYERS GET BEHIND YOU AT ANY TIME!!!
- Slide step – Line Judge
  - Keep body parallel to the sideline and move sideways along the sideline to follow the play.
  - Turn and run when the play is way down the field and you need to catch up to the action.
Line Judge Mechanics

I. SIDELINE MANAGEMENT
   • It is your responsibility to keep your sideline clear and players in the designated areas
     o Players must be 3-5 yards back and must stay between the 20’s
     o Spectators must also stay away from the field and between the 20’s – if they are not anywhere near you, than don’t worry about it
       ▪ Any non-players who are “into the game” must stay out of the red zone areas and you must not allow them to be right on your back near a goal line
   • Use the sideline markers as a restraining line for all players

II. FORWARD PROGRESS – SQUARE OFF
   • Slide or shuffle downfield
   • Keep shoulders parallel to the ball carrier
   • Square off when the ball becomes dead
     o Do not round off a spot – players will see you move in and down the field and won’t believe your spot.
   • Pinch in and mark the spot with the downfield foot
   • Signal down with downfield arm

   FORWARD PROGRESS – CLOSE TO A FIRST DOWN
   • Mark the spot with the downfield foot
   • Sell close call either with “SHORT SHORT” or “FIRST DOWN”
   • Point down at the ground and make yourself sell the call instead of weaseling out of the situation.
   • Keep eyes on all players

Back Judge Mechanics

“CLEANING UP”
   • It is very important that you assist other officials when plays end near your sideline. Run in and help clean up the players and get them back onto the field.
   • You should be a windshield wiper – moving from sideline to sideline to assist with players and difficult situations when a play ends.
   • Give your fellow official a second set of eyes to watch for fouls after a play has ended.

TIMING
   • You are solely responsible for the game clock!!! Announce important time such as 10 minutes, 5 minutes, 1 minute warning.
   • Inside the last two minutes, announce
     o Time remaining
     o Status of the clock
     o When the clock will start again.
Penalty Enforcement
Penalty Enforcement Terms

**Previous Spot** is where the ball was last snapped or free kicked.

**End of Related Run** is where the player looses possession or the ball becomes dead in player possession.

**Succeeding Spot** is where the ball would next be snapped or free kicked if a foul had not occurred.

**Spot of the Foul** is where the foul occurred.

**All-But-One** all fouls penalized from the basic spot unless the offense fouls behind the basic spot.

**Double Foul** is when both teams commit live ball fouls.

**Multiple Foul** is when one team commits two or more live ball fouls.

**Clean Hands Principle** is each team fouls during a down in which there is a change of team possession, the team last in possession may retain the ball, provided its foul is not prior to the final change of possession, and it declines all live ball fouls. For the team in possession of the ball after the change of possessions wishes to keep the ball, they must decline all live ball fouls by their opponent.

**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.

**Loss of Down** fouls committed by the offense that carries a loss of down penalty. This means that the offense looses the right to repeat that down.

**Automatic First Down** fouls committed by the defense that carries an automatic first down penalty along with the yardage.

**Dead Ball Fouls** penalties for dead ball fouls are administered separately and in the order of occurrence. A dead ball foul is not coupled with live ball fouls or another dead ball foul to create double or multiple fouls. All dead ball fouls are administered from the succeeding spot.

**PSK** a foul on a protected scrimmage kick is tricky. Any foul by R beyond the neutral zone during the kick and until the kick ends will be enforced from the spot of the end of the kick. Fouls by R behind the PSK spot will be enforced from the spot of the foul.
Penalty Enforcement Breakdown

1. Types of Fouls
   - Dead Ball and non-player/unsportsmanlike – always succeeding spot enforcement
   - Live Ball
   - Simultaneous with the snap – always previous spot enforcement

2. Spots
   - Previous
   - Succeeding
   - Basic (a.k.a. Theoretical)
   - End of the Run
   - Dead Ball Spot
   - Spot of the Foul

3. Basic Spots and Penalty Enforcement
   A. Loose Ball Play:
      - Kick
      - Legal Forward Pass
      - Backward Pass/Fumble by A behind their scrimmage line
      - Any run or runs which precede these acts
   B. Running Play
      - All actions that are not a loose ball play
   C. The Play Continuum
   D. All-But-One Principle
      - All fouls are penalized from the basic spot UNLESS the offense fouls behind the basic spot
      - Exception: Roughing the passer on a completes pass (tack it on to the end of the run)

4. Special Enforcements
   - Co-Rec (open/close)
   - Half the Distance
   - Double Fouls
   - Spot Fouls in the end zone
   - Fouls during a Try before/after Team B Possession
   - Multiple Live Ball Fouls
   - Multiple Dead Ball fouls
   - PSK Enforcement

5. PLEASE NOTE: A team may choose to accept a penalty but REFUSE THE YARDAGE.
The Four W’s

WHO FOULED
WHAT WAS THE FOUL
WHERE WAS THE FOUL
WHEN WAS THE FOUL
DEAD BALL FOULS

F - FALSE START
I - ILLEGAL SNAP
E - ENCROACEMENT
L - LEAVING THE FIELD ILLEGALLY
D - DELAY OF GAME
LIVE BALL FOULS

SNAP
ILLEGAL PARTICIPATION
A PLAYER WITHIN 15 YDS
ILLEGAL SHIFT
ILLEGAL SUBSTITUTION
ILLEGAL MOTION

SMASH
Penalty Flow Chart

Running Play

1. What kind of play was it?

End of Run

2. What is the basic enforcement spot for that type of play?

YES

NO

Penalize from the spot of the foul
Penalize from the end of the run

Previous Spot

3. Was the foul by Team A behind the basic spot?

YES

NO

Penalize from the spot of the foul
Penalize from the previous spot

Loose Ball Play

Special Enforcements

1. **Roughing the Passer** – 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 neutral zone and no change of possession has occurred.

2. **Foul on a Punt** - penalties by R beyond the neutral zone during the kick and until the kick ends will be enforced from the spot of the end of the kick. Fouls by R behind the PSK spot will be enforced from the spot of the foul.

3. **Foul by Team B on Touchdown** – If there is a foul by the defensive team during a down that results in a successful touchdown, the scoring team may chose to have the foul enforced at the succeeding spot of the 14 yard line or during the extra point.

4. **Change of Possession** – If both teams foul during a down where there is a change of team possession, the team last in possession may keep the ball if:
   A. They did not foul prior to the change of possession.
   B. They decline all live ball fouls on the opponents.
Penalty Enforcement “Hoppers”

Dead Ball Foul  Occurs during a dead ball either between downs or prior to the snap

Live Ball Foul  Occurs during a live ball simultaneous with the snap and before the ball becomes dead by rule

EITHER

Loose Ball Play  *Action during a protected scrimmage kick

*Action during a legal forward pass

*Action during a backward pass or fumble made by A from on or behind his/her scrimmage line

OR

Running Play  *any action which is not a loose ball
ESTABLISHING THE ZONE LINE-TO-GAIN

**Live Ball Fouls**
Mark off the penalty *THEN* establish the zone line-to-gain

**Dead Ball Fouls Prior to Ready-for-Play**
Mark off penalty yardage *THEN* establish the zone line-to-gain

**Dead Ball Fouls after the Ready-for-Play**
Establish the zone line-to-gain *THEN* mark off the penalty yardage

**Live Ball Foul followed by one or more Dead Ball Fouls**
Penalize live ball fouls first *THEN* dead ball fouls in order of occurrence using the above principles.