

5 STAR SPORTS LEAGUE

7 V 7 COED

DRAFT TOURNAMENT RULES

ELIGIBILITY:

7V7 SCREEN COED FLAG FOOTBALL TEAMS MUST CONSIST OF 2 FEMALE'S ON THE FIELD AT THE SAME TIME. A TEAM WILL CONSIST OF 5 MALES AND 2 FEMALE'S. YOU MAY USE MORE THAN 2 FEMALE'S, BUT NO LESS. A MINIMUM OF 7 TOTAL PLAYERS ON THE FIELD IS REQUIRED TO START THE GAME, AND 6 TO CONTINUE PLAYING INCASE IF INJURY. **A MALE PLAYER CANNOT SUB FOR A FEMALE PLAYER**

EQUIPMENT

FOR COED FORMATS, AN INTERMEDIATE SIZE FOOTBALL IS ALLOWED. AN INFRACTION OF USING A FOOTBALL THAT'S NOT AUTHORIZED WILL BE AN AUTOMATIC PENALTY OF REVERSING POSSESSION OF THE FOOTBALL AT THE PLACE OF THE LAST SNAP PRIOR TO DISCOVERY OF THE ILLEGAL BALL, IF THE BALL WAS USED FOR ONE PLAY. IF THE ILLEGAL BALL IS DISCOVERED PRIOR TO SNAP, THERE WILL BE A 10-YARD PENALTY, NO REVERSAL OF POSSESSION AND REMOVAL OF BALL. (S-19)

EACH TEAM IS RESPONSIBLE FOR THEIR OWN BALL AS TO RETRIEVING IT AFTER AN INCOMPLETE PASS AND KEEPING IT DRY DURING ADVERSE WEATHER CONDITIONS, AND SANITIZED DURING COVID-19. THE CENTER MAY CARRY THE BALL TO THE HUDDLE.

FLAGS: TEAMS WILL USE TRIPLE THREAT FLAGS FOR THIS TOURNAMENT. EACH TEAM IS RESPONSIBLE FOR PROVIDING THEIR OWN FLAGS.

CLEATS: **NO METAL CLEATS ARE ALLOWED**

GAMEPLAY

TO ENSURE COED PARTICIPATION, A PENALTY WILL ENSUE IF THE OFFENSIVE TEAM FAILS TO USE A FEMALE AS AN OPERATIVE PLAYER WITHIN 3 CONSECUTIVE DOWNS. THE PENALTY FOR RUNNING 3 CONSECUTIVE PLAYS WITHOUT A FEMALE AS AN OPERATIVE PLAYER WILL BE A 5 YARD PENALTY - **NO LOSS OF DOWN** AND THE FEMALE MUST NOW BE THE OPERATIVE PLAYER ON THE NEXT PLAY. THE LAST 2 MINUTES OF EACH HALF IS **OPEN** AND DOES NOT REQUIRE A FEMALE PLAYER TO BE INCLUDED,

TO SATISFY A CLOSED PLAY, A FEMALE **MUST:**

- BE THE INTENDED RECEIVER PAST THE LINE OF SCRIMMAGE IN THE EYES OF THE OFFICIAL

- RUN THE BALL AS THE INITIAL QUARTERBACK, BEYOND THE LINE OF SCRIMMAGE
- RECEIVE THE SNAP AS THE QB AND ATTEMPT A PASS BEYOND THE LINE OF SCRIMMAGE

AN OPERATIVE PLAYER IS **NOT** AS A PLAYER WHO:

- HANDS OFF THE FOOTBALL
- A PLAYER WHO RECEIVES THE BALL VIA PASS OR PITCH BEHIND THE LINE OF SCRIMMAGE AND THEN ADVANCES THE BALL PAST THE LINE OF SCRIMMAGE VIA AIR OR RUN
- SNAPS THE BALL INTO PLAY
- RECEIVES A HAND-OFF ONLY TO GIVE IT BACK TO A MALE BEFORE CROSSING THE LINE OF SCRIMMAGE
- RECEIVES A PITCH DOWNFIELD

ON A CLOSED PLAY, IF THE QB GETS SACKED OR THERE IS A PENALTY, **THE PLAY IS STILL CLOSED.**

EXAMPLES:

- A PASS DEFLECTED BY A MALE AND CAUGHT BY A FEMALE ON A NON-CLOSED PLAY **IS** A FEMALE PLAY
- A PASS INTENDED FOR A FEMALE (IN THE EYES OF THE REFEREE) THAT IS DEFLECTED BY A FEMALE, AND CAUGHT BY A MALE **COUNTS** AS A FEMALE PLAY
- A PASS THROWN BY A MALE, RECEIVED BY A MALE AND IMMEDIATELY PITCHED TO A FEMALE (THE “HOOK AND LADDER”) **WILL NOT** CONSTITUTE A FEMALE PLAY – NO MATTER HOW FAR THE FEMALE ADVANCES WITH THE BALL AFTER THE PITCH
- IF A FEMALE PITCHES THE BALL TO A MALE BEHIND THE LINE OF SCRIMMAGE THIS **WILL NOT** RESULT IN A FEMALE PLAY.

SCORING

TOUCHDOWN

6 POINTS AWARDED FOR ALL MALE PARTICIPATION

9 POINTS AWARDED FOR FEMALE PARTICIPATION IF THE OPERATIVE PLAYER.

EXTRA POINTS

1 POINT AWARDED FOR ALL MALE PARTICIPATION PLAY FROM 3 YARD LINE (2 FOR FEMALE)

2 POINTS AWARDED FOR ALL MALE PARTICIPATION FROM 10 YARD LINE (3 FOR FEMALE)

3 POINTS AWARDED FOR ALL MALE PARTICIPATION PLAY FROM 20 YARD LINE (4 FOR FEMALE)

1 EXTRA POINT WILL BE AWARDED TO ALL ATTEMPTS IF A FEMALE IS AN OPERATIVE PLAYER

THERE WILL BE NO FIELD GOALS OR KICKING OF EXTRA POINTS

RUSHING THE QUARTERBACK

THERE IS A LIVE RUSH OF THE QUARTERBACK AT THE SNAP OF THE BALL. THE RUSHER(S) WILL LINE UP **5 YARDS BEHIND THE LINE OF SCRIMMAGE**. ANY PLAYER LINED UP IN THE 5 YARD NO RUSH ZONE CANNOT RUSH THE QUARTERBACK

THE QUARTERBACK IS AN ELIGIBLE RUNNER AND CAN RUN AT ANY TIME

RETURNS

KICKOFFS WILL OCCUR **ONLY** AT THE BEGINNING OF EACH HALF FROM THE 30 YARD LINE.

PUNTS & KICKOFFS THAT HIT THE GROUND **BEFORE** BEING TOUCHED ARE LIVE AND CAN BE PICKED UP AND RETURNED **UNLESS** THE BALL IS TOUCHED DOWN BY THE KICKING TEAM.

MUFFS ARE DEAD AT THE SPOT OF THE MUFF

TIME OUTS

EACH TEAM RECEIVED (2) 45 SECOND TIME OUTS PER HALF

OVERTIME

THERE IS NO OVERTIME IN POOL PLAY GAMES.

ELIMINATION GAMES THAT GO INTO OVERTIME WILL USE THE COLLEGE FORMAT. 4 DOWNS FROM THE 20, IF AFTER 2 OVERTIMES THE GAMES ARE STILL TIED, THE TEAMS WILL ALTERNATE GOING FOR EXTRA POINTS FROM THE **10 YARD LINE** UNTIL A WINNER IS DECIDED.

TEAM MANAGERS AND CAPTAINS

EACH TEAM SHALL DESIGNATE TO THE REFEREE ONE OR TWO PLAYERS AS ITS FIELD CAPTAIN(S) AND ONE PLAYER SHALL SPEAK FOR THE TEAM IN ALL DEALINGS WITH OFFICIALS.

- THERE SHALL BE NO MORE THAN TWO CAPTAINS FROM EACH TEAM AT THE COIN TOSS.
- A FIELD CAPTAIN'S FIRST ANNOUNCED CHOICE OF ANY OPTIONS OFFERED HIS TEAM SHALL NOT BE REVERSED.
- ANY PLAYER THAT PARTICIPATED IN THE LAST PLAY, AND IS STILL ON THE FIELD OF PLAY, MAY CALL FOR A TEAM CHARGED TIMEOUT.

PERSONS SUBJECT TO THE RULES

ALL PLAYERS, CAPTAINS, MANAGERS, OR PERSONS AFFILIATED WITH THE TEAMS ON THE FIELD, INVOLVED WITH A TOURNAMENT OR CONTEST ARE SUBJECT TO THE RULES AND SHALL BE GOVERNED BY THE OFFICIALS AND/OR THE TOURNAMENT DIRECTOR, STAFF OR APPOINTED AGENTS.

UNIFORMS

IT SHALL BE EACH TEAM'S CHOICE AS LONG AS IT DOES NOT INCLUDE ANY HARD OR UNYIELDING SURFACE.

JEWELRY: NO JEWELRY OF ANY KIND MAY BE WORN BY PLAYERS. NO HEADWEAR WITH AN EXTENDED BILL MAY BE WORN FORWARD (CAN TURN BACKWARDS). (EX: CAPS, VISORS. ETC.).

JERSEY/SHIRTS: ALL MEMBERS OF THE SAME TEAM MUST WEAR THE SAME COLOR JERSEY. JERSEYS MUST BE TUCKED IN. THE MIDRIFF SHIRT IS LEGAL, IF IN THE JUDGMENT OF THE REFEREE, IT DOES NOT HINDER THE DEFENSE FROM PULLING THE FLAG. NO ARTICLE OF CLOTHING MAY COVER ANY PORTION OF A PLAYER'S FLAG. OFFICIALS SHOULD WARN VIOLATORS OF THIS BETWEEN PLAYS. IF A SHIRT/JERSEY BECOMES UNTUCKED DURING A PLAY, IT MUST BE RETUCKED BEFORE THE NEXT PLAY.

SHORTS/PANTS: ANY SHORTS OR PANTS WORN DURING FLAG FOOTBALL LEAGUE PLAY MUST NOT HAVE POCKETS LOCATED WHERE FLAGS WOULD NORMALLY HANG FROM THE FLAG BELT. THIS IS TO REDUCE THE RISK OF INJURY WHEN PULLING FLAGS. IF DISCOVERED DURING A GAME OR A POCKET BECOMES RIPPED DURING A PLAY (AN ATTEMPT AT DEFLAGGING A PLAYER) AND THAT PLAYER WAS INVOLVED, THE PREVIOUS PLAY WILL BE REPLAYED, AND THE PLAYER WILL BE FORCED TO CHANGE OR REMOVED FROM PLAY IMMEDIATELY. ANY SHORTS OR PANTS THAT HAVE STRIPING, PIPING OR A DESIGN THAT CAMOUFLAGES A PLAYER'S FLAGS OR FLAG BELT WILL NOT BE ALLOWED.

SHOES: ANY FLAT SOLED OR COMPLETELY MOLDED CLEAT SHOES ARE ACCEPTABLE. REMOVABLE CLEATS, BASEBALL OR TRACK SPIKES OR ANY SHOES THAT HAVE STEEL OR METAL TIPS ARE PROHIBITED. ALL PLAYERS MUST WEAR SHOES.

PROTECTIVE EQUIPMENT: HARDSHELL HELMETS, SHOULDER PADS, THIGH PADS ARE PROHIBITED. ANY QUESTIONS AS TO THE LEGALITY OF PLAYER'S EQUIPMENT SHALL BE DECIDED BY THE REFEREE OF THAT GAME. THE USE OF ANY UNYIELDING HARD SUBSTANCE CANNOT BE USED TO PROTECT AN INJURY, NO MATTER HOW WELL COVERED OR PADDED. THERAPEUTIC OR PREVENTION KNEE BRACES CAN BE USED IF COVERED FROM DIRECT EXTERNAL EXPOSURE.

FLAGS –THE THREE FLAG TRIPLE THREAT VARIETY WHERE THE FULL BELT IS REMOVED, IS REQUIRED. FLAGS MUST BE ATTACHED TO A BELT AND THE BELT WILL BE WORN SNUG AROUND THE WAIST TO ELIMINATE BEING TURNED PARTIALLY AROUND THE WAIST DURING AN ATTEMPTED DEFLAGGING. IT IS PREFERRED THAT TEAMMATES WEAR THE SAME COLOR OF FLAGS. THE FLAGS MAY NOT BE PERMANENTLY OR TEMPORARILY ALTERED BY INSERTING ANY FOREIGN SUBSTANCE INTO THE MALE OR FEMALE END OF THE PLUG DURING GAMEPLAY. A PLAYER FOUND GUILTY OF ALTERING THEIR FLAGS WILL BE REMOVED FROM THE GAME IMMEDIATELY AND NOT ALLOWED BACK ON THE FIELD FOR THAT GAME.

GLOVES WORN BY A PLAYER MUST BE APPROVED AND INSPECTED BY GAME OFFICIALS IN THE CASE ANY ILLEGAL SUBSTANCE HAS ALTERED THE GLOVES WITH THE INTENT TO ENHANCE A PLAYER'S PERFORMANCE.
PLAYING EQUIPMENT AND UNIFORMS ENFORCEMENT

IF ANY PLAYER HAS IMPROPER ATTIRE, SAID PLAYER MAY NOT PLAY IN THE GAME UNTIL HE COMPLIES WITH THESE RULES. IF DISCOVERED DURING THE GAME, PLAYER MUST BE REMOVED FROM PLAY UNTIL COMPLIANCE OCCURS.

(UNIFORM VIOLATIONS: 5-YARD PENALTY AND REMOVE EQUIPMENT OR PLAYER. ILLEGAL ALTERATION, SECURING, OR SUBSTITUTION OF FLAGS OR BELTS WILL RESULT IN REMOVAL OF A PLAYER OR PLAYERS FROM THE GAME AND A 10 YARD PENALTY FROM L.O.S. OF LAST SNAP IF OFFENSE AND IF DEFENSE FROM P.O.I.

ANY PLAYER WITH LESS THAN TWO (2) FLAGS IN THE PROPER POSITION AT THE SNAP SHALL BE RULED DEFLAGGED IMMEDIATELY AT THE POINT WHERE HE GAINS POSSESSION OF THE FOOTBALL.

PLAYERS BEHAVIOR

ANY VERBAL BADGERING OF OFFICIALS OR DEROGATORY LANGUAGE BETWEEN OPPOSING PLAYERS AFTER OFFICIALS HAVE ASKED ONCE FOR TEAM CAPTAIN'S CONTROL CAN RESULT IN PLAYER OR PLAYERS INVOLVED IN ACTION BEING DISQUALIFIED.

- FIRST DEROGATORY ACTION OR LANGUAGE SHOULD BE PENALIZED 10 YARDS AND CAPTAIN WARNED.
- SECOND DEROGATORY ACTION OR LANGUAGE WILL CAUSE PLAYERS TO BE DISQUALIFIED PLUS 10 YARDS.

SIDELINE PLAYERS ARE SUBJECT TO THE SAME DISQUALIFICATION FOR ABUSIVE, OBSCENE OR BADGERING LANGUAGE TO EITHER OPPOSING PLAYERS OR OFFICIALS. IF THE CAPTAIN OR COACH OF THE PENALIZED TEAM CANNOT CONTROL THE ACTIONS OF HIS PLAYERS, GAME CAN BE FORFEITED.

FAKE EXCESSIVE CONTACT: ANY PLAYER, WHO IN THE JUDGMENT OF THE OFFICIALS, FAKES EXCESSIVE CONTACT FOR THE SOLE PURPOSE OF DRAWING A PENALTY MAY BE WARNED ONCE BY THE OFFICIALS AND THEN PENALIZED FOR UNSPORTSMANLIKE CONDUCT ON THE NEXT OFFENSE.

ENFORCEMENT: A WARNING TO ONE PLAYER MAY BE APPLIED TO A TEAM AS A WHOLE IF THE OFFICIAL SO STATE THAT THIS WARNING IS TO THE TEAM. PENALTY – (TREATED AS A DEAD BALL FOUL) 10 YARDS

BEGGING A CALL – DURING THE COURSE OF A GAME, MANAGERS, PLAYERS AND PARTICIPANTS ON OR OFF THE FIELD OF PLAY MAY DECIDE TO SOLICIT UNNECESSARY COMMENTS, BADGERING OR COMPLAINTS TOWARDS OFFICIALS. IF IN THE OFFICIAL'S JUDGMENT, THE UNSOLICITED INFORMATION IS INTERPRETED AS "BEGGING THE CALL," A TEAM MAY BE PENALIZED FOR SUCH ACTIONS. THE SIDELINE MUST BE WORKED BY GAME OFFICIALS. WHEN THIS HINDRANCE COMES INTO PLAY, EITHER VERBALLY OR PHYSICALLY, SIDELINE INTERFERENCE MAY BE WARNED AND PENALIZED AS SUCH.

ENFORCEMENT: A PENALTY OF 5 YARDS CAN BE TACKED ON TO THE END OF THE PLAY. THIS PENALTY WILL BE MARKED OFF AS A DEAD BALL FOUL EVEN IF IT OCCURRED WHILE PLAY WAS IN PROGRESS.

LENGTH OF GAMES, SCORING AND TIME OUTS

COIN TOSS

- 1) TEAM CAPTAINS ARE REQUIRED TO BRING THEIR GAME BALL(S) TO THE COIN TOSS FOR INSPECTION.
- 2) GAME OFFICIALS WILL CONFIRM WITH TEAM CAPTAINS DURING THE COIN TOSS THAT THE TEAMS ARE IN CORRECT AND LEGAL UNIFORMS (POCKETS, FLAGS, CONTRASTING COLORS, UNYIELDING MATERIALS, ETC.).
- 3) REFEREE WILL ISSUE THE FIRST WARNING ABOUT UNSPORTSMANLIKE CONDUCT, EXCESSIVE ROUGH PLAY, AND LANGUAGE.
- 4) DURING TOURNAMENT PLAY "HOME" OR "AWAY" WILL BE DETERMINED OR RANDOMLY
- 5) FIRST POSSESSION IS DECIDED USING A COIN TOSS.
- 6) THE HEAD OFFICIAL WILL ASK THE 'CALLING CAPTAIN' THEIR CHOICE OF "HEADS" OR "TAILS". THE OFFICIAL WILL ASK THE OPPOSING TEAM TO REPEAT AND CONFIRM THE CHOICE BEFORE FLIPPING THE COIN. THE HEAD OFFICIAL WILL THEN CONFIRM THE CALL.
- 7) THE CAPTAIN WINNING THE TOSS SHALL CHOOSE ONE OF THE FOLLOWING OPTIONS:
 - BEGIN ON OFFENSE
 - BEGIN ON DEFENSE
 - DEFER THEIR CHOICE TO THE SECOND HALF
- 8) THE LOSER OF THE COIN TOSS SHALL MAKE A CHOICE OF THE REMAINING OPTIONS.
- 9) BEFORE THE START OF THE SECOND HALF, THE CHOICE OF OPTIONS SHALL BE REVERSED.
- 10) IF A TEAM CAPTAIN DOES NOT ATTEND THE COIN TOSS, THE OPPOSING TEAM WILL WIN THE TOSS.
- 11) IN ORDER TO KEEP TO SCHEDULE, THE GAME CLOCK SHALL START ONE MINUTE AFTER THE COIN TOSS FORMALITIES HAVE CONCLUDED, REGARDLESS IF THE TEAMS HAVE TAKEN THE FIELD OR NOT.

CLOCK MANAGEMENT AND REGULATIONS:

POOL PLAY FORMAT

EACH GAME IS (2) 21 MINUTE HALFS. (42 MINUTES TOTAL)

EACH TEAM GETS (2) 45-SEC TIME OUTS PER HALF (6 MINUTES TOTAL)

EACH GAME HAS A 2 MINUTE HALF TIME

THIS MEANS EACH GAME WILL LAST **NO MORE** THAN **50 MINUTES**.

TO ENSURE THE POOL PLAY GAMES STAY ON SCHEDULE, EACH GAME WILL CONSIST OF (2) 21MINUTE HALVES, A 2 MINUTE HALF TIME AND TOTAL OF 6 MINUTES FOR TIMEOUTS. THIS IS A TOTAL OF 50 MINUTE PER GAME WITH A RUNNING CLOCK THAT **DOES NOT STOP AT ALL**. THIS MEANS ALL GAMES WILL START AND STOP AT THE SAME TIME. IF GAME STARTS AT 9:00AM, IT WILL END AT 9:50AM.

IF A TEAM CALLS A TIME OUT THEY WILL HAVE 45 SECONDS TO HUDDLE, BUT THE GAME CLOCK WILL CONTINUE TO COUNTDOWN.

EVEN IF THE BALL GOES OUT OF BOUNDS, IS INCOMPLETE, OR A 1ST DOWN IS SCORED, THE CLOCK WILL NOT STOP DURING POOL PLAY

POOL PLAY DOES NOT HAVE OVERTIME

No MERCY RULE IN POOL PLAY

CLOCK MANAGEMENT AND REGULATIONS

ELIMINATION ROUNDS

1. GAME CLOCK WILL START EACH HALF WHEN THE OFFICIAL PUTS THE BALL IN PLAY.
2. THE OFFICIAL'S WHISTLE MAKES THE BALL READY FOR PLAY AND STARTS THE PLAY CLOCK PRIOR TO EACH DOWN THROUGHOUT THE GAMES. THE PLAY CLOCK IS TWENTY-FIVE SECONDS IN LENGTH.
3. AFTER A TEAM TIME-OUT, THE PLAY CLOCK WILL START AT THE SNAP OF THE BALL.
4. BECAUSE THE GAME CLOCK IS A CONTINUOUS CLOCK, IT DOES NOT STOP DURING P.A.T. ATTEMPTS.
5. THE PLAY CLOCK IS 25 SECOND AND STARTS ONCE THE OFFICIAL MARKS THE BALL READY FOR PLAY. (DELAY OF GAME PENALTY IF EXCEED 25 SECONDS)
6. HALF TIME – A MAX OF 3 MINUTES.
7. THE ON-FIELD CAPTAIN OR QUARTERBACK MAY REQUEST THE AMOUNT OF TIME LEFT IN THE GAME FROM THE OFFICIALS AT ANY TIME. OFFICIALS WILL BE EXPECTED TO GIVE THE CORRECT TIME.

PERIODS OF PLAY INCLUDE REGULATION, POINT AFTER TOUCHDOWN (PAT), AND OVERTIME.

1. REGULATION PERIOD – THE GAME SHALL BE PLAYED IN 2 HALVES OF 20 MINUTES IN LENGTH.
2. THE PERIOD OF TIME AFTER A TOUCHDOWN IS MADE IS KNOWN AS THE PAT OR POINT AFTER TOUCHDOWN. DURING REGULATION GAME TIME, THE GAME CLOCK DOES NOT STOP.
3. WITH TWO MINUTES REMAINING IN REGULATION PERIOD {EIGHTEEN (18) MINUTE INTO THE HALF} OF THE FIRST AND SECOND HALF, TEAMS WILL BE GIVEN A TWO MINUTES WARNING.
4. WITH 2 MINUTES LEFT IN THE GAME THE CLOCK MAY STOP FOR
 - **A REFEREE TO SETS THE BALL IN PLAY**
 - PENALTIES. THE CLOCK WILL STOPPED ONLY WHILE THE REFEREE MARKS OFF THE PENALTY AND WILL START WHEN THE NEW LINE OF SCRIMMAGE IS ESTABLISHED

OVERTIME

IN THE EVENT OF A TIE GAME AT THE END OF REGULATION PLAY IN AN ELIMINATION GAME, AN UN-TIMED OVERTIME PERIOD WILL BE PLAYED. IF THE GAME REMAINS TIED AFTER ONE OVERTIME PERIOD, ADDITIONAL PERIODS WILL BE PLAYED UNTIL THE GAME IS DECIDED.

TEAMS ARE ENTITLED TO ONE TIME-OUT PER OVERTIME PERIOD BUT CANNOT BE SAVED FOR THE NEXT PERIOD.

THE OVERTIME WILL BEGIN WITH A COIN TOSS. THE DESIGNATED HOME TEAM WILL MAKE THE CALL. THE WINNER OF THE TOSS WILL HAVE THE OPTION OF TAKING OFFENSE, DEFENSE, THE LOSER OF THE TOSS WILL HAVE THE SECOND OPTION. IF ADDITIONAL OVERTIME PERIODS ARE NEEDED, THE TEAMS WILL PLAY THE ALTERNATE POSSESSION FROM WHICH THEY STARTED.

ALL OVERTIME PERIODS WILL BE PLAYED TOWARD THE SAME GOAL. BOTH TEAMS WILL HAVE ONE OPPORTUNITY ON OFFENSE. THE BALL WILL BE PLACED AT THE 20 YARD LINE AND THE OFFENSE WILL HAVE FOUR DOWNS TO SCORE UNLESS A TURNOVER OCCURS OR A PENALTY DEEMS OTHERWISE.

ALL RULES REGARDING INTERCEPTIONS WILL APPLY EXCEPT TOUCHBACKS WILL SIMPLY RESULT IN A CHANGE OF POSSESSION. IF AN INTERCEPTION IS NOT RUN BACK FOR A SCORE, THE BALL WILL BE PLACED BACK ON THE 20 YARD LINE AND THE DEFENSIVE TEAM WILL NOW HAVE THEIR OFFENSIVE OPPORTUNITY.

ALL PENALTIES OCCURRING ON A TURNOVER WILL BE ASSESSED AT THE SUCCEEDING SPOT – THE 20 YARD LINE.

MERCY RULE – IF A TEAM IS AHEAD BY 27 POINTS OR MORE WHEN THE REFEREE ANNOUNCES THE 2-MINUTE WARNING FOR THE SECOND HALF, THE GAME SHALL BE OVER. THE SAME RULES APPLIES IF A TEAM SCORES INSIDE 2 MINUTES WITH THIS DIFFERENTIAL. IF A TEAM IS AHEAD BY 39 POINTS WITH 6 OR LESS MINUTES TO PLAY IN THE GAME, THE GAME WILL BE OVER.

SCORING

TOUCHDOWN – 6 POINTS

POINT AFTER TOUCHDOWN – 1 POINT – RUN OR PASS FROM 3 YARD LINE

2 POINT – RUN OR PASS FROM 10-YARD LINE AND

3 POINT RUN OR PASS FROM THE 20-YARD LINE.

NOTE*** 1 ADDITIONAL POINT IS ADDED IF A FEMALE IS AN OPERATIVE PLAYER DURING THE EXTRA POINT

	TOUCHDOWN	EXTRA POINT FROM THE 3	EXTRA POINT FROM THE 10	EXTRA POINT FROM THE 20
MALE PLAYER	6 POINTS	1	2	3
FEMALE PLAYER	9 POINTS	2	3	4

EXTRA POINT FOR 2 OR 3 CAN BE RETURNED IF INTERCEPTED.

TEAMS MUST DECLARE BEFORE THE OFFICIAL MARKS THE BALL READY FOR PLAY. ONCE THE BALL IS MARKED READY FOR PLAY, A TEAM MAY ONLY “RE-DECLARE” IF TEAM USES A TIME OUT FIRST. THE PAT PERIOD IS A SEPARATE PERIOD OF THE GAME. DURING REGULATION TIME, THE GAME CLOCK CONTINUES TO RUN. IF INFRACTIONS OCCUR DURING THE PAT, PROPER PENALTY ENFORCEMENT MAY CAUSE A RE-PLAY

OF THE PAT AND IN SOME CASES MAY BE MARKED FROM THE SUCCEEDING SPOT. ENFORCEMENT DEPENDS ON TYPE OF INFRACTIONS THAT OCCURS.

SAFETY – 2 POINTS (POSSESSION OF BALL AT 20 YARD LINE,

FORFEITED GAME – SCORE IS 21 – 0.

TIME OUTS

- (1) EACH TEAM SHALL HAVE TWO (2) TIME OUTS PER HALF.
- (2) EACH TIME OUT WILL BE 45 SECONDS MINUTE IN LENGTH.
- (3) EACH TEAM WILL BE ALLOWED ONLY ONE (1) TIME OUT DURING AN OVERTIME PERIOD.
- (4) A “TIME OUT” CAN BE CALLED BY ANY PLAYER THAT PARTICIPATED ON THE PLAYING FIELD DURING THE PREVIOUS PLAY. SAID PLAYER MAY NOT HAVE LEFT THE FIELD AND RETURNED PRIOR TO THE REQUEST.
- (5) A TEAM MAY USE A TIME OUT TO CHANGE THEIR OPTION DURING THE PAT.
- (6) A TEAM MAY USE A TIME OUT TO CHANGE A 4TH DOWN OPTION (PUNT OR PLAY).
- (7) A TEAM MAY NOT CALL 2 CONSECUTIVE TIME OUTS WITHOUT RUNNING A PLAY IN BETWEEN!**

OFFICIALS MAY CALL ADDITIONAL TIME OUTS AT THEIR DISCRETION. IF A TEAM EXCEEDS THEIR TIME OUT LIMIT DURING A HALF OR DURING AN OVERTIME. DELAY OF GAME 5-YARD PENALTY

NOTE: DURING A TEAM CHARGED TIME OUT, A TEAM REPRESENTATIVE MAY CONFER WITH THEIR TEAM EITHER ON THE FIELD OR AT THE SIDELINES.

LIVE BALL

A LIVE BALL IS A BALL IN PLAY. A PASS, LATERAL, KICK OR A FUMBLE THAT HAS NOT TOUCHED THE GROUND IS A LIVE BALL IN FLIGHT.

DEAD BALL

A DEAD BALL IS A BALL NOT IN PLAY.

LOOSE BALL

A LOOSE BALL IS A BALL NOT IN PLAYER POSSESSION:

1. FOLLOWING THE SNAP AND PRIOR TO A PLAYER FIELDING THE BALL CLEANLY IN ORDER TO KEEP THE BALL LIVE AND IN PLAY.
2. FOLLOWING A PUNT THAT HAS HIT THE GROUND AND HAS NOT BEEN FIELDIED BY THE RECEIVING TEAM OR TOUCHED BY THE PUNTING TEAM.

WHEN A BALL IS MARKED READY FOR PLAY

A DEAD BALL BECOMES READY FOR PLAY ONCE THE REFEREE:

1. IF TIME IS IN, SOUNDS HIS WHISTLE AND SIGNALS READY FOR PLAY. THE 25 SECOND PLAY CLOCK BEGINS ON THAT WHISTLE, DELAY OF GAME (5 YARDS LOS) ENFORCED IF EXCEED TIME TO PUT BALL IN PLAY.
2. IF TIME IS OUT, SOUNDS HIS WHISTLE AND EITHER SIGNALS "START THE CLOCK" OR "READY FOR PLAY."

"IN POSSESSION"

A PLAYER IS "IN POSSESSION" WHEN IN THE JUDGMENT OF THE COVERING OFFICIAL, THE PLAYER EXHIBITS CONTROL OR IS HOLDING THE BALL.

A TEAM IS "IN POSSESSION" OF THE BALL WHEN ITS PLAYERS IS "IN POSSESSION" OR ATTEMPTING TO PUNT; WHILE A PASS OR LATERAL IS IN FLIGHT; OR WHEN ONE OF ITS PLAYERS WAS LAST IN POSSESSION DURING A LOOSE BALL.

CATCH OR INTERCEPTION

A CATCH IS THE ACT OF ESTABLISHING PLAYER POSSESSION OF A LIVE BALL IN FLIGHT.

1. A CATCH OF AN OPPONENT'S PASS, LATERAL OR FUMBLE (PRIOR TO TOUCHING THE GROUND) IS AN INTERCEPTION.
2. SIMULTANEOUS CATCH OR A DOUBLE RECEPTION OF AN OFFENSIVE PASS OR LATERAL ALWAYS GOES TO THE OFFENSE.

FUMBLE

WHEN A BACKWARD PASS HITS THE GROUND BETWEEN THE GOAL LINES OR A FUMBLE OCCURS, THE BALL BECOMES DEAD AND BELONGS TO THE TEAM LAST IN POSSESSION AT THE SPOT WHERE THE BALL HITS THE GROUND OR AT THE SPOT WHERE THE BALL GOES OUT OF BOUNDS (IF IN THE AIR).

WHEN A FORWARD FUMBLE OCCURS AND HIT THE GROUND, IT IS CONSIDERED DEAD. THE END OF THE RUN IN THIS CASE WOULD RETURN TO THE POINT AND WHICH CONTROL WAS LOST OR FROM WHERE THE FUMBLE ORIGINATED. IF THE OFFENSIVE FUMBLES FORWARD AND CROSSED OR HITS THE GROUND BEYOND THE NEXT LINE-TO-GAIN OR GOAL LINE, THE RESULT WILL BRING THE BALL BACK TO WHERE THE FUMBLE OCCURRED AND NEXT DOWN WILL BE PLAYED.

LINE OF SCRIMMAGE.

IS THE PLANE OF THE BALL THAT EXTENDS FROM SIDELINE TO SIDELINE AND NINETY (90) DEGREES FROM THE PLANE FACE OF THE FIELD, ONCE AN OFFICIAL PLACES HIS BALL MARKER AND SIGNAL THE BALL "READY FOR PLAY." ONCE THE BALL MARKER IS SET, THE NEUTRAL ZONE BECOMES ESTABLISHED.

IF A CHANGE OF TEAM POSSESSION OCCURS BETWEEN THE THREE (3) YARD LINE AND THE GOAL LINE DUE TO AN INTERCEPTION OR A KICK CATCH AND THE ORIGINAL MOMENTUM OF THE PLAYER CATCHING THE BALL CARRIES HIM INTO THE END ZONE WHERE HE IS DOWNED BY ANY MEANS, THE RULING WILL BE A TOUCHBACK.

NEUTRAL ZONE

THE NEUTRAL ZONE IS THE SPACE BETWEEN THE BETWEEN THE END OF THE BALL WHEN IN T A NORMAL RESTING POSITION ON ITS LONG AXIS WHILE PARALLEL TO THE SIDELINES AND ONE YARD BEYOND THE LINE OF SCRIMMAGE. THIS ZONE EXTENDS FROM SIDELINE TO SIDELINE AND IS ESTABLISHED ONCE THE BALL IS MARKED READY FOR PLAY.

SERIES OF DOWNS

A TEAM WILL BE ALLOWED FOUR DOWNS TO ADVANCE THE BALL FROM ONE ZONE TO THE NEXT. (A ZONE IS TO BE 20 YARDS.) IF AFTER FOUR (4) CONSECUTIVE DOWNS, A TEAM HAS FAILED TO ADVANCE THE BALL INTO THE NEXT ZONE, POSSESSION SHALL GO TO THE DEFENSE AT THAT SPOT.

HUDDLE/LINING UP ON OFFENSE OR DEFENSE

TEAMS MAY CHOOSE TO HUDDLE PRIOR TO A PLAY. IT IS NOT NECESSARY TO HUDDLE AFTER A PLAY IF A TEAM WISHES TO USE PREDETERMINED PLAYS OR AUDIBLE SIGNALS.

LINING UP: ANY NUMBER OF PLAYERS MAY BE ON THE OFFENSIVE OR DEFENSIVE L.O.S. AT THE SNAP. DEFENSE LINE MUST BE ONE (1) YARD OFF THE BALL AT THE SNAP.

SUBSTITUTION

THERE WILL BE FREE SUBSTITUTION AS LONG AS PLAYERS BEING SUBSTITUTED FOR ARE OFF THE FIELD PRIOR TO THE NEXT SNAP OR PLAYER IS OUT OF THE AREA OF PLAY AND IS DEPARTING THE FIELD IN HASTE. "SLEEPERS" ON SUBSTITUTIONS WILL NOT BE ALLOWED ON ANY PLAY. NO PLAYER MAY LINE UP CLOSER THAN 5 YARDS FROM THE SIDELINE UNLESS HE CAME OUT OF THE HUDDLE OR UNLESS HE WAS ON THE FIELD OF PLAY DURING THE PREVIOUS PLAY AND DID NOT LEAVE THE FIELD OF PLAY. (5 YARDS)

SHIFT

TWO OR MORE OFFENSIVE PLAYERS MAY BE SHIFTING THEIR POSITION AT THE SAME TIME PRIOR TO THE SNAP. THEIR MOVEMENT MAY BE IN ANY DIRECTION BUT THEY MUST BECOME SET FOR ONE FULL COUNT BEFORE THE BALL IS SNAPPED OR BEFORE ANOTHER PLAYER CAN GO IN MOTION PRIOR TO THE SNAP. (5 YARDS)

MOTION

ONLY ONE PLAYER IS ALLOWED TO BE IN MOTION AT THE SNAP AND HIS MOVEMENT MUST BE PARALLEL OR AWAY FROM THE L.O.S. AND MUST BE CONTINUOUS. (5 YARDS)

STANCE

ANY STANCE IS PERMITTED. ANY NUMBER OF PLAYERS MAY BE ON THE OFFENSIVE OR DEFENSIVE L.O.S. AT THE SNAP. DEFENSE LINE MUST BE ONE (1) YARD OFF THE BALL AT THE SNAP. NO DEFENSIVE PLAYER MAY BE WITHIN 4 YARDS OF THE BALL IF LINED UP DIRECTLY IN FRONT OF THE CENTER OR WITHIN ONE YARD OF THE BALL IF LINED UP TO THE SIDE OF THE CENTER AT THE SNAP. (5 YARDS)

ENCROACHMENT / OFF-SIDES

SHALL BE CALLED IF EITHER THE OFFENSE OR THE DEFENSE PASSES OVER THE PLANE OF THEIR L.O.S. BEFORE THE BALL IS SNAPPED. A FALSE MOVEMENT OF THE FOOTBALL BY THE CENTER SHALL CONSTITUTE OFFENSIVE ENCROACHMENT. THESE ARE DEAD BALL FOULS AND THE PLAY SHALL BE IMMEDIATELY WHISTLED DEAD BEFORE PLAY BEGINS AND 5 YARDS AUTOMATICALLY MARKED OFF AGAINST THE ENCROACHING TEAM.

(EXCEPTION: DEFENSIVE ENCROACHMENT RESULTING IN AN OFFENSIVE FIRST DOWN WILL BECOME AN OFFENSIVE CAPTAIN'S CHOICE PENALTY

CENTER SNAP

ALL CENTER SNAPS MUST BE MADE BETWEEN THE CENTER'S LEGS. A FALSE MOVEMENT OF THE FOOTBALL BY THE CENTER AFTER HE IS SET SHALL CONSTITUTE ENCROACHMENT. NO DIRECT SNAP MAY BE TAKEN AT ANY TIME. THE SNAP MUST TRAVEL A MINIMUM OF 2 YARDS TO BE LEGAL (EITHER BACKWARDS OR SIDWAYS). AT ALL TIMES THE BALL SHALL BE SNAPPED FROM THE SPOT MARKED BY THE OFFICIAL BALL MARKER.

SCREENING AND RUSHING

SCREENING

ONLY SCREEN BLOCKING IS PERMITTED. SCREEN BLOCKING: SHALL BE DEFINED AS OBSTRUCTING THE RUSHER'S PATH TO THE QUARTERBACK OR BALL CARRIER, AS LONG AS IT IS DONE BEHIND THE L.O.S., WITH ANY PART OF THE BODY EXCEPT HEAD, HIPS, AND LEGS. THERE CAN BE NO INDEPENDENT MOVEMENT OF THE ELBOWS.

1. TECHNIQUES: THE SCREENER MUST USE ONE OF THE TWO FOLLOWING METHODS: 1) SCREENER MUST HAVE HIS THUMBS HOOKED IN HIS PANTS AND HOLDING THE FLAG BELT WITH EACH HAND OR 2) SCREENER MUST HOLD HIS ARMS BEHIND HIS BACK WITH ARMS LOCKED TOGETHER IN SOME MANNER. A SCREENER MAY NOT LEAVE HIS FEET TO SCREEN.
2. TYPE OF SCREENING INCLUDES: MOVING SCREENS AND STATIONARY SCREENS.
MOVING SCREENS ARE WHEN A PLAYER IS IN MOTION IN AN ATTEMPT TO PREVENT THE RUSHER FROM MANEUVERING TO DE-FLAG A PLAYER. THESE ARE ONLY LEGAL BEHIND THE L.O.S. WHEN PROTECTING THE PASSER OR POTENTIAL PASSER.
3. STATIONARY SCREENS ARE SCREENS SET BY PLAYERS IN A MANNER THAT PLACES THE SCREENER IN A POSITION THAT ATTEMPTS TO PREVENT THE RUSHER OR DEFENDER FROM MANEUVERING TO DE-FLAG A BALL CARRIER, RECEIVER OR POTENTIAL RECEIVER OR BALL CARRIER. A STATIONARY SCREEN IS LEGAL BEHIND THE LOS. ONCE THE PASSER OR POTENTIAL PASSER OR BALL CARRIER CROSSES THE L.O.S., ALL DOWNFIELD SCREENS MUST BE STATIONARY SCREENS.
4. AS THE BALL CROSSES THE L.O.S., OFFENSIVE PLAYERS MAY MANEUVER FOR LATERALS BEHIND THE BALL BUT IN DOING SO MUST NOT BE DELIBERATELY SCREENING ANY DEFENSIVE PLAYERS. THEY MUST BE CLEARLY IN THE ACT OF POSITIONING FOR A LATERAL.

5. ENFORCEMENT (INFRACTIONS BEHIND THE LOS): A PENALTY WILL AUTOMATICALLY BE CALLED IF A SCREENER'S HAND LEAVES HIS PANTS AND FLAG BELT OR IF ARMS ARE SEPARATED FROM BEHIND HIS BACK WHILE IN THE PROCESS OF SCREENING WITHIN 2 YARDS OF THE RUSHER. ALTHOUGH THIS METHOD OF SCREENING CUTS DOWN ON EXCESSIVE CONTACT BY THE SCREENER, IT NEVERTHELESS LACES THE SCREENER IN VERY VULNERABLE POSITION; THEREFORE; THE MAIN RESPONSIBILITY OF AVOIDING CONTACT RESTS WITH THE RUSHER. (S-14) (10 YARDS) THE SCREENER MAY NOT STEP INTO THE RUSHER. (ADDED FOR INTERPRETATION) ILLEGAL SCREEN, BEHIND LOS, 5 YARDS FROM LOS, IF EXCESSIVE 10 YARDS AND LOSS OF DOWN.
6. ENFORCEMENT (BEYOND THE LOS) MOVING SCREENS SHALL BE PENALIZED FROM THE END OF RUN (E.O.R.) OR THE POINT OF INFRACTION (P.O.I.), WHICHEVER HURTS THE OFFENSIVE TEAM THE MOST. IF THE ILLEGAL SCREEN IS JUDGED TO HAVE CAUSED EXCESSIVE CONTACT, IT WILL BE PENALIZED 10 YARDS AND LOSS OF DOWN. (CANNOT HAVE LOSS OF DOWN IF PENALTY LEAVES BALL IN FRONT OF LINE-TO-GAIN AND 1ST DOWN.) (S-24, 29 & 8) (IF NOT EXCESSIVE- 5 YARDS)

RUSHING

RUSHING IS DEFINED AS THE ACT OF A DEFENSIVE PLAYER PURSUING THE OFFENSIVE PLAYER WHO IS IN POSSESSION OF THE BALL.

1. A RUSHER MUST BE LINED UP 5 YARDS BEHIND THE LINE OF SCRIMMAGE (EXCEPT WHEN THE BALL IS INSIDE THE 5 YARD LINE. WHEN INSIDE THE 5 YARD LINE, **THE RUSH WILL START AT THE GOAL LINE.**)
2. THE RUSHER MAY NOT RUN OVER THE SCREENER. THE RUSHER MAY NOT PULL THE SCREENER TOWARD HIM OR PUSH THE SCREENER AWAY FROM HIM.
- 3 ENFORCEMENT: ILLEGAL RUSHING – A PENALTY WILL BE AUTOMATICALLY CALLED IF THE RUSHER TOUCHES THE SCREENER'S HEAD AS LONG AS THE SCREENER IS SCREENING UPRIGHT. (10 YARDS)

RUSHING FROM WITHIN THE 5 YARD NO RUSH ZONE (5 YARD PENALTY)

ROUGHING THE PASSER WHEN THE PASS IS INCOMPLETE WILL BE MARKED OFF 10 YARDS FROM THE L.O.S., WHEN THE PASS IS COMPLETE THE PENALTY WILL BE 10 YARDS MARKED OFF FROM THE E.O.R. AND AUTOMATIC FIRST DOWN IN EITHER CASE.

IF THE RUSHER TOUCHES THE QUARTERBACK IN THE HEAD IN HIS ATTEMPT TO BLOCK THE PASS A PENALTY WILL BE CALLED.

THIS WILL ALSO GO FOR STRIKING THE PASSER'S ARM WHEN IN A FORWARD MOTION WHILE ATTEMPTING TO BLOCK A PASS.

ROUGHING THE PASSER WILL BE CALLED WHEN THE RUSHER, IF WHILE ATTEMPTING TO DE-FLAG THE QUARTERBACK OR BLOCK A PASS, LETS HIS MOMENTUM CARRY HIM INTO THE PASSER. DEFENSIVE PLAYER MAY NOT HAVE ANY CONTACT WITH THE PASSER WHEN HE IS PASSING. THE DEFENSIVE MAY RUSH AS MANY PLAYERS AS IT WISHES.

NOTE: OFFICIALS SHOULD BE AWARE IF CONTACT IS CAUSED BY PASSER STEPPING UP OR MOVING INTO THE RUSHER. BOTH THE SCREENER AND THE RUSHER SHOULD STRIVE TO AVOID CONTACT AT ALL TIMES.

PASSING REGULATIONS

PASSING

THERE CAN BE ONLY ONE FORWARD PASS PER PLAY.

A COMPLETED DIRECT HANDOFF, EVEN IF BOBBLED, SHALL NOT BE CONSIDERED AN EXCHANGE OF THE FOOTBALL IN THE AIR.

IF THE PASSER IS BEYOND THE L.O.S. WHEN THE FOOTBALL IS RELEASED, AN ILLEGAL FORWARD PASS HAS OCCURRED AND WILL RESULT IN A 5 YARD PENALTY AND LOSS OF DOWN IF ACCEPTED. ILLEGAL FORWARD PASSES WILL BE MARKED FROM P.O.I.

ONCE THE BALL HAS CROSSED THE L.O.S., IN THE AIR OR IN POSSESSION OF A PLAYER, IT CANNOT BE PASSED FORWARD, EVEN IF THE BALL IS FIRST RETURNED BACK ACROSS THE L.O.S. (ILLEGAL FORWARD PASS)

THERE IS NO INTENTIONAL GROUNDING

A LATERAL WILL BE ANY PASS THROWN OVERHAND OR UNDERHAND PERPENDICULAR OR AWAY FROM THE DIRECTION OF ADVANCEMENT OF TEAM IN POSSESSION. FORWARD LATERALS ARE TREATED AS AN ILLEGAL FORWARD PASS IF BEYOND L.O.S.

PUSH OR SHOVEL PASSES THROWN IN ANY DIRECTION IS LEGAL IF INITIATED BEHIND THE L.O.S. ONCE A PLAYER CROSSES THE L.O.S., PUSH OR SHOVEL PASSES ARE LEGAL IF THROWN PARALLEL OR BEHIND THE BALL CARRIER.

ONCE THE BALL HAS PASSED THE LINE-OF-SCRIMMAGE IT CANNOT BE RETURNED TO BEHIND THE LINE-OF-SCRIMMAGE AND THROWN FORWARD LEGALLY.

IF ANY PORTION OF THE PASSER'S BODY IS BEHIND THE LINE-OF-SCRIMMAGE IT IS A LEGAL PASS.

A PASSER MAY JUMP VERTICALLY TO THROW THE BALL OVER A DEFENDER. THIS DOES NOT CONSTITUTE ILLEGAL ADVANCEMENT.

ALL PLAYERS ARE ELIGIBLE TO RECEIVE A PASS UNLESS THEY HAVE STEPPED OUT-OF-BOUNDS OF THEIR OWN ACCORD.

PLAYERS MAY RE-ESTABLISH THEMSELVES IN THE FIELD OF PLAY AND CATCH THE BALL IF ANOTHER PLAYER HAS TOUCHED THE BALL FIRST.

ANY OFFENSIVE PLAYER WHO RECEIVES A HANDOFF BEHIND SCRIMMAGE CAN PASS THE BALL FROM BEHIND THE LINE-OF-SCRIMMAGE.

BACKWARD PASSES ARE ALLOWED.

IF THE PASSER'S FLAG HAS BEEN PULLED WHILE THE PASSER STILL HAS THE BALL IN THEIR HAND IT IS A SACK. THERE IS NO ALLOWANCE GIVEN FOR THE PASSER'S ARM BEING IN MOTION AT THE TIME OF THE SACK. BALL IN HAND AT ALL EQUALS A SACK.

RECEIVING

ALL PLAYERS OF BOTH TEAMS ARE ELIGIBLE PASS RECEIVERS. IF A RECEIVER COMES DOWN WITH ONE FOOT IN BOUNDS AND ONE FOOT OUT OF BOUNDS SIMULTANEOUSLY, **THE PASS IS COMPLETE**. THE LINES MARKING THE SIDELINES AND THE EXTREME END OF THE END ZONE SHALL BE CONSIDERED OUT OF BOUNDS IF STEPPED ON TO ANY DEGREE. TWO OR MORE OFFENSIVE RECEIVERS OR DEFENSIVE PLAYERS MAY TOUCH A PASS IN SUCCESSION, RESULTING IN A COMPLETION. AFTER A PASS IS THROWN, IT IS TOO MUCH TO EXPECT OF THE OFFICIALS TO KEEP TRACK OF EXACTLY WHO TOUCHED THE BALL AND IN WHAT ORDER, IF RECEIVERS AND DEFENDERS ARE BATTLING FOR POSSESSION. THEREFORE, THE ONLY THINGS THAT WILL BE JUDGED WILL BE (1) DID PASS INTERFERENCE OCCUR, (2) WHO CAUGHT THE BALL, AND (3) WAS RECEIVER IN BOUNDS WITH AT LEAST ONE FOOT AT MOMENT OF POSSESSION.

PASS INTERFERENCE

PASS INTERFERENCE RULES SHALL APPLY TO ANY PASS MADE FROM BEHIND THE L.O.S., WHETHER IT IS A FORWARD PASS OR A LATERAL PASS AND APPLIES TO BOTH OFFENSIVE AND DEFENSIVE PLAYERS. AFTER THE PASS IS IN THE AIR, NEITHER THE RECEIVER NOR THE DEFENDER MAY TOUCH THE OTHER PLAYER UNTIL ONE OF THEM TOUCHES THE BALL, OR ELSE OFFENSIVE OR DEFENSIVE PASS INTERFERENCE MAY BE CALLED. IF CONTACT OCCURS AFTER ONE OF THEM TOUCHES THE BALL, THEN PASS INTERFERENCE CANNOT BE CALLED UNLESS ONE OF THEM CATCHES THE BALL AND THE OTHER "STRIPS" OR ATTEMPTS TO "STRIP" THE BALL FROM HIS HANDS.

RECEIVER STRIPPING IS ATTEMPTING TO TAKE THE BALL FROM THE GRASP OF A RECEIVER AFTER HE HAS CAUGHT THE BALL, BUT BEFORE HE HAS BROUGHT THE BALL INTO A POSSESSIVE POSITION. IN WHICH CASE, PASS INTERFERENCE WILL BE CALLED: IF PLAYER ESTABLISHED POSSESSION OF THE FOOTBALL, THE DEFENDER MUST GO FOR THE FLAG AND NOT THE BALL.

PASS INTERFERENCE ENFORCEMENT

ANY CONTACT THAT OCCURS AFTER THE PASS IS TOUCHED (EXCLUDING RECEIVER STRIPPING) AND IS EITHER COMPLETE OR INCOMPLETE, MUST BE JUDGED BY THE OFFICIALS AS EITHER NON-INTENTIONAL CONTACT CAUSED BY BOTH PLAYERS "PLAYING THE BALL" OR INTENTIONAL CONTACT/PASS INTERFERENCE WHICH SHALL BE PENALIZED FROM THE POINT OF INFRACTION. PENALTY WILL BE 5 YARDS IF INCOMPLETE OR COMPLETE, AND IF JUDGED TO BE FLAGRANT, THE PENALIZED PLAYER MAY BE REMOVED FROM THE GAME AND PENALTY WILL BE 10 YARDS.

ALL PASS INTERFERENCE PLAYS, OFFENSIVE OR DEFENSIVE, WHETHER THEY OCCUR DURING THE "REGULATION PLAY PERIOD", "OVERTIME", OR THE "P.A.T. TRY PERIOD", WILL BE CAPTAIN'S CHOICE PENALTIES. IF THE CAPTAIN REFUSES PENALTY THE PLAY WILL STAND.

ALL OFFENSIVE PASS INTERFERENCE PLAYS, WHETHER THEY OCCUR DURING THE "REGULATION PLAY PERIOD", "OVER TIME PERIOD", OR THE "P.A.T. TRY PERIOD" WHICH ARE ACCEPTED BY THE DEFENSIVE CAPTAIN SHALL BE MARKED 10 YARDS FROM L.O.S. WITH A LOSS OF DOWN.

DEFENSIVE PASS INTERFERENCE PLAYS, WHICH OCCUR ON THE PLAYING FIELD, DURING THE "REGULATION PLAY PERIOD", "OVER TIME PERIOD", AND ARE ACCEPTED, SHALL BE MARKED AT THE SPOT OF THE INFRACTION AND RECEIVE AN AUTOMATIC FIRST DOWN. DEFENSIVE PASS INTERFERENCE THAT OCCURS IN THE END ZONE DURING THE "REGULATION PLAY PERIOD" AND ACCEPTED: BALL WILL BE PLACED ON ONE (1) YARD LINE, AND 1ST DOWN. DEFENSIVE PASS INTERFERENCE THAT OCCURS DURING THE "P.A.T. TRY PERIOD", AND ACCEPTED: BALL WILL BE PLACED ON ONE (1) YARD LINE – P.A.T. TRY WILL BE RERUN, POINT VALUE WILL BE WHATEVER WAS DECLARED PRIOR TO ORIGINAL P.A.T. DEFENSIVE PASS INTERFERENCE WHICH OCCURS IN THE END ZONE DURING THE "OVER TIME PERIOD", AND ACCEPTED: BALL WILL BE PLACED ON THE ONE (1) YARD LINE – SAME PLAY WILL BE RUN AGAIN,

SHIELDING/SCREENING A RECEIVER'S EYES BY A DEFENDER WITHOUT PLAYING THE FOOTBALL IS PASS INTERFERENCE AND SHALL BE PENALIZED AS SUCH. BUMP AND RUN, OR CHECKING AN OFFENSIVE RECEIVER DURING A PASSING PLAY WILL BE A 5-YARD PENALTY FROM P.O.I. AND CAPTAIN'S CHOICE.

RUNNING WITH THE BALL

BALL CARRIER

THE RESPONSIBILITY OF AVOIDING CONTACT RESTS WITH THE BALL CARRIER. HE MUST SHOW THE OFFICIALS HE MADE AN EFFORT TO AVOID CONTACT. THE BALL CARRIER WILL NOT DELIBERATELY RUN OR DRIVE INTO A DEFENSIVE PLAYER. A BALL CARRIER MAY SPIN TO AVOID A FLAG PULL BUT MUST REALIZE THAT WHILE SPINNING, HE/SHE IS IN A "STATE OF NON-CONTROL" AND SHOULD CONTACT OCCUR AS A RESULT OF UNCONTROLLED MOMENTUM, HE/SHE WILL BE PENALIZED. THE "STIFF ARM" AND JUMPING ARE ILLEGAL. PENALTY: 10 YARDS FROM P.O.I. (ADDED FOR INTERPRETATION) AND LOSS OF DOWN

A PLAYER IS ALSO NOT ALLOWED TO JUMP TO AVOID A FLAG PULL. JUMPING IS CONSIDERED FLAG GUARDING WHICH IS A PENALTY. THE BALL CARRIER SHALL NOT PROTECT HIS FLAGS BY BLOCKING WITH HIS HAND, ARM OR HEAD, THE OPPORTUNITY TO PULL HIS FLAGS. FLAG GUARDING WILL BE MARKED 10 YARDS FROM P.O.I. /L.O.S. (IF BEHIND LINE) AND LOSS OF DOWN.

IF ANY OF THE ABOVE ACTS ARE JUDGED TO HAVE CAUSED EXCESSIVE CONTACT, 10 YARDS AND LOSS OF DOWN.

DEFLAGGING THE RUNNER

THE BALL CARRIER IS DOWN AND THE BALL IS DEAD WHEN EITHER FLAG IS DETACHED FROM HIS BELT OR WHEN THE BALL OR EITHER KNEE TOUCHES THE GROUND. A DEFENSIVE PLAYER MAY LEAVE HIS FEET TO PULL THE OFFENSIVE PLAYER'S FLAG BUT MAY NOT MAKE CONTACT WHILE DOING SO. WHEN A DEFENSIVE PLAYER PULLS THE BALL CARRIER'S FLAG HE SHOULD STOP AND HOLD IT ABOVE HIS HEAD FOR OFFICIALS TO

SEE. IF THE ACT OF DEFLAGGING A PLAYER IS SIMULATED OR FAKED, THE INFRACTION WILL BE TREATED AS A DELAY OF GAME PENALTY.

TACKLING IS PROHIBITED. TACKLING IS GRASPING OR ENCIRCLING THE BODY OF THE BALL CARRIER WITH A HAND OR ARM. GRABBING THE BALL CARRIER'S CLOTHING SHALL BE PENALIZED AS TACKLING. IF THE DEFENSIVE PLAYER REACHES ACROSS THE BODY OF A BALL CARRIER TO PULL HIS FLAG AND CONTACT OCCURS, THE RESPONSIBILITY OF THE CONTACT LIES WITH THE DEFENSIVE PLAYER. PENALTY: 5 YARDS FOR IMPEDING – 10 YARDS FOR TACKLING (ENCIRCLING OF BODY) WITH AUTOMATIC FIRST DOWN IF TACKLING FROM P.O.I. OR L.O.S. IF IN THE OPINION OF OFFICIALS, THE ACT PREVENTED A SCORE, THE BALL WILL BE PLACED ON THE ONE (1) YARD LINE, FIRST DOWN AND GOAL. THE OFFENDER WILL BE DISQUALIFIED IF THE ACT WAS FLAGRANT.

ILLEGAL DEFLAGGING IS PREMATURELY PULLING AN OPPONENT'S FLAG WITH THE INTENT OF MAKING THE OFFENSIVE PLAYER INELIGIBLE TO BECOME A BALL CARRIER. PENALTY – 5 YARDS FROM L.O.S. OR E.O.R. (S-31) RUNNER STRIPPING OCCURS WHEN A DEFENDER ATTEMPTS TO STRIP OR TAKE THE BALL FROM THE GRASP OF A PLAYER IN POSSESSION. THIS IS A FORM OF ILLEGAL DEFLAGGING. (S-31)

THE INTENDED RECEIVER OF EITHER A PASS OR LATERAL MAY BE DEFLAGGED ONLY AFTER FIRST TOUCHING THE BALL – EVEN WHILE FUMBLING OR BOBBLING THE BALL AND BEFORE POSSESSION IS ESTABLISHED. THAT RECEIVER WILL BE CONSIDERED DOWNED AT THE POINT HE WAS DEFLAGGED.

IF THE QUARTERBACK'S ARM WAS IN FORWARD MOTION WHEN HIS FLAG WAS PULLED, THE PASS IS NOT ALLOWED. IF THE PASSER IS LEGALLY DEFLAGGED AS HE IS PASSING THE FOOTBALL, AND LATER IN THAT PLAY RECEIVES THE BALL BACK, HE SHALL BE DOWNED AT THAT SPOT. IF HE IS DEFLAGGED AFTER HE HAS RELEASED THE FOOTBALL AND HE THEN RECEIVES THE BALL BACK, ILLEGAL DEFLAGGING SHOULD BE CALLED.

A DEFENDER MAY NOT PUSH OR KNOCK A BALL CARRIER OUT OF BOUNDS. A FORM OF ILLEGAL DEFLAGGING, IF EXCESSIVE CONTACT – 10 YARDS. (S-31 & 29)

ILLEGAL ADVANCEMENT – ADVANCEMENT MAY NOT OCCUR AS A RESULT OF THE BALL BEING SLAPPED, KICKED, PITCHED, OR PUSHED BY EITHER TEAM IN THE DIRECTION OF THEIR GOAL LINE. THE BALL WILL BE DECLARED DEAD AT THE SPOT OF SUCH ILLEGAL ADVANCEMENT AND A 5-YARD PENALTY. (S-23)

PUNTS

IF A PUNT IS TO BE MADE, THE OFFENSE MUST ANNOUNCE IT TO THE REFEREE BEFORE THE BALL CAN BE DECLARED READY FOR PLAY. OFFENSE MUST DECLARE WITHIN 10 SECONDS AFTER ASKED BY REFEREE ON 4TH DOWN PLAY. (PENALTY DELAY OF GAME.) AFTER OFFENSE DECLARES, THE REFEREE WILL MARK BALL READY FOR PLAY WHEREUPON THE OFFENSE WILL HAVE 15 SECONDS TO PUNT THE BALL.

WHEN THE OFFENSE DECLARES THE PUNT, IT BECOMES A GUARANTEED PUNT, AND ONLY IF A DEFENSE PENALTY OCCURS AFTER THE OFFENSE DECLARES PUNT CAN THE OFFENSE RECONSIDER, DUE TO CHANGE IN FIELD POSITION.

AFTER A PUNT HAS BEEN DECLARED, IT MUST BE MADE AND NEITHER TEAM MAY CROSS THE L.O.S. UNTIL THE BALL IS KICKED. THE OFFENSE MAY HAVE ANY NUMBER OF PLAYERS ON THE L.O.S. THE PUNT RETURNING TEAM MUST HAVE 4 PLAYERS ON THE L.O.S. AND THEY MUST REMAIN IN THAT ZONE UNTIL THE BALL IS KICKED. D. IF THE PUNT HITS A MEMBER OF THE PUNTING TEAM, WHICH HAS NOT CROSSED THE L.O.S., IT IS DEAD AT THAT SPOT. ANY MEMBER OF THE PUNTING TEAM MAY DOWN THE PUNT IF IT IS BEYOND THE L.O.S. AND HAS TOUCHED THE GROUND PRIOR TO BEING DOWNED. THE PUNT WILL BE DECLARED DEAD AT THE SPOT WHERE IT IS FIRST TOUCHED BY THE PUNTING TEAM.

THE PUNT RECEIVING TEAM MUST BE GIVEN AN OPPORTUNITY TO FIELD THE PUNT IN THE AIR; THEREFORE, THERE WILL BE A 10-YARD PENALTY IF TOUCHED IN THE AIR BEYOND THE L.O.S. BY THE PUNTING TEAM, FROM THE P.O.I.

THE PUNT RETURNING TEAM MAY HAVE 3 RETURNERS IN DEEP POSITIONS. THE 2 RETURNERS THAT DO NOT CARRY THE BALL MAY NOT BE MOVING SCREENS. THEY MAY RUN FORWARD AND PROVIDE STATIONARY SCREENS OR BE MANEUVERING FOR A LATERAL. (PENALTY – 5 YARDS FROM EOR/POI) (S-24)

THE PUNT RECEIVING TEAM MAY FIELD A PUNT IN THE AIR, OFF OF A BOUNCE (ONE OR MORE), OR DIRECTLY OFF OF THE GROUND, IF FIELDED CLEARLY. WHEN A PUNT TOUCHES A PLAYER ON THE RECEIVING TEAM WHO IS IN BOUNDS AND THE BALL REBOUNDS INTO THE AIR, ALL PLAYERS BECOME ELIGIBLE TO INTERCEPT AND ADVANCE THE BALL BEFORE IT TOUCHES THE GROUND.

ON A PUNT PLAY, THERE ARE NO LINE-TO-GAIN LINES (1ST DOWN LINES) ESTABLISHED. WHEN THE PUNT RECEIVING TEAM IS RETURNING A PUNT, ANY LIVE BALL FOULS COMMITTED BY EITHER TEAM, WHICH ARE ACCEPTED, WILL RESULT IN THE PENALTY BEING MARKED OFF AFTER WHICH THE NEXT LINE WILL BECOME THE LINE-TO-GAIN FOR A FIRST DOWN. AS SOON AS THE PLAY IS BLOWN DEAD, THE LINE-TO-GAIN IS ESTABLISHED. ANY DEAD BALL FOULS THAT OCCUR WILL RESULTS IN THE LINE-TO-GAIN REMAINING THE SAME (UNLESS THE ENFORCED PENALTY LEAVES THE BALL PAST THE LINE-TO-GAIN.)

WHEN A PUNT IS LEFT UNATTENDED, IT BECOMES DEAD WHERE IT ROLLS STILL.

NO QUICK KICKS ARE ALLOWED. (5 YARDS PENALTY AND LOSS OF DOWN FROM L.O.S.) (S-22 & 8)

PUNTS MUFFED BY THE RECEIVING TEAM IN THE END ZONE BEFORE POSSESSION, AND BALL HITS IN OR OUT OF END ZONE, IT WILL BE A TOUCHBACK. IF THE BALL IS TOUCHED IN THE AIR OR ON THE GROUND BY THE PUNTING TEAM IN THE ZONE, IT IS A TOUCHBACK. IF A PUNT RECEIVER WHO HAS GAINED POSSESSION OF THE PUNT IN THE END ZONE IS DEFLAGGED PRIOR TO CROSSING THE GOAL LINE INTO THE FIELD OF PLAY, IT

IS A TOUCHBACK. IF PUNT RECEIVER REMAINS IN END ZONE 5 SECONDS AFTER FIELDING PUNT, OR DOWNS PUNT BY KNEE OR BALL TOUCHING GROUND AFTER POSSESSION, IT IS A TOUCHBACK. A MUFFED LATERAL IN THE END ZONE WILL BE A SAFETY.

PENALTY ENFORCEMENT

PENALTY INFORMATION

ALL LIVE BALL FOULS (FOULS WHICH OCCUR WHILE PLAY IS IN PROGRESS) ARE CAPTAINS CHOICE. ALL DEAD BALL FOULS (S-6) (FOULS WHICH OCCUR PRIOR TO SNAP OR AFTER BALL IS BLOWN DEAD) WILL AUTOMATICALLY BE MARKED OFF. THIS MEANS IF A FOUL OCCURS DURING A DOWN AND IS A LIVE BALL FOUL AND THEN A DEAD BALL FOUL OCCURS BOTH FOULS WILL BE ENFORCED. THEY DO NOT OFFSET, EVEN IF AGAINST DIFFERENT TEAMS.

AFTER A PENALTY IS CALLED, ONLY CAPTAIN OF THE PENALIZED TEAM MAY DISCUSS IT WITH THE OFFICIALS. THE OFFICIAL MAKING THE CALL IS OBLIGATED TO GIVE THE PLAYER'S NUMBER AND THE ACT THEY COMMITTED (WITHOUT DISCUSSION) TO THE PENALIZED TEAM CAPTAIN. OFFICIAL WILL THEN GIVE THE OPPOSING CAPTAIN HIS OPTIONS ON THE PENALTY. THAT CAPTAIN'S FIRST CHOICE WILL BE FINAL. IN THE JUDGMENT OF ANY GAME OFFICIAL, THE FOLLOWING ACTS ARE DELIBERATE OR FLAGRANT, THE PLAYER OR PLAYERS INVOLVED SHALL BE EJECTED FROM THE GAME:

- 1) USING FISTS, KICKING, OR KNEEING
- 2) ILLEGAL USE OF HANDS, FOREARMS, OR ELBOWS
- 3) TACKLING
- 4) ANY DELIBERATE OR FLAGRANT ACT WHICH COULD CAUSE INJURY
- 5) ANY ACT OF UNSPORTSMANLIKE CONDUCT
- 6) ABUSIVE, PROFANE, OR INSULTING LANGUAGE
- 7) ANY ACT OF UNFAIR PLAY
- 8) HARASSMENT OF OFFICIALS OR OTHER PLAYERS

A MINIMUM ONE (1) GAME SUSPENSION FOR ANY PERSON EJECTED FROM A GAME FOR ANY REASON.

HOWEVER, THE COMMISSIONER MAY ADD ADDITIONAL GAMES AT HIS/HER DISCRETION

PENALTIES, WHICH WOULD OTHERWISE BE MARKED OFF PAST THE GOAL LINE, SHALL BE HALF THE DISTANCE TO THE GOAL LINE,

OFFSETTING PENALTIES – IF OFFSETTING FOULS OCCUR DURING A DOWN, OR WHILE THE BALL IS READY-FOR-PLAY, THAT DOWN SHALL BE PLAYED OVER. IF OFFSETTING FOULS OCCUR BETWEEN SUCCESSIVE DOWN, THE NEXT DOWN SHALL BE THE SAME AS IF NO FOULS OCCURRED. (S-9)

IF THERE IS A CHANGE OF TEAM POSSESSION DURING A DOWN, THE TEAMS LAST GAINING POSSESSION MAY DECLINE THE OFFSETTING FOULS AND RETAIN POSSESSION AFTER THE PENALTY FOR ITS OWN INFRACTION

PROVIDING THAT THE INFRACTION OCCURS AFTER THE CHANGE OF POSSESSION. IF OFFSETTING FOULS OCCUR PRIOR TO CHANGE OF POSSESSION, PLAY SHALL BE REPEATED.

PENALTY CHART

ALL PENALTIES WILL BE MARKED 5 OR 10 YARDS, IF IN THE OPINION OF THE OFFICIALS, THE FOUL IS FLAGRANT OR EXCESSIVE CONTACT, THE PLAYER (OR PLAYERS) MIGHT BE EJECTED.

B. IN ORDER TO ESTABLISH A SIMPLE PHILOSOPHY IN ASSESSING PENALTIES, THESE GENERAL RULES HOLD TRUE WITH ONLY A FEW EXCEPTIONS:

1. ALL ACCEPTED PENALTIES: ARE MARKED FROM THE E.O.R., L.O.S., OR P.O.I., WHICHEVER HURTS THE INFRACTING TEAM THE MOST AND THE DOWN MAY OR MAY NOT BE REPLAYED.

2. ALL REFUSED PENALTIES: THE BALL STAYS WHERE BLOWN DEAD AND DOWN IS NOT REPLAYED.

3. ALL LIVE BALL FOULS: ARE CAPTAIN'S CHOICES

4. ALL DEAD BALL FOULS: ARE NOT CAPTAIN'S CHOICES AND WILL BE MARKED OFF.

C. "LITTLE-TO-LOSE" PENALTIES: IF THE FULL PENALTY CANNOT BE MARKED OFF DUE TO THE FIELD POSITION RELATIVE TO THE GOAL LINE, THE BALL WILL BE MARKED OFF TO THE ONE YARD LINE.

1. OFFENSIVE PENALTIES ON TEAM BACKED UP TO WITHIN 1 YARD FROM THEIR GOAL WILL RESULT IN LOSS OF DOWN UNLESS THERE IS A CHANGE OF POSSESSION DURING A PLAY.

2. OFFENSIVE FOULS IN THEIR OWN END ZONE WILL BE CAPTAIN'S CHOICE: SAFETY OR LOSS OF DOWN.

D. PENALTY ENFORCEMENT DURING OVER TIME PERIODS: WHEN INFRACTIONS OCCUR DURING THE OVERTIME PERIOD, IF THE PENALTY IS ACCEPTED, THE DOWN NUMBER MAY OR MAY NOT BE LOST, DEPENDING ON THE PENALTY. IN TURN, THAT SAME INFRACTION MAY OR MAY NOT ALSO LOSE THE PLAY NUMBER, DEPENDING ON THE PENALTY. E. PENALTIES ON THE PLAYING FIELD DURING THE OVERTIME PERIOD SHALL BE MARKED THE SAME AS DURING REGULATION TIME.

F. PENALTIES ENFORCEMENT AND LINE-TO-GAIN:

1. ENFORCEMENT OF ANY PENALTY WHICH LEAVES THE BALL ACROSS THE LINE-TO-GAIN WILL RESULT IN A NEW LINE-TO GAIN (1ST DOWN).

2. AFTER ENFORCEMENT OF ANY LIVE BALL FOUL THAT LEAVES THE BALL SHORT OF THE LINE-TO-GAIN WILL RESULT IN THE FIRST DOWN LINE REMAINING THE SAME.

G. ALL DEFENSIVE DEAD BALL FOULS AFTER A TOUCHDOWN BUT BEFORE THE BALL IS PUT IN PLAY AFTER CHANGE OF POSSESSION WILL BE PENALIZED FROM THE 14-YARD LINE. ALL LIVE BALL FOULS DURING THIS PERIOD ARE CAPTAIN'S CHOICE PENALTIES.

DEFENSIVE FOULS DURING / AFTER TOUCHDOWNS AND PAT ATTEMPT

1) FOLLOWING A TOUCHDOWN, ONCE THE SCORING TEAM HAS INFORMED AN OFFICIAL OF WHICH POINT CONVERSION CHOICE THEY WANT TO ATTEMPT THE DECISION CANNOT BE CHANGED UNLESS THE SCORING TEAM USES A TEAM TIMEOUT.

2) IF A PENALTY OCCURS DURING AN EXTRA POINT ATTEMPT, THE PENALTY WILL BE ASSESSED BUT THE EXTRA POINT VALUE REMAINS THE SAME.

3) DECISIONS CANNOT BE CHANGED AFTER A PENALTY. FOR EXAMPLE, IF THE OFFENSE ATTEMPTS A 1-POINT PAT AND IS PENALIZED FIVE YARDS FOR A FALSE START, THEY CANNOT CHANGE THEIR MIND AND GO FOR A 2-POINT PAT. THEY WILL STILL BE ATTEMPTING A 1-POINT PAT BUT IT WILL BE FROM THE 8-YARD LINE.

4) UNSPORTSMANLIKE CONDUCT AND PERSONAL FOULS DURING SUCCESSFUL TOUCHDOWN ATTEMPTS WILL BE ASSESSED AT HALF THE DISTANCE TO THE GOAL DURING THE PAT ATTEMPT (E.G., 3-POINT PAT ATTEMPTS WILL BE SPOTTED AT THE 10-YARD LINE, 2-POINT PAT ATTEMPTS WILL BE SPOTTED AT THE 5-YARD LINE AND 1-POINT ATTEMPTS AT THE 1 ½-YARD LINE) OR ON THE KICKOFF. ALL OTHER DEFENSIVE PENALTIES MAY BE DECLINED BY THE OFFENSE AND THE SCORE WILL STAND.

5) DEAD BALL FOULS COMMITTED BY THE OFFENSE THAT DO NOT CARRY A LOSS-OF-DOWN PENALTY (FALSE START, OFFSIDE, ETC.) WILL RESULT IN PENALTY YARDAGE ASSESSED AND THE DOWN REPLAYED.

6) FOULS BY THE OFFENSE DURING A PAT ATTEMPT THAT CARRY A LOSS-OF-DOWN PENALTY (FLAG GUARDING, ILLEGAL ADVANCEMENT, ILLEGAL FORWARD PASS, ETC.) WILL RESULT IN THE PAT BEING "NO GOOD" AND THE ATTEMPT WILL NOT BE REPEATED.

7) FOULS COMMITTED BY THE OFFENSE IN UNSUCCESSFUL PAT ATTEMPTS WILL BE DECLINED BY THE DEFENSE AND THE PAT WILL BE "NO GOOD" AND WILL NOT BE REPLAYED.

8) FOULS SIMULTANEOUS TO THE SNAP (ILLEGAL SHIFT, ILLEGAL MOTION, ILLEGAL FORMATION, ETC.), IF ACCEPTED, WILL RESULT IN PENALTY YARDAGE ASSESSED AND THE DOWN REPLAYED.

9) FOULS BY THE DEFENSE DURING AN UNSUCCESSFUL PAT ATTEMPT WILL RESULT IN A RETRY AFTER THE OPTIONS ARE ADMINISTERED. THE OFFENSE MAY OPT TO ACCEPT OR DECLINE PENALTY YARDAGE BEFORE THE RETRY.

10) INTERCEPTIONS ON ANY PAT CAN BE RETURNED BY THE DEFENSE FOR TWO POINTS.

INADVERTENT WHISTLE

IF AN OFFICIAL BLOWS AN INADVERTENT WHISTLE HE/SHE WILL DECLARE THE BALL DEAD WHERE THE BALL WAS AT THE TIME THE INADVERTENT WHISTLE. THE TEAM AGAINST WHICH THE ACTION OFFENDED MAY HAVE THE OPTION OF ACCEPTING THE PLAY (I.E., THE YARDS GAINED AND THE DOWN ADVANCES) OR REPLAYING THE DOWN FROM THE ORIGINAL LINE-OF-SCRIMMAGE.

IF THE BALL WAS IN THE AIR WHEN THE INADVERTENT WHISTLE OCCURRED IT WILL BE RETURNED TO THE LINE-OF-SCRIMMAGE AND THE DOWN WILL BE REPLAYED.

IF A PENALTY MARKER IS THROWN PRIOR DURING AN INADVERTENT WHISTLE, AN ACCEPTED PENALTY WILL BE ADMINISTERED AS IN ANY OTHER PLAY SITUATION. WHEN THE FOUL IS ACCEPTED, THE INADVERTENT WHISTLE IS DISREGARDED.