

Fauquier Youth Flag Football League (FYFFL)



Rules Documentation

FINAL

December 27, 2013

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I. Game

- Roster Requirements:
 - Teams will consist of a maximum of 10 players(5 on field at one time)
 - Each player must play a minimum of 20 minutes with exceptions explained in special needs section.
 - Each player must have a starting position for each game exception being player is on disciplinary action and coach has submitted form to Board by 9 pm on the Friday prior to game and must have board approval prior to game.
 - Teams must start ALL games with a coach present
 - Teams can start and play with 4 players but no less, opponent still plays with 5 players. A five minute grace period will be allowed by the officials for an extra player to arrive before the forfeit is called. Any team with less than 4 players at the start of a game will lose the game by forfeit. All forfeits are recorded as a 0-6 loss.
 - Any game started and is unable to be completed due to the inability to field minimum of 4 players(injury or illness during game) will be rescheduled. Game will begin at time it was stopped in previous game with same players playing.
- At the start of each game, captains from both teams shall meet at midfield for the coin toss to determine who shall start with the ball. The visiting team shall call the coin toss.
- Teams change sides after the first half. Possession changes to the loser of the coin toss.
- The winner of the coin toss gets first offense possession. The loser of the coin toss chooses the end zone it would prefer to defend.
- The Instructional and Rookie Divisions “NO RUN” zones have been eliminated. All divisions have 3 plays to cross midfield and 3 thereafter to score a touchdown. (*Exception is Instructional Division. This Division has 6 plays to score.*)
- The offensive team takes possession of the ball at its 5-yard line and has three (3) plays to cross midfield. Once a team crosses midfield, it has three (3) plays to score a touchdown.
- If the offense fails to score, the ball changes possession and the new offensive team takes over on the closest 5-yard line.
- If the offensive team fails to cross midfield, possession of the ball changes and the opposition starts its drive from the closest 5-yard line.
- All possession changes, except interceptions, start on the offense’s 5-yard line.
- There are no kickoffs or punts.
- No blocking or tackling is allowed.
- **PLAYOFF TIE BREAKERS:**
 - 1ST- Overall Record
 - 2ND Head to Head
 - 3RD Conference record
 - 4TH Coin toss
- FYFFL Divisions are as follows: (age as of January 1st) of the current season year.

Instructional-ages	4-5
Rookie-ages	6-7
Pee Wee-ages	8-9
Junior-ages	10-11
Senior-ages	12-13

(Exceptions to the above ages can be made at the Board's discretion)

II. Terminology

- Boundary Lines – the outer perimeter lines around the field. They include sidelines, and the rear end zone lines
- Line of Scrimmage – an imaginary line running through the point of the football and across the width of the field.
- Line-To-Gain – the line the offense must pass to get a first down or score.
- Rush Line – an imaginary line running across the width of the field 7 yards (into the defensive side) from the Line of Scrimmage.
- Offense – the squad with possession of the ball.
- Defense – the squad opposing the offense to prevent them from advancing the ball.
- Passer – the offensive player that throws the ball and may or may not be the QB.
- Rusher – the defensive player assigned to rush the Quarterback to prevent him/her from passing by pulling his/her flags or blocking the pass.
- Downs (1-2-3) – the offensive squad has three attempts or “Downs” to advance the ball. They must cross the Line to Gain to get another set of downs or to score.
- Live Ball – the period of time that the play is in action. Generally used in regards to penalties, Live Ball penalties are considered part of the play and must be enforced before the down is considered complete.
- Dead Ball – the period of time immediately before or after a play.
- Whistle – the sound made by an official using a whistle that signifies the end of the play or a stop in the action for timeout, halftime or the end of the game.
- Inadvertent Whistle – an official's whistle that is performed in error.
- Charging – the movement of the ball carrier directly at a defensive player who has established position on the field. This includes lowering the head, making contact with the defender with a shoulder, chest or forearm.
- Flag Guarding – an act by the ball carrier to prevent a defender from pulling the ball carrier's flags by stiff arm, lowering elbow or head or by blocking access to the runner's flags with a hand or arm.
- Shovel Pass – a legal pass attempted behind the line of scrimmage by throwing the ball underhand or pushing it towards a receiver in a shot put type manner.
- Lateral –a backwards, sideways or forward toss or pass by the ball carrier as long as the ball is caught behind the line of scrimmage.
- Pass – a legal pass is considered to be any throw which is caught “beyond” the offensive line of scrimmage.
- Unsportsmanlike Conduct – rude, confrontational , inappropriate language , offensive behavior , taunting, contact with the intent to injure or harm another player

III. Eligibility

- A player's age must fall within the specified age-range as of January 1st of the current year in which the season is being played. Age will be verified by a valid birth certificate, walker ID, passport or military ID.
- All players must complete a registration form that is signed by a legal guardian or parent. An online registration satisfies this requirement.
- Age waiver forms are available to players whose birthdays are between January 2nd and March 31st and wish to move to an older division. Board approval is required to approve waiver. The player wishing to waiver up to the older division must be the older player in his/her current division (5, 7, 9, 11, 13 years old). This is valid for all divisions.
- 3 year olds whose birthday is between January 2nd and March 31st may submit a waiver form to play in the instructional division. Board approval is required for all waivers.

IV. Equipment

- The League provides each player with flag belts and each team with two footballs.
- Players must wear tennis shoes or cleats. Cleats are allowed, however cleats with exposed metal are not allowed and must be removed unless the style cleats are approved by the Virginia High School Rulebook.
- Players may tape their forearms, hands and fingers. Players may wear gloves, elbow pads, and kneepads. Braces with exposed metals are not allowed.
- All cast, splints and braces must be covered with padded material to ensure safety to all players and opponents. These must be inspected by a board member prior to player participating in a game.
- Players must remove all watches, earrings, necklaces, and any other jewelry that the officials deem hazardous. One warning prior to penalty.
- Brimmed hats will not be permitted during games or practices.
- Official NFL Flag jerseys must be worn during play. Exception may be granted with Board approval.
- Players' jerseys must be tucked into the pants if they hang below the belt line.
- Black Pants or shorts with belt loops, pockets or stripes are not allowed. Players with belt loops, pockets or stripes will be deemed ineligible to play.
- Mouth Pieces are mandatory at all FYFFL practices and games and must be colored. No clear mouthpieces are allowed.
- Flags must be turned outward, away from the waist.
- Officials must make attire/equipment inspections prior to start of game.
- All games will be played with the FYFFL game ball which will be supplied by the referee prior to the start of each game.

V. Field

- The recommended field size is 30 yards by 70 yards with 10-yard end zones and a midfield line-to-gain. No Running Zones precede each line-to-gain by 5 yards.

- Instructional and Rookie Divisions recommended field size is 25 yards by 50 yards with 5 yard end zones and a midfield line-to gain.
- No Run Zones are in place to prevent teams from conducting power run plays. While in the No Run Zones (a 5 yard imaginary zone before midfield and before the end zone), teams may not run the ball. All plays, including those that begin with a handoff, must be pass plays.
- Stepping on the boundary line is considered out of bounds.
- Each offensive squad approaches only TWO No Run Zones on each drive (one zone 5 yards from midfield to gain the first down, one zone 5 yards from the goal line to score a TD).
- Teams scheduled away and in the 1st timeslot of the day will be required to set up the game field on which they are scheduled.
- Teams scheduled away and in the last timeslot of the day will be required to break down the field on which they are scheduled.

VI. Timing and Overtime

- Games are played on a 40 minute continuous clock. The clock stops for timeouts, and all penalties until the ball is spotted for play by the referee.
- Game clock will stop after touchdowns and will not run during extra point attempts. Clock will restart once the ball is spotted and referee signals play to begin. Clock will not stop on safeties.
- Halftime is 10 minutes long. Two minute break between quarters.
- Each time the ball is spotted, a team has 30 seconds to snap the ball.
- Each team has two 60-second time outs per half.
- Officials can stop the clock at their discretion.
- In the event of an injury the clock will stop and then restart when the injured player is removed from the field of play.
- If the score is tied at the end of 40 minutes, teams move directly into overtime.

OVERTIME

- Overtime periods will result in each team being given one possession and awarded one 60 second timeout.
- First overtime possession is determined by coin toss.
- During the regular season only one overtime period will be played. If the game is tied at the end of the overtime period, it will remain a tie and the game will be finalized and scored as a tie.
- In playoff and championship games overtime will continue until a winner has been determined. If the game is tied after each team has had its first possession, the game will move into Sudden Death and the first team to score will win.

VII. Scoring

- The PAT (Point after Touchdown) can be attempted for 1 point (from the 5-yard line) or 2 points (from the 12-yard Line).
 - 1 point PAT is passing only.
 - 2 point PAT can be a run or pass.
- Safety: 2 points

- A safety occurs when the ball carrier is declared down in his/her end zone. A ball carrier is declared down when their flags are pulled by a defensive player, their flag falls out, they step out of bounds or they hit the ground with their knee or arm, or ball is dropped in the end zone.
- A safety also occurs when there is an offensive penalty in the end zone.
- After a completion of a safety the team that was awarded the safety will also receive offensive possession of the football at the nearest 5 yard line.
- A team that scores a touchdown must declare whether it wishes to attempt a 1-pt conversion (from the 5 yard line) or a 2-pt conversion (from the 12-yard line). Any change, once a decision is made to try for the extra point, requires a charged time out. If the team is out of timeouts, the decision will not be changed. Decision cannot be changed after a penalty. Interceptions on conversions cannot be returned.
- Mercy Rule: After one team is winning by twenty eight points or more at halftime or later, the losing team has the option to continue playing or go into scrimmage mode.
- Scrimmage Mode: The losing team gets the ball for the first possession with a running clock until the game is completed

VIII. Coaches

- Coaches are typically volunteer parents or family members helping the Players learn and enjoy the game. Parents are encouraged to support the Coach at all times.
- Only one Coach is allowed on the field to direct players in the Rookie Division. The Coach must move to the sideline away from all five players.
- Coaches are expected to adhere to NFL Flag philosophies, coaching Guidelines and Codes of Conduct.
- Only three coaches per team are allowed on the sideline.
- All coaches including assistants must review and sign a coach's application. All coaches will agree to background checks.
- Head coach is responsible for behavior of coaching staff and team's sideline.
- Head coaches must submit a starting line up card to the referees prior to start of each game.
- Head coach must be at least 18 years of age.
- Head coach can have 1 junior assistant. The minimum age of 14 years old is required. Junior Assistant must complete online application and have waiver signed.
- Head coach is responsible for establishing assistant coaching staff (maximum 2 assistants).
 - coach from each team in the rookie division can be on the field during game play as long as they:
 - Are away from all 5 "on-the-field" players after the snap of the ball.
 - Are at least 7 yards behind beyond line of scrimmage and near their sideline on offense or defense at snap of ball.
 - May participate in huddle.
 - Peewee, Junior, Senior, and Super Senior Division Coaches are not allowed on the field unless:
 - A time out is called by one of the teams.
 - There is an injury on the field.

- During breaks between quarters and at halftime.
- Summoned by a member of the officiating crew.
- Priority for selecting head coaches will be as follows:
 - Returning head coach from same team
 - Returning assistant coach from same team
 - Returning head coach from another team or division
 - Returning parent from same team
 - New coach

IX. Live Ball/Dead Ball

- The ball is live at the snap of the ball and remains live until the official whistles the ball dead.
 - The official will indicate the neutral zone and line of scrimmage. It is an automatic dead ball foul if any player on defense or offense enters the neutral zone. In regards to the neutral zone, the official may give both teams a “courtesy” neutral zone notification to allow their players to move back beyond the line.
 - A player who gains possession in the air is considered in bounds as long as one foot comes down in the field of play before any other part of the player’s body lands out of bounds.
 - The defense may not mimic the offensive team signals, by trying to confuse the offensive players, while the quarterback is calling out signals to start the play. (This will be called as Unsportsmanlike Conduct with up to one warning at the referee’s discretion)
 - Any official can whistle the play dead.
 - Play is ruled “dead” when:
 - The ball hits the ground
 - The ball carrier’s flag is pulled
 - The ball carrier steps out of bounds
 - A touchdown, PAT or safety is scored.
 - The ball carrier’s knee hits the ground.
 - The ball carrier’s flag falls out
 - The receiver catches the ball while in possession of one flag
 - The 7 second pass clock expires. (Clock is off once the ball is handed off.)
 - An inadvertent whistle is performed (at the spot where the ball was whistled dead).
- In the case of an inadvertent whistle, the offense has two options:
- Take the ball where the whistle blew.
 - Replay the down from the original line of scrimmage
- Any ball dropped behind the line of scrimmage is considered a fumble. The ball is then spotted at the point where the ball hits the ground and is a dead ball. If the ball is fumbled beyond the line of scrimmage it will be spotted where the ball carriers furthestmost flag are when the fumble occurs and will be a dead ball. All fumbles are considered a dead ball.
 - A team is allowed to use a time out to question an official’s rule interpretation. If the rule is interpreted incorrectly, the time out will not be charged and the proper ruling will be enforced. Officials should all agree upon any controversial call in order to give each team the full benefit of each call. If the ruling is correct the team will be charged a time out.

X. Running

- The ball is spotted where the runner's furthestmost flag is at the point of the flag pull regardless of where the ball is at the time of the flag pull. If any one of the ball carriers flags breaks the plane of the end zone before the flags are pulled, it will be a touchdown.
- The quarterback cannot directly run with the ball past the line of scrimmage.
- "No-Run Zones" located 5 yards before each end zone and 5 yards on either side of midfield, are designed to avoid short-yardage, power-running situations. Teams are not allowed to run in these zones. (Reminder: Each offensive squad approaches only TWO No Run Zones in each drive – one 5 yards from midfield to gain the first down, one 5 yards from the goal line to score a TD 5 yards).
- The player who takes the handoff can throw the ball from behind the line of scrimmage. Multiple handoffs, tosses, or throws behind the Line of Scrimmage are permissible.
- Once the ball has been handed off in front or behind the quarterback, all defensive players are eligible to rush.
- Runners who leave their feet while advancing the ball may be subject to a player control foul – especially if the runner dives forward with his head or shoulder lowered or if contact with a defender is initiated by the runner. (Spinning and incidental leaving of the feet while avoiding a collision are allowed.) No hurdling is allowed.
- No blocking or "screening" is allowed at any time. Running blocks are not allowed and any player impeding access to the ball carrier will be penalized for a running block. Players running pass routes may continue with their routes as long as they are not impeding access to the ball carrier.
- Flag Obstruction – All jerseys must be tucked in before play begins unless the jersey is at or above the belt line. The flags must be on the player's hips (angled away from the body) and free from obstruction. Deliberately obstructed flags will be considered flag guarding.
- Handoffs and Laterals are only legal behind the line of scrimmage

XI. Passing

- In the "no-run" zone, to be considered a legal pass the pass must be from behind the line of scrimmage, thrown forward and received beyond the line of scrimmage.
- Shovel passes are allowed, but must be received beyond the line of scrimmage (if you are in the no-run-zone.)
- The quarterback has a seven-second "pass clock." If a pass is not thrown within the seven seconds, play is dead, the down is consumed and the ball is returned to the line of "scrimmage". Once the ball is handed off, the 7-second rule no longer is in effect.
- Interceptions can be returned.
- Only 1 forward pass per down is allowed. However, every "pass" behind the line of scrimmage is considered a lateral, even if thrown forward – as long as it is received behind the line of scrimmage.

XII. Receiving

- All players are eligible to receive passes (including the quarterback if the ball has been handed off behind the line).
- Only one player is allowed in motion at snap of ball. All motion must be parallel to the line of scrimmage and no motion is permitted towards the line of scrimmage.
- A player only needs to have one foot down in bounds to be a legal reception, but if two feet are down – both must be in bounds. (Player cannot have one foot inbounds and another out of bounds to make a legal catch.)
- In the case of simultaneous possession by both an offensive and defensive player, possession is awarded to the offense.
- Interceptions change the possession of the ball at the point of interception. Interceptions are the only changes of possession that do not start on the 5-yard line.
- Interceptions are returnable, but not on conversions after touchdowns.
- Fumbles are considered a dead ball once they contact the ground (no stripping of the ball carrier is allowed), but any bobble retrieved by the defense before the ball hits the ground will be considered an interception.
- All five players must line up in-bounds. Any receiver stepping out of bounds can only touch the ball AFTER it has been touched or tipped by another receiver or defender.

XIII. Rushing the Passer

- All players who rush the passer must be a minimum of seven yards from the line of scrimmage when the ball is snapped. Any number of players can rush the quarterback. Players not rushing the quarterback may defend on the line of scrimmage.
- Once the ball is handed off, the seven-yard rule no longer is in effect and all defenders may go behind the line of scrimmage.
- A special marker, or the referee, will designate a Rush Line seven yards from the line of scrimmage. Defensive players should verify they are in the correct position with the official on every play.
- A legal rush is:
 - Any rush from a point 7 yards from the defensive line of scrimmage.
 - A rush from anywhere on the field AFTER the ball has been handed off by the quarterback.
 - If a rusher leaves the rush line early, they may return to the rush line, reset and then legally rush the quarterback.
 - If a rusher leaves the rush line early and the ball is handed off before they cross the line of scrimmage, they may legally rush the quarterback.
- A penalty will be called if:
 - The rusher leaves the rush line before the snap and crosses the line of scrimmage before a handoff or pass – (Illegal Rush).
 - Any defensive player crosses the line of scrimmage before the ball is snapped – (Offsides).

- Any defensive player, not lined up at the rush line, crosses the line of scrimmage before the ball is passed or handed off – (Illegal Rush).
- Special Circumstances:
 - Teams are not required to rush the quarterback, seven second clock in effect.
 - Teams are not required to identify their rusher before the play.
 - If rusher leaves the 7-yard line before the snap, he/she may immediately drop back to act as a defender with no offsides penalty enforced.
- Players rushing the Passer may attempt to block a pass.
- Blocking the pass and then striking the passer will result in a penalty.
- A Sack occurs if the QB's flags are pulled behind the line of scrimmage with the QB still in possession of the ball. The ball is placed where the furthestmost flags are pulled.
- A Safety is awarded if the sack takes place in the offensive team's end zone.

XIV. Flag Pulling

- A legal flag pull can take place when the ball carrier touches the ball.
- Defenders can dive to pull flags, but cannot tackle, hold or run through ball carrier when pulling flags.
- It is illegal to attempt to strip, punch, or pull the ball from the passer or runners possession at any time.
- If a player's flag inadvertently falls off during the play, the player is down immediately upon possession of the ball and the play ends.
- A defensive player may not intentionally pull the flags off of a player who is not in possession of the ball.
- Flag guarding is an attempt by the ball carrier to obstruct the defender's access to the flags by stiff arming, dropping of head, hand, arm or shoulder, or intentionally covering flags with the football or jersey.

XV. Formations

- An offensive team must have a minimum of one player on the line of scrimmage (the Center) and up to four players on the line of scrimmage.
- The quarterback must be off the line of scrimmage.
- One player at a time may go in motion 1-yard behind and parallel to the line of scrimmage.
- No motion is allowed towards the line of scrimmage.
- Offensive players must come to a complete stop for one second before the ball is snapped unless he/she is the one player in motion.
- Movement by a player who is set or a player who runs toward the line of scrimmage while in motion is considered a false start.
- The center must snap the ball with a rapid and continuous motion between his/her legs to a player in the backfield, and the ball must completely leave his/her hand. Push backs from QB are not allowed.

XVI. Unsportsmanlike Conduct

- If the referee witnesses any acts of intentional tackling, elbowing, cheap shots, blocking, or any unsportsmanlike act as defined in Section II, an unsportsmanlike penalty will be enforced, the game will be stopped and the player will be warned or ejected from the game. The decision is made at the referee's discretion. No appeals! **FOUL PLAY WILL NOT BE TOLERATED.**
- Offensive or confrontational language is illegal. Officials have the right to determine offensive language. If offensive or confrontational language occurs, the referee may give one warning. If it continues, the player, coach or spectator will be ejected from the game.
- Players, coaches and spectators may not physically or verbally abuse any opponent or official.
- Ball carriers **MUST** make an effort to avoid defenders with an established position.
- Defenders are not allowed to run through the ball carrier when pulling flags.
- Players who intentionally hurt or injure another player will be ejected from the game.
- Fans are required to keep field's safe and kid friendly.
- **ALL UNSPORTSMANLIKE CONDUCT PENALTIES RESULTING IN A PLAYER, COACH OR PARENT GAME EJECTION WILL BE REVIEWED BY THE FYFFL BOARD.** Players, coaches or parents ejected from a game will serve a minimum of an additional one game suspension to be served at their next regularly scheduled game. Furthermore, the FYFFL Board has the discretion to increase the suspension from one game to a season ending suspension. Individuals serving a season long suspension must come before the FYFFL Board to petition reinstatement if so interested.
- Upon ejection, ejected coach, parent, or player will be asked to leave the FYFFL facilities.

XVII. Special Needs Players

- Players with a mental or physical handicap must play a **MINIMUM of 10 Plays** per half in all divisions. Player/players must be Board approved to use this exception.

XVIII. Playing Time Rules

- The following rules are in place to ensure players have equal playing time throughout the game.
 - At the beginning of each quarter the coaches must submit a line-up card to the referee. The line-up card (supplied by FYFFL) will consist of offensive and defensive

- designated players. Each player on a team must be designated as a starter on either offense or defense.
- Prior to the beginning of each subsequent quarter (2nd, 3rd, and 4th), coaches have the ability to submit a new line-up card to the referee. Once the line-up card is submitted, no changes or player substitutions will be permitted unless a timeout has been called. Once again, each player on a team must have a designated position on either offense or defense and play the entire quarter in that capacity (offense or defense).
 - During each half player substitutions will be as follows: A coach can use one timeout to change his lineup card for the duration of that particular quarter. Every player must still have a starting position on either offense or defense.
 - Substitutions will only be permitted for a coach who calls the timeout. The opposing coach must stay with his/her original lineup for the quarter unless he/she informs the referee that he/she would also like to use a timeout (simultaneous to the other timeout) to change the quarter's lineup card team. Only one timeout is allowed per half for player substitutions; each substituting team will be charged for a timeout (even if the actual timeout occur at the same time).
 - Enforcement of this rule:
 - Referee's will collect the line-up cards at the beginning of each quarter and conduct player line-up verifications.
 - Referee's have the ability to stop the game at any time to conduct a "Line-up" check if they believe an illegal substitution has been made.
 - If an opposing coach believes an illegal substitution was made, he/she may use a timeout (if they still have any timeouts in their possession) and request for the referee to conduct a line-up check. If a coach is out of timeouts then he/she will not be able to request a "line-up" check.
 - If the coach calling a timeout check is correct, then he/she will be awarded their timeout back.
 - Illegal substitutions will be enforced as an "unsportsmanlike" conduct penalty.
 - Two unsportsmanlike conduct penalties per game from a coach mis-using the playing time rule will result in the ejection of the teams head coach.

XIX. Penalties

General

****Coaches have the option to decline penalties****

- The referee will call all penalties
- Referees determine incidental contact that may result from normal run of play.
- All penalties will be assessed from the line of scrimmage except as noted (spot fouls).
- Only the team captain or head coach may ask the referee questions about rule clarification and interpretations. Player or Coaches cannot question judgment calls.
- Games cannot end on a defensive penalty, unless the offense declines the penalty.

- Penalties are assessed Live Ball then Dead Ball. Live Ball Penalties must be assessed before play is considered completed.
- Penalties will be assessed half the distance to the goal yardage when the penalty yardage is more than half the distance to the goal. Except as noted (Unsportsmanlike Conduct).

- **Spot Fouls**

- **Flag guarding..... 10 yards & loss of down**
- **Charging..... 10 yards & loss of down**
- **Defensive pass interference.. Automatic first down**
- **Stripping..... 10 yards & replay down**
- **Offensive unnecessary roughness 10 yards & loss of down**
- **Screening, blocking, running w/runner.. 5 yards & loss of down**
- **Defensive unnecessary roughness..... 10 yards & first down**

*****NOTE*****

ANY offensive foul that occurs in the end zone will result in a safety.

- **Flag guarding**
- **Screening**
- **Blocking**
- **Running with the ball carrier**
- **Offensive unnecessary roughness**

- **Unsportsmanlike Conduct**

- **All unsportsmanlike conduct will be assessed as follows: 15 yards from the line of scrimmage (ball placed on 1 yard line where the full 15 yards cannot be assessed) and automatic first down if defensive penalty / loss of down if offensive penalty.**
- **Failure to start a player, not all players receiving the required playing time, Illegal substitutions, intentional contact, foul language, taunting and head coach not controlling his/her sideline.**

- **Defense**

- **Offside..... 5 yards from LOS & replay down**
- **Illegal contact (holding, blocking, etc)...5 yards from LOS & replay down**
- **Illegal flag pull ... 5 yards from LOS & replay down**
- **Illegal rushing..... 5 yards from LOS & replay down**
- **Roughing the passer... 10 yards from LOS & replay down**
- **Stripping.....(spot foul) 10 yards & replay down**
- **Unnecessary roughness(spot foul) 10 yards & first down**
- **Defensive pass interference (spot foul). Automatic first down**

- **Offense**

- **Illegal motion (False start, etc.). 5 yards from the LOS & loss of down**

- **Illegal forward pass (pass received behind the line of scrimmage with in a no run zone and advanced past the line of scrimmage or throwing a pass beyond the line of scrimmage)..... 5 yards from the LOS & loss of down**
- **Offside..... 5 yards from the LOS & loss of down**
- **Offensive pass interference(illegal pick play, Pushing off/away defender)..... 5 yards from LOS & loss of down**
- **Delay of game..... 5 yards from LOS & loss of down**
- **Screening, blocking, or running with the ball carrier..... (spot foul) 5 yards & loss of down**
- **Flag guarding...(spot foul) 10 yards & loss of down**
- **Charging.....(spot foul) 10 yards & loss of down**
- **Offensive unnecessary roughness ... (spot foul) 10 yards & loss of down**

*****NOTE*****

All penalties in the last 2 minutes of the game will result in the clock being stopped. The 30 second huddle clock is still in effect.

XX. Referees

- All calls made by the officiating staff are final. A coach may ask a member of the officiating staff to repeat a call. Under no circumstances are call made by officials to be argued by any coach, player, or representative of the team.
- The team captains or Head Coach may request a clarification on rules.
- All games will have a minimum of 2 officials unless approved by Board
- Referees may not officiate any game where a potential conflict of interest may occur, such as officiating a game that has a relative playing or coaching, unless Board approved and opposing coach notified.

XXI. Field Monitors

- Purpose-To assist and help the Board ensure the safety and integrity of all that attend our games. FM's are another set of "eyes and ears" to accomplish this task. These are not elected positions but will be filled by The Board from volunteers on each game day.
- Duties include: Walking parking and playing field areas to ensure field rules are followed. FM's are not allowed to confront any player, parent, or coach, but will inform a Board member if any issues are identified. FM's may be asked to monitor games the Board has concerns with. FM's are not to have any interaction with referees.
- Will be identified as such with a shirt, vest, arm band etc.

- Must fill out a daily no conflict of interest policy concerning any game being monitored.
- Can inform Board member of coaches not playing players properly, but only the referee will address the coach and determine if warning will be needed.
- Can inform Board of sideline behavior and have Board member or referee issue warning to coach.

XXII. BOARD OF DIRECTORS

- Board members cannot overrule an officials ruling or call.
- Board members should only be asked to monitor games in progress if there is a safety or sportsmanship issue present.
- Board members can stop games to ensure safety, sportsmanship, integrity, and rules are being followed.
- Board members have authority to eject players, coaches, or parents from game fields and parking areas.