



CAPITAL DISTRICT MINOR FOOTBALL ASSOCIATION

Reference: CDMFA Policy
"Standards & Rules: Flag
Football"

HOUSE RULES FOR 7 v 7 U14 & U16 FLAG FOOTBALL

GAMES WILL BE SHOOT-OUT STYLE WITH THE OFFENSIVE TEAM STARTING AT THE 40 YD LINE.
INTERCEPTIONS RETURNED TO THE 45 YD WILL BE TOUCHDOWNS.

COACHES MUST BE ON SIDELINE AND MAY ONLY ENTER THE FIELD OF PLAY TO TEND TO AN INJURY

- FOR ANY GAME, 1 COACH IS ALLOWED TO BE IN THE HUDDLE TO SPEED UP THE PACE OF PLAY WHILE INCREASING THE CONFIDENCE OF THE ATHLETES
- COACHES WILL DISCUSS WITH THE OPPOSING COACH AND OFFICIALS DURING THE PRE-GAME MEETING ON WHETHER OR NOT THEY WILL HAVE A COACH IN THE HUDDLE. IF THE OFFICIALS DEEM THAT THE COACHES ARE SLOWING THE PACE OF PLAY THEN THE OFFICIALS WILL DISCUSS WITH THAT COACHING STAFF TO ENSURE THE PACE OF PLAY IS KEPT UP.
- COACHES SHOULD ALWAYS BE BUILDING TO MOVE OUT OF THE HUDDLE AS THE WEEKS OF PLAY PROGRESS

THE FIELD:

1.1. THE FIELD SHALL BE 50 YARDS LONG BY 50 YARDS WIDE WITH 3 15-YARD INCREMENTS AND A 10-YARD END ZONE.

STARTING

10.5. AT THE BEGINNING OF ANY HALF, THE BALL IS PLACED IN THE MIDDLE OF THE 40 YARD LINE OF THE TEAM THAT WILL BE ON OFFENSE.

PLAYING & REST PERIODS

11.1. EACH HALF CONSISTS OF 2 X 25 MINUTE HALVES.

11.2. A MAXIMUM FIVE-MINUTE HALF TIME WILL BE OBSERVED UNLESS SHORTENED BY THE HEAD REFEREE.

SERIES OF DOWNS

○ 18.1. THE OFFENSIVE TEAM HAS THREE DOWNS TO CARRY THE BALL ACROSS ONE 15-YARD INCREMENT. A DOWN MAY BE REPEATED FOLLOWING THE APPLICATION OF A PENALTY AGAINST EITHER TEAM. IF IN A SERIES OF THREE DOWNS, THE OFFENSIVE TEAM HAS NOT CROSSED AN INCREMENT FORWARD OF WHERE THE TEAM



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TOOK POSSESSION OF THE FOOTBALL, THEN THE BALL SHALL BE AWARDED TO THE OPPONENTS AS FIRST DOWN AT THE 40 YD LINE. IF THE REQUIRED INCREMENT IS CROSSED, A NEW SERIES OF THREE DOWNS BEGINS.

○ 18.2. THE CONTINUITY OF DOWNS IS INTERRUPTED WHEN THE BALL PASSES INTO THE POSSESSION OF OPPONENTS, OR THE REQUIRED INCREMENT IS NOT CROSSED.

○ 18.3. IF THE FORWARD POINT OF THE BALL CROSSES AN INCREMENT, IT WILL BE CONSIDERED AS HAVING CROSSED THE LINE AND IS SPOTTED ON THE LINE FOR THE NEXT SERIES OF DOWNS.

TOUCHDOWN

○ 57.1. A TOUCHDOWN IS SCORED WHEN A PLAYER WITH POSSESSION OF THE FOOTBALL MEETS ALL CONDITIONS OF RULE 15 (BALL IN GOAL) IN HIS OPPONENT'S GOAL AREA.

○ 57.2. AFTER ANY TOUCHDOWN AND/OR CONVERT ATTEMPT, THE TEAM SCORED AGAINST GETS POSSESSION OF THE BALL AT THE 40 YD.

CONVERT

58.1. AFTER ANY SUCCESSFUL TOUCHDOWN A CONVERT ATTEMPT IS AWARDED TO THE SCORING TEAM. A CONVERT IS A SCRIMMAGE PLAY FROM EITHER THE OPPONENT'S 3-YARD LINE (1 POINT), OR 10 YARD LINE (2 POINTS), WHICHEVER THE OFFENSIVE TEAM CHOOSES, WHERE THEY GET THE DESIGNATED POINTS IF

THEY SUCCESSFULLY CROSS THE GOAL LINE IN ONE PLAY. THE CONVERT SERIES DOES NOT COUNT AS A PLAY. U14 & U16 FLAG FOOTBALL RULES

REQUIRED TEAM EQUIPMENT :

- 2 GAME BALLS

- U14 - WILSON TDY, NIKE VAPOR ONE YOUTH SIZE +NIKE VAPOR ONE JUNIOR SIZE
- U16 - WILSON TDY, NIKE VAPOR ONE YOUTH SIZE +NIKE VAPOR ONE JUNIOR SIZE

- 2 BEAN BAGS

- 30 SMALL CONES TO MAKE HALF OF THE FIELD

- FIRST AID BAG (INCLUDING EMERGENCY INFORMATION)

- ONE VOLUNTEER TO HELP SPOT OF BALL FOR OFFICIALS



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EQUIPMENT:

- MOUTHGUARDS MUST BE WORN
- NO PLAYER SHALL WEAR METAL CLEATS
- NO PLAYER SHALL WEAR SHORTS OR PANTS WITH POCKET OR ZIPPERS
- PLAYERS MUST WEAR LEAGUE SANCTIONED FLAGS,
- FLAGS MUST BE LOCATED ON PLAYERS HIPS (A PLAYER WITH IMPROPER FLAG LOCATIONS WILL BE CONSIDERED "TOUCH")
- ALL JERSEYS MUST BE TUCKED INTO PLAYERS SHORTS OR PANTS AND CANNOT COVER THE PLAYERS FLAGS AT ANY POINT. (A PLAYER WITH FLAGS COVERED WILL BE CONSIDERED "TOUCH") - PLAYERS SHORTS OR PANTS MUST BE A CONTRASTING COLOUR TO THEIR FLAGS

- NO RINGS, NO NECKLACES ,NO SUNGLASSES, NO HARD BRIMMED HATS (EAR RINGS MAY BE TAPED)

TIME COUNT:

THE REFEREE SHALL ALLOW THE OFFENSE 25 SECONDS TO PUT THE BALL INTO PLAY AFTER THE PLAY HAS BEEN WHISTLED IN

PLAYER RESTRICTIONS:

THE OFFENSE MUST HAVE A MINIMUM OF 3 PLAYERS ON THE LINE OF SCRIMMAGE , ONE OF WHICH MUST BE THE CENTER. THE TWO OTHER PLAYERS MUST BE WITHIN 5 YARDS OF THE CENTER ON THE LINE OF SCRIMMAGE AND MUST BE STATIONARY IN A 2 POINT STANCE AT THE SNAP OF THE BALL (THE CENTRE WILL BE IN A MODIFIED 2-POINT STANCE DUE TO SNAPPING THE BALL).

-QUARTERBACKS MAY NOT RUN. THEY ARE ELIGIBLE TO RUN WITH THE BALL IF THEY LATERAL TO ANOTHER PLAYER AND GET THE BALL BACK BY A LATERAL OR A LEGAL FORWARD PASS

-THE DEFENSE MAY ONLY RUSH THE QUARTERBACK WITH A MAXIMUM OF 3 PLAYERS. ALL RUSHING PLAYERS MUST START IN A 2-POINT STANCE TO PREVENT LEADING WITH HEAD COMING FROM A LOWER POSITION IN OTHER STANCES.

-IF THE QUARTERBACK HANDS OFF , LATERALS OR EVEN SHOWS A FAKE HAND OFF; THERE IS NO LIMIT OR RESTRICTIONS ON THE NUMBER OF PLAYERS THE DEFENSE MAY RUSH WITH

BLOCKING:

-ON A PLAY FROM SCRIMMAGE, ANY OFFENSIVE PLAYER MAY BLOCK AN OPPONENT ANYWHERE INSIDE AND BEHIND THE SCRIMMAGE ZONE; TOWARDS HIS OWN TEAM'S GOAL, COMMENCING FROM THE INSTANT THE



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BALL IS SNAPPED UNTIL THERE IS A FORWARD PASS.

- AN OFFENSIVE PLAYER MUST INITIATE HIS BLOCK CONTACT WITH HANDS AND/OR FOREARMS. HIS HANDS AND FOREARMS MUST BE INSIDE OF HIS ELBOWS, AND CONTACT IS TO BE MADE TO THE FRONT AREA OF THE OPPONENTS' TORSO (BELOW HIS NECK AND ABOVE HIS WAIST)

- A DEFENSIVE PLAYER'S RUSH MAY ONLY INITIATE CONTACT WITH OPPOSING PLAYERS WITH HANDS. LEADING WITH SHOULDERS OR HEAD IS NOT ALLOWED.

- OFFENSIVE LINEMEN MAY MAKE SECONDARY BLOCKS WITH THEIR TORSO WHILE ENGAGED IN A BLOCK THAT WAS INITIATED WITH THEIR HANDS.

- AN OFFENSIVE PLAYER'S FEET MAY NOT LEAVE THE GROUND WHILE ATTEMPTING TO BLOCK (I.E.: DIVING, LEAPING, ETC.)

(NOTE)

- BLOCKING BEYOND THE LINE OF SCRIMMAGE IS ILLEGAL BLOCKING

- AN OFFENSIVE PLAYER RUNNING OR MOVING DOWN FIELD IN FRONT OF THE BALL CARRIER THAT IMPEDES OR OBSTRUCTS THE DEFENDERS ABILITY TO FLAG THE BALL CARRIER IS ALSO ILLEGAL BLOCKING

- AN OFFENSIVE PLAYER DOWN FIELD MAY STAND STILL WITH ARMS BY THEIR SIDE AND BE USED BY THE BALL CARRIER AS A "PICK" PROVIDED THE PLAYER DOES NOT MOVE UNTIL THE BALL CARRIER HAS RUN PAST THEM. ONCE THE BALL CARRIER PASSES THE STATIC PLAYER , THAT PLAYER MAY MOVE AND FOLLOW THE BALL CARRIER AND IS ELIGIBLE FOR A LATERAL PASS.

FUMBLES:

- THERE ARE NO FUMBLES, IF THE BALL IS DROPPED BY THE BALL CARRIER OR IF A LATERAL PASS IS DROPPED THE PLAY SHALL BE BLOWN DEAD. THE SPOT OF THE BALL WILL BE WHERE THE PLAYER WAS STANDING OR WHERE THE BALL FIRST HIT THE GROUND , WHICHEVER IS CLOSEST TO THE OFFENSIVE PLAYER'S GOAL.

INTERCEPTIONS:

- IF TEAM (B) INTERCEPTS THE BALL FROM TEAM (A) , TEAM (B) PLAYER MAY RETURN THE BALL TO THE 45 YARD LINE FOR A TOUCHDOWN. IF THE TEAM (B) PLAYER SCORES A TOUCHDOWN AT THE 45 YARD LINE , TEAM (B) WOULD THEN ATTEMPT A CONVERT AT THE 3 OR 10 YARD LINE AS PER CONVERT RULES . TEAM (A) WOULD THEN START A NEW SERIES OF DOWNS FROM THE 40 YARD LINE.

- IF THE TEAM (B) PLAYER IS FLAGGED AT ANY POINT ON THE WAY TO THE 45 YARD LINE ,



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TEAM(B) WOULD START ON OFFENSE FROM THE 40 YARD LINE.

U14 & U16 FLAG FOOTBALL RULES (COMPLETE)

REFERENCE:

LD – LOSS OF DOWN

PF – POINT OF INFRACTION

LS – LINE OF SCRIMMAGE

L+ NUMBER – LOSS OF YARDAGE EQUAL TO NUMBER

DR – DOWN REPEATED

DB – DEAD BALL

AFD – AUTOMATIC FIRST DOWN

ILLEGAL SUBSTANCES

5.1. A PLAYER SHALL NOT BE PERMITTED TO APPLY OR HAVE APPLIED ON HIS UNIFORM, EQUIPMENT, OR BODY: A) AN ADHESIVE SUBSTANCE, WHICH, IN THE SOLE JUDGMENT OF THE REFEREE, HAS MADE THE GAME BALL UNSUITABLE FOR PLAY AS A RESULT OF CONTACT WITH THE PLAYER.

B) A GREASY SUBSTANCE, WHICH, IN THE SOLE JUDGMENT OF THE REFEREE HAS THE POTENTIAL TO GIVE THAT PLAYER AN UNFAIR ADVANTAGE. OFFENDING PLAYER SHALL BE REMOVED FROM THE GAME UNTIL THE ILLEGAL SUBSTANCE IS REMOVED. SUBSTITUTION WILL BE ALLOWED BUT THE GAME SHALL NOT BE DELAYED.

CONDUCT OF THE GAME

POSSESSIONS

6.1. POSSESSION MEANS HAVING THE BALL FIRMLY HELD IN HAND OR HANDS, ARM OR ARMS, LEG OR

LEGS. 6.2. WHEN PLAYERS OF THE OPPOSITE TEAMS HAVE POSSESSION OF THE BALL, IT SHALL BELONG TO THE PLAYER WHO FIRST GAINED POSSESSION AND WHO HAS NOT LOST POSSESSION.

6.3. IF PLAYERS OF BOTH TEAMS LEGALLY GAIN POSSESSION OF THE BALL SIMULTANEOUSLY, IT SHALL BELONG TO THE TEAM, WHICH LAST PREVIOUSLY HAD POSSESSION.

6.4. A BALL IS CONSIDERED FUMBLERD IF THE PLAYER LAST IN POSSESSION OF THE BALL HAS LOST CONTROL OF IT.

DEAD BALL

7.1. THE BALL IS DEAD WHEN ANY OF THE FOLLOWING OCCUR:



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- A) AN OFFICIAL BLOWS HIS WHISTLE
- B) AN OFFICIAL HAS SIGNALLED A SCORE
- C) THE BALL GOES OUT OF BOUNDS (AS DEFINED BY RULE 17)
- D) THE BALL HITS THE GROUND. IF THE BALL IS FUMBLED FORWARD BEFORE HITTING THE GROUND, IT SHALL BE RULED DEAD AT THE POINT WHERE THE PLAYER LAST HAD POSSESSION
- E) THE BALL CARRIER'S FLAG IS PULLED AFTER GAINING POSSESSION OF THE BALL
- F) THE BALL IS SNAPPED AND HITS THE GROUND (LD @ PF)
- G) THE BALL CARRIER THAT IS MISSING ONE OR BOTH FLAGS IS TOUCHED AFTER GAINING POSSESSION OF THE BALL
- H) THE BALL CARRIER WITH SOME PORTION OF HIS BODY OTHER THAN HIS HANDS AND FEET IS IN CONTACT WITH THE GROUND
- I) THE BALL IS KICKED
- J) THE PLAYER RECEIVING THE BALL FROM THE CENTER CROSSES THE LINE OF SCRIMMAGE. THAT PLAYER MAY NOT HAVE ANY PART OF THEIR BODY OR THE BALL CROSS THE LINE OF SCRIMMAGE WITHOUT RELINQUISHING CONTROL OF THE BALL. (LD @ LS)

THE TEAMS

8.1. A TEAM SHALL CONSIST OF NO MORE THAN (7) PLAYERS ON THE FIELD AND NO LESS THAN (6).

BALL IN PLAY

13.1. THE BALL SHALL BE CONSIDERED IN PLAY UNTIL AN OFFICIAL STOPS THE GAME BY SOUNDING HIS WHISTLE.

13.2. ON THE OCCURRENCE OF AN EARLY WHISTLE THE DOWN WILL BE REPEATED AT THE SPOT OF THE BALL AT WHISTLE (OR LOS IF FURTHER). IF IT IS AN INTERCEPTION, THEN POSSESSION OCCURS AT POINT OF WHISTLE.

13.3. THE GAME SHALL NOT BE STOPPED BECAUSE OF PLAYER INJURY UNTIL THE BALL IS DEAD.

13.4. THE REFEREE SHALL NOT STOP THE GAME TO IMPOSE A PENALTY UNTIL THE BALL IS DEAD, EXCEPT: A) WHEN IT IS OBVIOUS THAT THE NON-OFFENDING TEAM CANNOT BENEFIT BY CONTINUING THE PLAY B) ILLEGAL PROCEDURE C) DEFENSIVE PLAYER BREAKS LINE OF SCRIMMAGE D) GUARDING THE FLAG

OUT OF BOUNDS 17.1. THE BALL IS OUT OF BOUNDS WHEN: A) IT TOUCHES A SIDELINE, END ZONE BACK LINE, THE GROUND OR ANY OTHER OBJECT BEYOND THESE LINES. B) A PLAYER IN POSSESSION OF THE BALL TOUCHES A SIDELINE, END ZONE BACK LINE, THE GROUND OR ANY OBJECT BEYOND THESE LINES. 17.2. THE BALL SHALL REMAIN IN PLAY WHEN: A) IT PASSES AND CROSSES A SIDE LINE OR END ZONE BACK LINE IN THE



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AIR, AND THEN CURVES OR IS BLOWN BACK INTO THE FIELD OF PLAY WITHOUT TOUCHING ANYTHING, b) It IS KNOCKED OR BATTED BACK INTO THE FIELD OF PLAY BY A PLAYER WHO LEAVES THE GROUND IN BOUNDS AND WHO HAS NOT TOUCHED THE GROUND OR ANY OBJECT OUT OF BOUNDS. c) A PLAYER, AFTER HAVING JUMPED FOR A CATCH, GETS HIS FIRST FOOT DOWN IN BOUNDS. ONLY 1 FOOT NEEDS TO BE IN BOUNDS FOR BALL TO REMAIN IN PLAY, BUT IT MUST BE THE FIRST FOOT DOWN.

17.3. IF A PLAYER GAINS POSSESSION OF THE BALL AFTER LEAVING THE GROUND IN BOUNDS AND IS CONTACTED BY AN OPPONENT IN A MANNER WHICH CAUSES HIM TO LAND OUT OF BOUNDS IN POSSESSION OF THE BALL, SUCH PLAYER SHALL RETAIN POSSESSION.

17.4. TEAMS WILL RETAIN POSSESSION OF THE BALL IF THEY CARRY OR THROW THE BALL OUT OF BOUNDS

17.5. WHEN ON ANY PLAY, EXCEPT A MISSED FORWARD PASS, THE BALL IS FUMBLED OUT OF BOUNDS, IT SHALL BELONG TO THE TEAM WHICH LAST HAD POSSESSION OF THE BALL (RULE 6.1) AND: a) SPOTTED AT THE POINT WHERE THE PLAYER LOST CONTROL OF THE BALL IN THE FIELD OF PLAY b) SPOTTED AT THE POINT WHERE THE BALL WAS LAST IN A PLAYERS POSSESSION IN THE FIELD OF PLAY c) SPOTTED AT THE POINT WHERE THE BALL MADE CONTACT WITH THE GROUND WITHIN THE FIELD OF PLAY, OR WHICHEVER IS CLOSER TO THE POSSESSOR'S GOAL LINE.

17.6. IF A PLAYER OUT OF BOUNDS TOUCHES A BALL IN BOUNDS, THE BALL SHALL BE DECLARED DEAD AND SHALL BE AWARDED TO THE TEAM LAST IN POSSESSION OF THE BALL. (LD @ LS)

17.7. WHEN A PLAYER FUMBLES THE BALL FROM THE FIELD OF PLAY OVER THE OPPONENT'S GOAL LINE WITHOUT THE BALL TOUCHING AN OPPONENT, IT SHALL BE RULED AS A FUMBLE OUT OF BOUNDS IN THE FIELD OF PLAY WITH THE BALL DECLARED DEAD AT THE POINT WHERE IT WAS LAST TOUCHED IN THE FIELD OF PLAY. 17.8. WHEN A PLAYER FUMBLES THE BALL DIRECTLY OR INDIRECTLY FROM THE FIELD OF PLAY INTO HIS OWN GOAL AREA, WHERE THE BALL TOUCHES THE GROUND OR GOES OUT OF BOUNDS WITHOUT POSSESSION BEING GAINED BY EITHER TEAM, A SAFETY TOUCH SCORE SHALL BE AWARDED TO THE OTHER TEAM.

17.9. ANY PLAYER WHO GOES OUT OF BOUNDS, EXCEPT AS A RESULT OF BODILY CONTACT, MAY NOT BE THE FIRST TO GAIN POSSESSION OF THE BALL UPON RETURN TO PLAY, UNLESS THE BALL IS TOUCHED BY ANOTHER PLAYER (LD @ LS).

LINE OF SCRIMMAGE

19.1. THE LINE OF SCRIMMAGE IS AN IMAGINARY LINE, EXTENDING FROM SIDELINE TO SIDELINE, PARALLEL TO THE GOAL LINE, AND PASSING THROUGH THE POINT OF THE BALL FARTHEST FROM THE OFFENSIVE TEAM'S GOAL LINE.

19.2. THE SCRIMMAGE ZONE IS THE AREA EXTENDING ONE YARD TOWARDS EACH GOAL AWAY FROM THE LINE OF SCRIMMAGE AND EXTENDS TO A WIDTH THAT IS A MAXIMUM OF 10 YARDS ON EITHER SIDE OF THE



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FOOTBALL FROM WHERE IT IS SNAPPED..

19.3. SCRIMMAGE LINE OR LINE PLAYERS ARE CONSIDERED TO BE ANY PLAYERS ON THE OFFENSIVE TEAM WHO ARE WITHIN THE SCRIMMAGE ZONE ON THEIR SIDE OF THE LINE OF SCRIMMAGE, AND ARE IN A SINGLE LINE WHEN THE BALL IS PUT IN PLAY

19.4. ANY OFFENSIVE PLAYER IS CONSIDERED TO BE IN HIS BACKFIELD IF HE/SHE IS MORE THAN 1 YARD BACK OF THE LINE OF SCRIMMAGE WHEN THE BALL IS PUT INTO PLAY. THIS ALSO INCLUDES THE QUARTERBACK.

METHOD OF SCRIMMAGE

20.1. BEFORE THE BALL IS PUT INTO PLAY, AN OFFENSIVE PLAYER (THE CENTER) SHALL TAKE HIS POSITION FACING THE OPPONENTS GOAL, AND MUST PUT THE BALL INTO PLAY BY "SNAPPING THE BALL" BACK BETWEEN HIS LEGS TO ANOTHER OFFENSIVE PLAYER. "SNAPPING THE BALL" MUST BE IN ONE CONTINUOUS MOTION IN A DIRECTION FROM HIS TOE TO HEEL.

20.2. THE BALL MUST LEAVE THE CENTER'S HAND(S) AND THE CENTER SHALL NOT AGAIN HANDLE IT UNTIL IT HAS BEEN IN THE POSSESSION OF ANOTHER PLAYER.

20.3. ANY PLAYER MAY CALL THE CADENCE BEFORE THE SNAP OF THE BALL.

ILLEGAL PROCEDURE

21.1. THE CENTER SHALL NOT INTENTIONALLY MOVE THE BALL, AS IF TO SNAP IT, SO AS TO DRAW OPPONENTS OFFSIDE (L5 @ LS DR).

21.2. A TEAM SHALL BE SUBJECT TO PENALTY FOR HAVING DRAWN AN OPPONENT OFFSIDE IF: A) A LINE PLAYER HAS MADE A MOTION WHICH, IN THE JUDGMENT OF THE OFFICIAL, DREW SUCH OPPONENT OFFSIDE (L5 @ LS DR)

B) THE QUARTERBACK HAD MADE A QUICK MOVEMENT TOWARDS THE CENTER POSITION WITHOUT THE BALL BEING SNAPPED IMMEDIATELY (L5 @ LS DR)

C) THE QUARTERBACK HAS ASSUMED HIS STANCE WITH HIS HANDS UNDER THE CENTER, AND HAS BOBBED HIS HEAD, MOVED HIS SHOULDERS, OR FLEXED HIS KNEES IN A JERKING MOTION WITHOUT THE BALL BEING SNAPPED (L5 @ LS DR)

OFFSIDE AT THE SNAP

22.1. OFFENSIVE PLAYERS MUST BE COMPLETELY BEHIND THE LINE OF SCRIMMAGE, EXCEPT THE HEAD, ARMS, AND HANDS OF THE CENTER MAY BE IN ADVANCE OF THE LINE OF SCRIMMAGE. 22.2. DEFENSIVE PLAYERS SHALL TAKE UP POSITIONS ON THEIR OWN SIDE OF THE LINE OF SCRIMMAGE, AND ALL PARTS OF THEIR BODY MUST BE AT LEAST 1 YARD TOWARDS THEIR GOAL (OUTSIDE SCRIMMAGE ZONE 19.2) FROM THE LINE OF



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SCRIMMAGE WHEN THE BALL IS SNAPPED (L5 @ LS DR).

22.3. IF A DEFENSIVE PLAYER GOES OFFSIDE AND BREAKS THE PLANE OF THE LINE OF SCRIMMAGE BEFORE THE BALL IS SNAPPED, THE OFFICIALS SHALL STOP THE PLAY IMMEDIATELY AND: A) AWARD THE PENALTY YARDAGE TO THE OFFENSE (L5 @ LS DR) OR B) GIVE THE OFFENSIVE TEAM THE RIGHT TO DECLINE THE YARDAGE PENALTY AND TO REPEAT THE DOWN AS THOUGH A FOUL HAD NOT OCCURRED.

22.4. A DEFENSIVE PLAYER IS NOT OFFSIDE IF HE/SHE ENTERS AND LEAVES THEIR SIDE OF THE SCRIMMAGE ZONE BEFORE THE BALL IS SNAPPED.

22.5. IF PLAYERS OF BOTH TEAMS ARE OFFSIDE ON THE SAME PLAY, THE DOWN SHALL BE REPEATED WITHOUT PENALTY FROM THE POINT OF LAST SCRIMMAGE.

22.6. A PLAYER OF EITHER TEAM WHO IS OFFSIDE AND CONTACTS AN OPPONENT, EVEN THOUGH HE/SHE RECOVERS HIS/HER ONSIDE POSITION PRIOR TO THE SNAP IS OFFSIDE (L5 @ LS DR).

TIME COUNT

23.1. THE REFEREE SHALL ALLOW THE OFFENSIVE TEAM 25 SECONDS IN WHICH TO PUT THE BALL INTO PLAY AFTER A WHISTLE SIGNAL IS GIVEN. IT IS THE SOLE JUDGMENT OF THE REFEREE TO DETERMINE WHEN THE PLAY SIGNAL IS TO BE GIVEN, AND SHOULD GIVE BOTH TEAMS AMPLE TIME TO PREPARE FOR THE NEXT PLAY (L5 @ LS DR).

BLOCKING

24.1. ON A PLAY FROM SCRIMMAGE, ANY OFFENSIVE PLAYER MAY BLOCK AN OPPONENT ANYWHERE IN THE SCRIMMAGE ZONE (DEFINED AS THE AREA EXTENDING ONE YARD TOWARDS EACH GOAL AWAY FROM THE LINE OF SCRIMMAGE AND EXTENDS TO A WIDTH THAT IS A MAXIMUM OF 10 YARDS ON EITHER SIDE OF THE FOOTBALL FROM WHERE IT IS SNAPPED). (19.2), COMMENCING FROM THE INSTANT THE BALL IS SNAPPED UNTIL THERE IS A FORWARD PASS.

24.2. AN OFFENSIVE PLAYER MUST INITIATE HIS BLOCK CONTACT WITH HANDS AND/OR FOREARMS. HIS HANDS AND FOREARMS MUST BE INSIDE OF HIS ELBOWS, AND CONTACT IS TO BE MADE TO THE FRONT AREA OF THE OPPONENTS' TORSO (BELOW HIS NECK AND ABOVE HIS WAIST) (L10 @ LS).

24.3. A DEFENSIVE PLAYER'S RUSH MAY ONLY INITIATE CONTACT TO OPPOSING PLAYERS WITH HANDS. LEADING WITH SHOULDERS OR HEAD IS NOT ALLOWED. (L10 @ LS)

24.4. OFFENSIVE LINEMEN MAY MAKE SECONDARY BLOCKS WITH THEIR TORSO WHILE ENGAGED IN A BLOCK THAT WAS INITIATED WITH THEIR HANDS.

24.5. AN OFFENSIVE PLAYER'S FEET MAY NOT LEAVE THE GROUND WHILE ATTEMPTING TO BLOCK (I.E.: DIVING, LEAPING, ETC.) (L10 @ LS)



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PLAYER RESTRICTIONS

26.1. AT THE INSTANT THE BALL IS PUT IN PLAY, A MINIMUM OF 3 OFFENSIVE PLAYERS, ONE OF WHICH IS THE CENTER, MUST BE IN A 2-POINT STANCE WITHIN THE SCRIMMAGE ZONE (19.2) ON THEIR SIDE OF THE LINE OF SCRIMMAGE (THIS DOES NOT INCLUDE THE QUARTERBACK). THOSE 3 OFFENSIVE PLAYERS MUST ALSO BE WITHIN 5 YARDS OF THE BALL ON THE LINE OF SCRIMMAGE AND MUST BE IN A 2-POINT STANCE (L5 @ LS DR)

26.2. NO OFFENSIVE LINE PLAYER EXCEPT THE CENTER, HAVING ASSUMED A 3 POINT STANCE, MAY MOVE HIS HEAD, ARMS, HANDS, LEGS, OR FEET UNTIL THE BALL IS SNAPPED (L5 @ LS DR). 26.3. NO OFFENSIVE RECEIVER WITHIN THEIR SIDE OF THE SCRIMMAGE ZONE (19.2) SHALL BE MOVING UNTIL THE BALL IS PUT IN PLAY (L5 @ LS DR).

26.4. ALL OFFENSIVE PLAYERS WHO HAVE ASSUMED A TWO POINT STANCE WITHIN THEIR SIDE OF THE SCRIMMAGE ZONE (19.2) SHALL BE REQUIRED TO REMAIN MOTIONLESS FOR A MINIMUM 1 SECOND PRIOR TO THE SNAP OF THE BALL (L5 @ LS DR).

26.5. NO DEFENSIVE LINE PLAYER MAY BE IN A 3 OR 4 POINT STANCE AT THE INSTANT OF THE SNAP OF THE BALL.

LATERAL AND HANDOFF PASS

28.1. A LATERAL OR HANDOFF PASS IS ONE THROWN, HANDED, KNOCKED, BATTED OR FUMBLED BY A PLAYER PARALLEL TO OR IN THE DIRECTION OF HIS DEAD LINE. A PLAYER SHALL BE CONSIDERED ONSIDE IN RELATION TO A TEAMMATE IN POSSESSION OF THE BALL IF HE/SHE IS NOT CLOSER TO THE OPPONENT'S GOAL LINE THAN SUCH PLAYER IN POSSESSION OF THE BALL. THE POINT AT WHICH THE BALL IS CAUGHT, STRIKES ANOTHER PLAYER, AN OFFICIAL, OR GOES OUT OF BOUNDS IS THE FACTOR WHICH DETERMINES WHETHER IT IS A LATERAL OR A FORWARD PASS, REGARDLESS OF THE DIRECTION IN WHICH IT GOES AFTERWARDS.

28.2. A HANDOFF PASS IS MADE ON A SCRIMMAGE PLAY WHEN THE BALL IS HANDED, BUT NOT THROWN, BY AN OFFENSIVE PLAYER TO ANOTHER PLAYER.

28.3. THERE IS NO LIMIT TO THE NUMBER OF LATERALS OR HANDOFF PASSES IN A PLAY.

OFFSIDE PASS

29.1. AN OFFSIDE PASS IS MADE WHEN THE BALL IS DIRECTED TOWARDS THE OPPONENT'S GOAL LINE IN ANY MANNER AFTER THE PLAYER HAS CROSSED THE LINE OF SCRIMMAGE (DB @ PF).

29.2. ON AN INTERCEPTION RETURN, A PLAYER MAKES AN OFFSIDE PASS; IT SHALL BE RULED AS AN OFFSIDE PASS (DB @ PF).

29.3. ON A FORWARD PASS PLAY, AN ELIGIBLE RECEIVER, IN ATTEMPTING TO CATCH THE BALL, TIPS, DEFLECTS, KNOCKS, OR BATS THE BALL IN AN OFFSIDE DIRECTION WHERE IT IS CAUGHT BY ANOTHER ELIGIBLE



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OFFENSIVE PLAYER -RULE AS A LEGAL PASS.

29.4. IN ATTEMPTING TO INTERCEPT A FORWARD PASS, A DEFENSIVE PLAYER DIRECTS THE BALL IN AN OFFSIDE DIRECTION WHERE IT IS CAUGHT BY ANOTHER DEFENSIVE PLAYER -RULE AS A LEGAL PASS. 29.5. IF THE OFFENSIVE TEAM MAKES AN OFFSIDE PASS IN THEIR GOAL AREA, THE DEFENSIVE TEAM SHALL BE AWARDED A SAFETY TOUCH.

29.6. IF A DEFENSIVE TEAM MAKES AN OFFSIDE PASS IN THEIR OWN GOAL AREA AFTER GAINING POSSESSION BY AN INTERCEPTION OF A FORWARD PASS; RULE AS DEAD BALL WITH POSSESSION AT THEIR OWN 10 YD. LINE.

FORWARD PASS

30.1. A LEGAL FORWARD PASS IS ANY PASS THROWN BY AN OFFENSIVE TEAM MEMBER FROM A POINT BEHIND THE LINE OF SCRIMMAGE, TOWARDS THE OPPONENT'S GOAL LINE, TO ANY RECEIVER. THE BALL MUST NOT HAVE PASSED OVER THE LINE OF SCRIMMAGE DURING THE PLAY.

30.2. THE BALL SHALL NOT TOUCH THE GROUND, AN OFFICIAL, OR ANY OTHER OBJECT, OR GO OUT OF BOUNDS (DB @ LS)

30.3. THE BALL IS CONSIDERED TO BE IN THE POSSESSION OF THE OFFENSIVE TEAM UNTIL THE PASS IS RULED COMPLETE OR INCOMPLETE.

30.4. ONLY ONE FORWARD PASS SHALL BE THROWN ON ANY DOWN (DB @ PF LD). 30.5.

THE PASSER DOES NOT NEED TO BE THE FIRST PLAYER TO RECEIVE THE BALL FROM CENTER. 30.6.

ALL PLAYERS ARE ELIGIBLE TO RECEIVE A FORWARD PASS.

30.7. A PASS WILL BE RULED COMPLETED IF: A) THE BALL IS CAUGHT BY TWO OR MORE RECEIVERS AT THE SAME TIME B) THE BALL IS CAUGHT BY TWO OR MORE DEFENSIVE PLAYERS, OR TOUCHED BY ONE PLAYER AND CAUGHT BY THE OTHER C) THE BALL IS CAUGHT BY A PLAYER WHILE OFF THE GROUND AND IN-BOUNDS, BUT HE/SHE IS PUSHED BY AN OPPONENT IN A MANNER, WHICH CAUSES HIM TO LAND OUT OF BOUNDS WITH POSSESSION OF THE BALL (COMPLETE AT FURTHEST POINT OF ADVANCE)

30.8. THE BALL WILL BE RULED AS INCOMPLETE IF THE PLAYER CATCHES IT WHILE OFF THE GROUND, AND ON LANDING, TOUCHES A SIDELINE, END LINE, OR ANY OBJECT OR GROUND BEYOND SUCH LINES WITHOUT BEING PUSHED BY AN OPPONENT (DB @ LS LD).

FOULS AND PENALTIES

CHARGING

32.1. IT IS ILLEGAL FOR THE BALL CARRIER TO MOVE INTO A SPACE OCCUPIED BY AN OPPOSING TEAM MEMBER AND MAKE CONTACT WITH THE PLAYER IN AN ATTEMPT TO KNOCK THE OPPOSING PLAYER



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AWAY/DOWN OR TO AVOID BEING FLAGGED (L10 @ PF).

32.2. IT IS ILLEGAL FOR AN OFFENSIVE PLAYER TO DIVE IN CLOSE PROXIMITY OF A DEFENSIVE PLAYERS' POSITION OR AT THE RISK OF MAKING CONTACT TO A DEFENSIVE PLAYER WHILE DIVING. (L10 @ PF).

CLIPPING

33.1. CLIPPING MEANS BLOCKING AN OPPONENT FROM THE REAR IN SUCH A MANNER THAT THE PLAYER MAKES CONTACT INTO THE OPPONENT'S BACK, OR FALLS ACROSS THE BACK OF HIS OPPONENT'S LEGS. (L10 @ LS LD).

33.2. CLIPPING SHALL NOT BE CALLED IF IN THE JUDGMENT OF THE OFFICIAL THE CONTACT WAS MADE TO THE SIDE OF THE OPPONENT, OR IF THE OPPONENT DELIBERATELY TURNED HIS BODY IN ORDER TO BE CONTACTED FROM BEHIND.

CONTACTING THE PASSER

34.1. IT IS ILLEGAL TO MAKE CONTACT TO THE THROWING ARM, SHOULDER, HAND AND/OR BALL OF AN OFFENSIVE PLAYER, WHO IS IN THE MOTION OF THROWING THE FOOTBALL (L10 @ LS AFD).

GUARDING

35.1. IT IS ILLEGAL FOR THE BALL CARRIER TO USE HIS HAND, ARM, BALL, OR ANY OTHER PART OF HIS BODY TO DELIBERATELY OR UNINTENTIONALLY BLOCK AN OPPONENT'S ATTEMPT AT THE BALL CARRIER'S FLAGS (L5 @ PF DB).

HOLDING

36.1. HOLDING IS DEFINED AS THE USE OF THE HANDS AND/OR ARMS TO HINDER AN OPPONENT. IT IS ILLEGAL AT ALL TIMES INCLUDING WHEN ATTEMPTING TO PULL AN OPPONENT'S FLAG (L10 @ LS). 36.2. OPPOSING PLAYERS MAY NOT GRAB OR STRIP THE FOOTBALL AWAY FROM A PLAYER WHO HAS POSSESSION. THE FOOTBALL IS CONSIDERED PART OF THE PLAYER (L10 @ PF)

HOLDING HANDS/LOCKING ARMS

37.1. HOLDING HANDS OR LOCKING ARMS DURING A SCRIMMAGE IS ILLEGAL (L10 @ LS) ILLEGAL BLOCKING

38.1. IT IS ILLEGAL TO INITIATE A BLOCK WITH ANY BODY PART OTHER THAN HANDS AND/OR FOREARMS (I.E. SHOULDERS, LEGS, ELBOWS) (L10 @ LS DR).

38.2. IT IS ILLEGAL TO MAKE CONTACT BELOW AN OPPONENT'S WAIST OR ABOVE THEIR SHOULDERS WHILE ATTEMPTING TO BLOCK (L10 @ LS).

38.3. DIVING, ROLLING, JUMPING, OR OTHERWISE BLOCKING WITHOUT BOTH FEET ON THE GROUND IS ILLEGAL (L10 @ LS).

38.4. BLOCKING ANYWHERE OTHER THAN WITHIN THE SCRIMMAGE ZONE (19.2) OR IN THE BACKFIELD (L10



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@ PF).

ILLEGAL FLAGGING

39.1. IT IS ILLEGAL FOR A DEFENSIVE PLAYER TO INTENTIONALLY PULL AN OFFENSIVE PLAYER'S FLAG IF THEY ARE NOT IN CONTROL OF THE BALL. (L5 @ PF) OR (L5 @ LS: IF APPLIED IN THE OFFENSIVE BACKFIELD)

39.2. A DEFENSIVE PLAYER SHALL NOT BE PENALIZED IF THEY WERE IN THE PROCESS OF PULLING THE PASSER'S FLAG WHEN THE BALL WAS PASSED.

39.3. A BOBBLED CATCH WILL BE CONSIDERED DOWN AT THE INITIAL POINT OF FLAGGING BY THE DEFENSE. INTENTIONAL GROUNDING

40.1. IN THE OFFICIAL'S OPINION, THE PASSER DELIBERATELY THROWS THE BALL OUT OF BOUNDS OR TO AN AREA IN WHICH THERE IS NOT AN ELIGIBLE OFFENSIVE RECEIVER FOR THE PURPOSE OF AVOIDING LOSS OF YARDAGE, HIS TEAM SHALL BE PENALIZED (LD AT POINT FROM WHICH PASS WAS THROWN. IF A PASS IS THROWN FROM GOAL AREA, A SAFETY TOUCH SHALL BE AWARDED TO THE DEFENSIVE TEAM.)

INTERFERENCE FROM THE SIDELINE

41.1. IF A TEAM MEMBER OF THE BENCH (PLAYERS, COACHES, TRAINERS, ETC.) INTERFERES WITH THE PLAY IN PROGRESS, HIS TEAM SHALL BE SUBJECT TO PENALTY AS FOLLOWS: A) IF THE OPPONENT HAD POSSESSION OF THE BALL, THE REFEREE SHALL AWARD AN AUTOMATIC TOUCHDOWN TO THE OPPONENT IF HE BELIEVED THAT A TOUCHDOWN WAS INEVITABLE. B) IF THE OFFENDING PERSON'S TEAM HAD POSSESSION, IT SHALL BE PENALIZED FOR ILLEGAL INTERFERENCE AND THE DOWNS SHALL CONTINUE WITHOUT INTERRUPTION (L10 @ LS). C) IF NEITHER TEAM HAD POSSESSION, THE BALL SHALL BE AWARDED TO THE OPPONENT AT THE POINT OF RECOVERY WITH PENALTY OF HALF THE DISTANCE TO THE GOAL LINE AND THE OPPONENT SHALL BE PERMITTED A SERIES OF FOUR DOWNS REGARDLESS OF THE PLAYS REMAINING IN THE HALF. D) FURTHERMORE, LEAGUE OFFICIALS SHALL DISQUALIFY THE OFFENDING PERSON FROM THE GAME IMMEDIATELY, AND SUBJECT THEM TO FURTHER DISCIPLINARY ACTION.

41.2. IF SOMEONE ELSE OTHER THAN A TEAM MEMBER INTERFERES WITH THE GAME, IT SHALL BE LEFT TO THE REFEREE'S DISCRETION AS TO WHAT SHOULD BE DONE IN FAIRNESS TO BOTH TEAMS. PASS INTERFERENCE

42.1. IT IS CONSIDERED PASS INTERFERENCE IF ANY PLAYER MAKES CONTACT DOWN FIELD OF THE SCRIMMAGE ZONE, WHICH HINDERS THE PROGRESS OF AN ELIGIBLE OPPONENT FROM ATTEMPTING TO REACH OR CATCH A FORWARD PASS. IT IS NOT PASS INTERFERENCE WHEN TWO OR MORE PLAYERS MAKE A SIMULTANEOUS AND A BONA FIDE ATTEMPT TO CATCH OR BAT THE BALL, WHICH RESULTS IN INCIDENTAL (NOT INTENTIONAL) CONTACT. A PLAYER WHO IS NOT LOOKING AT OR FOR THE BALL CANNOT BE CONSIDERED TO BE "PLAYING THE BALL".

42.2. AN OFFENSIVE PLAYER CANNOT INTERFERE WITH AN OPPONENT ANYWHERE BEYOND THE SCRIMMAGE ZONE BEFORE A PASS HAS BEEN COMPLETED (L10 @ LS).

42.3. AN OFFENSIVE RECEIVER SHALL NOT BE PERMITTED TO INTERFERE WITH A DEFENSIVE OPPONENT WHO



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HAS POSITION AND IS ATTEMPTING TO CATCH A FORWARD PASS (L10 @ LS LD).

42.4. A DEFENSIVE PLAYER SHALL NOT BE PERMITTED TO INTERFERE ILLEGALLY WITH AN OFFENSIVE RECEIVER IN HIS ATTEMPT TO CATCH THE BALL (AFD PF)

42.5. A DEFENSIVE PLAYER SHALL NOT INTERFERE WITH AN ELIGIBLE RECEIVER BEHIND THE LINE OF SCRIMMAGE IN HIS ATTEMPT TO CATCH THE BALL (L10 @ LS AFD)

42.6. ILLEGAL INTERFERENCE BY A DEFENSIVE PLAYER IN HIS OWN GOAL AREA RESULTS IN AN AFD AT THE DEFENDING TEAM'S 1 YD. LINE.

42.7. ILLEGAL INTERFERENCE BY A DEFENSIVE PLAYER DURING A CONVERT ATTEMPT RESULTS IN REPEATING THE CONVERT ATTEMPT ON THE DEFENDING TEAM'S 1 YD. LINE.

42.8. SCREENING OF AN ELIGIBLE RECEIVER IS ILLEGAL. IT IS CONSIDERED "SCREENING" IF AN OPPOSING PLAYER ATTEMPTS TO PREVENT THE RECEPTION OF A FORWARD PASS BY THE FOLLOWING: A) USES HIS HANDS, ARMS OR BODY TO BLOCK THE VIEW OF THE INTENDED RECEIVER B) DOES NOT ATTEMPT TO "PLAY THE BALL" WHILE ENGAGED IN DEFENDING THE RECEIVER (I.E. WAVES HANDS IN FRONT OF RECEIVER TO PREVENT A RECEPTION) (AFD @ PF) (1 YD LINE IF OCCURS IN END ZONE).

42.9. PASS INTERFERENCE SHALL NOT BE CALLED IF IN THE JUDGMENT OF THE OFFICIALS, THE BALL WAS CLEARLY UN-CATCHABLE. IN THIS CASE ILLEGAL CONTACT ON A RECEIVER WOULD BE CALLED (L10 @ LS) ILLEGAL CONTACT ON A RECEIVER

43.1. ILLEGAL CONTACT ON A RECEIVER IS WHEN A DEFENDER USES THEIR HANDS OR ARMS TO HINDER AN OFFENSIVE PLAYER BEYOND THE SCRIMMAGE ZONE BEFORE THE BALL IS THROWN. (L10 @ LS)

TACKLING

45.1. IT IS ILLEGAL FOR ANY PLAYER TO TACKLE AN OPPONENT (L10 @ PF). A DEFENSIVE TACKLE IN THE OFFENSIVE BACKFIELD WILL BE MARKED FROM LS.

45.2. IT IS ILLEGAL FOR ANY PLAYER TO INTENTIONALLY PUSH, TACKLE, OR MAKE SUFFICIENT CONTACT TO FORCE AN OPPONENT OUT OF BOUNDS OR TO CAUSE HIM TO FALL (L10 @ PF).

45.3. IF BY THE DISCRETION OF THE REFEREE IT IS DEEMED THAT THE BALL CARRIER HAD A CLEAR PATH TO SCORE, THE BALL WILL BE PLACED AT THE 1 YD. LINE (AFD).

TRIPPING

46.1. A PLAYER SHALL NOT USE HIS LEG AT OR BELOW THE HIP TO HINDER THE PROGRESS OF AN OPPONENT (L10 @ LS) OR (L10 @ PF IF BALL CARRIER IS TRIPPED DOWN FIELD).

46.2. IT IS ILLEGAL FOR A DEFENSIVE PLAYER TO DIVE AND MAKE CONTACT TO AN OFFENSIVE PLAYER CAUSING HIM TO FALL OR OBSTRUCTING HIS FORWARD PROGRESS (L10 @ PF)

MAJOR FOULS



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GENERAL GUIDELINES FOR MAJOR FOULS

47.1. THE PENALTIES FOR THESE FOULS SHALL BE IMPOSED IN ADDITION TO ANY OTHER PENALTY FOR ANY OTHER FOUL, AND THE ADVANTAGE OF ANY DISTANCE GAINED OR SCORE MADE.

47.2. THE PENALTIES FOR THESE FOULS SHALL BE IMPOSED AT THE POINT OF APPLICATION AT EITHER THE POINT WHERE THE BALL BECAME DEAD, OR THE LAST SCRIMMAGE, OR WHERE THE BALL WAS HELD WHEN THE FOUL OCCURRED, OR POSSESSION GAINED.

47.3. WHEN AN OFFICIAL IS UNABLE TO IDENTIFY THE OFFENDER, ONLY THE YARDAGE PENALTY SHALL BE AWARDED.

OBJECTIONABLE CONDUCT

48.1. VERBAL ABUSE OR OBJECTIONABLE GESTURE DIRECTED AT AN OPPONENT, OFFICIAL, OR SPECTATOR (L10 @ LS).

48.2. THROWING THE BALL AT AN OPPONENT, OFFICIAL, OR SPECTATOR (L10 @ LS). 48.3.

INTERFERING WITH AN OFFICIAL'S FLAG THAT IS MARKING THE SPOT FOR A PENALTY, LINE OF SCRIMMAGE MARKER, OR THE BALL (L10 @ LS).

48.4. IF A TEAM CONTINUES WITH OBJECTIONABLE CONDUCT AFTER A PENALTY HAS BEEN APPLIED, A FURTHER PENALTY OF 10YDS IS APPLIED AND DISQUALIFICATION OCCURS

48.5. ANY ACT OF ROUGHNESS OR UNFAIR PLAY, PROVIDED IT IS NOT CONSIDERED SERIOUS ENOUGH TO WARRANT DISQUALIFICATION (L10 @ LS, AFD IF DEFENSE IS PENALIZED. IF BOTH TEAMS OFFEND, THE PENALTIES SHALL BE APPLIED AGAINST EACH OTHER WITH NO AFD).

48.6. HAVING MULTIPLE DELAY OF GAME PENALTIES APPLIED CONSECUTIVELY. (LD @ LS) 48.7. ANY INTENTIONAL EQUIPMENT VIOLATIONS THAT ARE REVEALED AFTER THE START OF THE GAME, WHICH DIRECTLY AFFECTS THE OUTCOME OF A PLAY, WILL BE CONSIDERED OBJECTIONABLE CONDUCT (L10 @ LS DR).

48.8. A PLAYER SHALL BE DISQUALIFIED FROM FURTHER PARTICIPATION IN THE GAME, AND SUBSTITUTION PERMITTED IF THE PLAYER HAS BEEN CALLED FOR OBJECTIONABLE CONDUCT MORE THAN ONCE.

UNNECESSARY ROUGHNESS

49.1. ILLEGAL CONTACT OF AN OPPONENT CONSIDERED BY THE REFEREE TO WARRANT DISQUALIFICATION SHALL BE PENALIZED UNDER THIS SECTION (L20 @ LS AND DISQUALIFICATION OF OFFENDING PLAYER. IF THE DEFENSIVE TEAM IS THE OFFENDER, AFD IN ADDITION TO THE YARDAGE IS GIVEN.).

49.2. A PLAYER SHALL BE DISQUALIFIED FROM FURTHER PARTICIPATION IN THE GAME, AND SUBSTITUTION PERMITTED IF THE PLAYER HAS BEEN CALLED FOR EXCESSIVE PHYSICAL OR VERBAL ABUSE OF AN OFFICIAL

MISCELLANEOUS



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SUBSTITUTION PROCEDURES

61.1. A SUBSTITUTE MAY ENTER THE FIELD OF PLAY AT ANY TIME THE BALL IS DEAD AND ONLY AT THAT TIME.

61.2. A PLAYER LEAVING THE GAME SHALL PROCEED DIRECTLY TO THE SIDELINE ON WHICH HIS BENCH IS LOCATED, OUTSIDE THE FIELD OF PLAY.

61.3. AFTER THE TEAM IN POSSESSION OF THE BALL BREAKS THE HUDDLE AND THE OFFICIALS TURN THEIR BACKS TO THE SIDELINES, NO PLAYER MAY ENTER THE FIELD OF PLAY FOR ANY REASON REGARDLESS OF THE NUMBER OF PLAYERS A TEAM MAY HAVE ON THE FIELD OF PLAY.

61.4. "SLEEPER PLAYS". IT SHALL BE CONSIDERED UNFAIR TACTICS AND OBJECTIONABLE CONDUCT FOR EITHER TEAM TO MAKE USE OF SUBSTITUTION PROCEEDINGS, OR ALLEGED SUBSTITUTE PROCEEDINGS TO DECEIVE OPPONENTS. OFFENSIVE TEAMS MUST HAVE ALL PLAYERS IN THEIR HUDDLE AT: THE START OF A GAME, START OF A SECOND HALF, AFTER ANY CHANGE OF POSSESSION, AND WHENEVER A SUBSTITUTION IS MADE. (L10 @ LS)

61.5. IF, THROUGH ERROR IN SUBSTITUTION OR OTHERWISE, A TEAM HAS MORE THAN 7 PLAYERS ON THE FIELD, THE OFFENDING TEAM SHALL BE PENALIZED (L10 @ LS)