



FHSAA

FLAG FOOTBALL

CASEBOOK

Play:

At the snap Center A1 tosses the ball forward and B1 (obviously surprised) catches the ball and runs for a touchdown.

Ruling:

Illegal snap. The ball becomes dead when A1 tossed the ball forward instead of backward. No touchdown for B1.

Rule 7.2.3c**Play:**

Fourth Down on a declared punt. Snapper K1 is the only player on the LOS. K2 is in position 4 yards back to receive the snap. K3, K4, K5, K6, and K7 are 3-4 yards behind the LOS. At the snap K3 and K4 move forward and a) Do not cross K's LOS before the ball is kicked, or b) K3 steps into the neutral zone before K2 kicks the ball.

Ruling:

Legal play in a). Foul, illegal procedure in b). NOTE: This is generally treated as a dead ball encroachment foul, however, the ball is live and it should be a live ball foul with Team R being given the opportunity to take the foul, enforced 5 yards from the succeeding spot (10-2-1c), or the result of the play (the return of the punt).

Rule 2-16-3, 6-1-3, 10-1-1a2, 10-2-1c, 10-4 note: If a foul occurs during a LOOSE-BALL PLAY, the basic spot is the previous spot unless the rules specify otherwise (10-2-1c specifies otherwise).

Play:

Team K has all players set for one second. Prior to the snap K5 goes into motion in the backfield. At the snap K3 and K4 move forward and a) Do not cross K's LOS before the ball is kicked, or b) K3 steps into the neutral zone before K2 kicks the ball.

Ruling:

Legal play in a). Foul, illegal procedure in b). NOTE: This is generally treated as a dead ball encroachment foul, however, the ball is live, and it should be a live ball foul with Team R being given the opportunity to take the foul, enforced 5 yards from the previous spot, or the result of the play (the return of the punt).

Play:

Fourth Down on a declared punt. Snapper K1 is the only player on the LOS. K2 is in position 4 yards back to receive the snap. K3, K4, K5, K6, and K7 are 3-4 yards behind the LOS. Team K has all players set for one second. Prior to the snap K5 goes into motion in the backfield. At the snap K3 and K4 move forward and a) Do not cross K's LOS before the ball is kicked, or b) K3 steps into the neutral zone before K2 kicks the ball. After the kick, R1 muffs the catch and the ball hits the ground at the 2-yard line.

Ruling:

Legal play in a), Team R's ball 1st Down at the 2-yard line with the 20 LZTG. Since the ball has been snapped, K5 being in motion and K3 and K4 moving forward are all legal because the ball is live following the snap. In b) Foul, illegal procedure. NOTE: This is generally treated as a dead ball encroachment foul, however, the ball is live and it should be a live ball foul with Team R being given the opportunity to take the foul, enforced 5 yards from the succeeding spot (10-2-1c), or (more likely) penalize Team K 5 yards from the previous spot, repeat 4th down.

Rule 7-3-3, 7-3-5a, 2-16-3, 6-1-3, 10-1-1a2, 10-2-1c, 10-4 note: If a foul occurs during a LOOSE-BALL PLAY, the basic spot is the previous spot unless the rules specify otherwise (10-2-1c specifies otherwise).

Play:

Team K has all players set for one second. Prior to the snap K5 goes into motion in the backfield. At the snap K3 and K4 move forward and a) Do not cross K's LOS before the ball is kicked, or b) K3 steps into the neutral zone before K2 kicks the ball. After the kick, R1 catches the ball and returns it for a touchdown.

Ruling:

Legal play in a), Team R scores a touchdown. In b) Foul, illegal procedure. According to 10-3-10c, Team R will have to decline the penalty for K's illegal procedure to retain the touchdown, otherwise Team K will be penalized 5 yards from the previous spot, repeat 4th down.

Rule 7-3-3, 7-3-5a, 2-16-3, 6-1-3, 10-1-1a2, 10-2-1c, 10-4 note: If a foul occurs during a LOOSE-BALL PLAY, the basic spot is the previous spot unless the rules specify otherwise (10-2-1c specifies otherwise). 10-3-10c

Play:

Team A's ball, 3rd down and 3 to reach the 40 ZLTG, or 4th down and 3 with a declared "no punt" (going for it). Three-person officiating crew. Where should the officials place themselves for the best coverage?

Ruling:

While some officiating crews have a tendency to bring the FJ up toward the ZLTG in short yardage situations such as this, that leaves the entire deep field open in the event of a long pass. Better to have the Referee play wide and closer to the ZLTG opposite the LJ. This way, if the play develops and either a run or a pass goes toward the sideline opposite the LJ, the Referee will be in position to cover the ZLTG. This still keeps the deep pass option covered by the FJ.

Play:

Fourth down and 6 at the K 34-yard line on a declared punt. R1 is on the defensive LOS and does not rush the punter but does begin jumping up and down at the snap. Kicker K1 kicks a low trajectory punt and R1, maintaining her position on R's side of the LOS, blocks the ball as she is reaching over the snapper's head above the K LOS. The ball is deflected into K's backfield where K2 catches it and runs: a) K2 is downed at the K 38 or b) at the R 38.

Ruling:

In a) it is R's ball, first down and 20 LZTG because the ball was blocked behind K's scrimmage line and to gain a first down K2 would have to reach the ZLTG. In b) it is first down for Team K.

Rule 6-1-4f

Play:

Fourth down and 6 at the K 34-yard line on a declared punt. R1 is on the defensive LOS and does not rush the punter but does begin jumping up and down at the snap. Kicker K1 kicks a low trajectory punt and R1 backs up a step on R's side of the scrimmage line and blocks the low kick. The ball is deflected into K's backfield where K2 catches it and runs: a) K2 is downed at the K 38 or b) at the R 38.

Ruling:

In both a) and b) it is a new series for Team K because the kicked ball was blocked by an R player on R's side of the scrimmage line and caught in K's backfield. Since R touched the ball on their side of the LOS, K may advance and it will be a new series for K regardless of where K2 is deflagged.

6-1-4g

Play:

Passer A1 fades back looking for a receiver. B1 rushes with arms extended to block the pass. As A1 releases her pass a) B1 contacts the arm of A1, or b) A1 follows through after the pass is thrown and her arm contacts the head, shoulder, or arm of B1.

Ruling:

In a) it is a foul for roughing the passer. In b) there is no foul because the contact between B1 and A1 was caused by A1's follow through.

Rule 9-5-2

Play:

Runner A1 is being pursued by B1. As B1 reaches out to deflag her, A1 jumps and spins. A1's left hand is in front of her flag. B1 swipes at A1's flag belt but misses. A1 continues to the goal line where B1 is closing in. A1 dives into the end zone.

Ruling:

Touchdown. The runner is allowed to spin and to jump. There was no contact between B1 and A1 when B1 missed the flag. The runner is allowed to dive as long as there is no contact.

Rule 9-6-7

Play:

Officials arrive at the game and discover the home team has a) only 6 players, or b) only 3 players.

Ruling:

In a) the game may proceed since a team may start a game with four (4) or more players. The game may continue with less than four (4) players until it is obvious that there is no chance to win. In b) the game cannot be played.

Rule 1-1-1

Play:

During the game an athletic trainer is overheard berating the officials on the field. The nearest official who overheard the remarks throws a flag on the athletic trainer for Unsportsmanlike behavior.

Ruling:

All team representatives, including players, substitutes, replaced players, coaches, athletic trainers, and others associated with the team are subject to the rules of the game. The official was well within his/her knowledge of the rules to throw a flag. The UNS foul shall be charged to the Head Coach and any further UNS foul against a coach, athletic trainer, team representative, and others associated with the team, excluding players and substitutes, will be assessed against the Head Coach resulting in disqualification from further participation.

Rule 1-1-4**Play:**

The game has concluded and as the officials are walking toward their vehicles the losing coach is heard vehemently berating their performance.

Ruling:

The Officials' jurisdiction extends from 30 minutes before the game, or as soon as they are present through the Referee's declaration that the game is over at the end of regulation or overtime. There is no immediate penalty against the losing coach, however, since the game officials retain clerical authority over the game through the completion of any reports required by the FHSAA, the Referee shall submit a game report to the FHSAA and to his/her local association informing them of the verbal abuse.

Rule 1-1-6**Play:**

On a close sideline play A1 catches a pass near Team B's bench area inbounds dragging a toe and steps out of bounds. B1, in pursuit of A1 is clearly not happy with the ruling by the covering officials. A spectator is standing nearby and immediately steps close to the official with a cell phone in hand and says that A1 had her toe on the sideline when she caught the pass and says the evidence is on his cell phone since he recorded the play.

Ruling:

While the spectator is certainly out of line in approaching the official and should be addressed by game management, or the Head Coach of Team B, the use of any replay or any type of visual or audio electronic equipment by game officials in making any decision relating to the game is strictly prohibited. The official should calmly explain that there is no replay in FHSAA Flag Football and then should approach the Head Coach and ask that the spectator be addressed by him/her that they are interfering with the officiating crew.

Rule 1-1-7**Play:**

The officials arrive at the field and the Referee notices that the football field is lined for a flag football game with one regulation end zone being used as the end zone for the flag game. The opposite end line is marked at the 10-yard line of the football field. Neither set of goalposts has their uprights padded.

Ruling:

The game cannot proceed until the uprights of the goalpost being used as part of the flag game are properly padded. Officials shall inform the home team Head Coach of this matter and request that the padding be taken care of prior starting the game. Inability to comply will result in the game being cancelled. Since the goalpost on the opposite end of the field is 20-yards beyond the flag field end line it is not considered a threat. No hard and unyielding rigid fixtures (e.g., trees, poles, fences, bleachers) shall be located within 5 yards of the side-line or 10 yards of the end lines, unless covered with at least 1/2" of closed cell, slow recovery rubber or other material of the same minimum thickness and having similar physical properties.

Rule 1-2-1

Play:

The officials arriving at the field notice that the field looks “a little small” and they proceed to walk off the Zones and find that the zones are not equal.

Ruling:

Adjustments should be made to make the Zones equal, or nearly equal, in length. The end zones must be maintained at 10-yards each. Movement of yard markers may be necessary to ensure that all players and coaches are aware of the new Zones. In case of space limitations, distances of field length and width can be modified. However, end zone length must always be 10 yards. If the field length is modified, shorten all 4 zones equally so they are the same length.

Rule 1-2-2**Play:**

Official arrive at the field and notice that the Zone Lines to Gain (ZLTG) are marked, but there are no markings for the 3-, 10-, or 14-yard lines.

Ruling:

Play the game. Officials can mark off the yard lines for TRYS (3- and 10-yard lines) and the start of a series (the X at the 14-yard line) by physically walking off those respective distances from the goal line. The Referee should inform the home team Head Coach or game management that adjustments need to be made to properly line the field prior to the next game. The Referee should also report this to his/her local association.

Rule 1-2-4f, 1-2-4g**Play:**

Official arrive at the field and notice that the Zone Lines to Gain (ZLTG) are marked, but there are no hash marks dividing the field lengthwise into thirds.

Ruling:

Play the game. While it is to the advantage of the participants to have hash marks in order to properly spot the ball it is not the intent of the game to keep players from participating. The Referee may use judgement to spot the ball either a little to the left or to the right of the center of the field depending on the result of the previous play or use the center of the field to spot the ball consistently. The Referee should inform the home team Head Coach or game management that adjustments need to be made to properly line the field prior to the next game. The Referee should also report this to his/her local association.

Rule 1-2-4j**Play:**

Officials notice that there is no 2-yard belt around the field.

Ruling: Play the game. Officials can re-align the ZLTG yard line markers to be 2-yards beyond the sideline and request that coaches and players use those markers as indicators of the 2-yard belt. The Referee should inform the home team Head Coach or game management that adjustments need to be made to properly line the field prior to the next game. The Referee should also report this to his/her local association.

Rule 1-2-4n**Play:**

The Head Coach from the home team informs the Referee that there is no Down Box available.

Ruling:

Play the game. While a Down Box to indicate the next down and the ZLTG is required by rule there are instances where a Down Box is not available. Officials will need to adjust and use their down indicators to keep track of the proper down. It is imperative in all cases, whether a Down Box is used or not, for officials to signal each other of the correct down before the next play. It is also important when there is no Down Box for officials not to lose their concentration on where the next ZLTG is located when Team A has lost yardage past the yard line behind the offense making it “two lines” to reach the appropriate ZLTG.

Rule 1-2-5

Play:

The visiting team captain informs the Referee that they “forgot” to bring their bag of footballs to the game, and they have no football to use on offense.

Ruling:

Play the game. While each team is “shall provide their own legal game ball to participate,” a team may be allowed to play with the other team’s ball provided the Referee approves the ball. If the home team refuses to allow the visitors to use their football the game will not be played.

Rule 1-3-1**Play:**

The Line Judge informs the Referee that several players on Team A have shorts with pockets and their shorts are the same color as Team B players.

Ruling:

Players of opposing teams must wear contrasting solid-colored jerseys, therefore the color of the shorts are not conflicting with the rules, however, “each player shall wear pants/shorts without any belt(s), belt loops, exposed drawstrings” or pockets of any type. The players wearing these shorts shall not be permitted to play. Pockets cannot be taped.

Rule 1-3-3**Play:**

The Field Judge notices that players of Team B appear to have flag belts that have “short” flags. She informs the Team B’s one and only coach that the flags don’t appear to be of legal length. Coach B vehemently protests that the officials are always “trying to cheat us.” The Field Judge throws a flag on Coach B for disrespecting an official, an Unsportsmanlike foul.

Ruling:

The Referee will stop the game and the game clock and, after conferring with the Field Judge, will determine if the flag belts are of proper length. If the Referee is unsure, he/she will ask a member of Team B to deflag a teammate and to hand the flag belt to the Referee. Since the officials rarely, if ever, walk onto the field with a tape measure, the Referee will request that a Team A player deflag a teammate and hand the flag to the Referee. The officials will compare the flag lengths of both Team A and Team B flag belts. If it is determined that the flags of Team B are indeed short, the Referee may ask Team B Coach if she can comply with the rule of flags that are 14” in length. If not, the Referee will throw a flag on Coach B for non-compliance with the rules, an unsportsmanlike foul. Since Coach B already has one flag for disrespecting the officials, she will now be assessed a second UNS foul for not legally complying with the rules. This creates a situation in which the Head Coach of B will have two Unsportsmanlike fouls and will be ejected. If no other coach is available, the game will be over, and Team A awarded a forfeit.

Rule 1-3-4, 2-9-2f, 9-2-1c, 9-2-3c, 9-2-4, 9-3-2b**Play:**

Team A is seen not wearing mouthpieces during warm-ups. The Referee asks Team A Head Coach if her team has mouthpieces. Coach A says, “No, I didn’t know they had to have mouthpieces.”

Ruling:

Team A will not be able to put any players on the field that are now wearing a mouthpiece. The officials may provide a short time for Team A to comply, but that time should be limited. If Team A cannot provide its players with a properly worn mouthpiece in the allotted time the game will not be played, and Team B will be awarded a forfeit.

Rule 1-3-5**Play:**

QB A1 enters the field wearing sunglasses. The Referee informs A1 that sunglasses are not allowed unless they are prescription glasses and have been approved by the FHSAA. A1 states that the sunglasses are prescription.

Ruling:

The Referee shall confer with the wing official on Team A’s sideline and the Head Coach of Team A to confirm that A1’s sunglasses are, in fact, prescription and if Coach A has a letter or note from the FHSAA confirming that A1 may participate wearing prescription sunglasses. If no FHSAA certification can be proffered by Coach A regarding A1’s prescription sunglasses A1 may not participate.

Rule 1-4-1

Play:

QB B1 is in the huddle calling a play from a play book. Once the huddle breaks B1 tosses the playbook to the ground and begins calling signals.

Ruling:

The Referee will stop play and inform B1 that playbooks cannot be tossed to the ground. B1 may use a playbook, but that playbook will have to be stored inside the clothing and not visible while the ball is alive.

Rule 1-4-6a**Play:**

Substitute A8, enters the field to replace A7. The Line Judge notices that A8 has a legal Play Card Band being worn on her upper arm over her bicep. The Line Judge informs A8 that she cannot enter the game with the Play Card high up on her arm. It must be worn around the wrist or forearm. A8 explains that it does not fit on her wrist or forearm. The Line Judge informs A8 that she must wear the Play Card on the wrist or forearm or remove it.

Ruling:

The Line Judge is incorrect. Players are permitted to wear a soft, pliable wrist/forearm band containing plays on their wrist, forearm, or upper arm (bicep area).

Rule 1-4-6b**Play:**

Player A1 catches a pass and is deflagged by B1. As B1 yanks the flag belt off of A1 one of the flags is torn. A1 returns to the huddle.

Ruling:

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

Rule 1-5-3**Play:**

Player B1 is lined up on defense and is wearing a) a hand warmer around her waist under her flag belt., or b) a towel tucked into her shorts and draped over her flag belt.

Ruling:

This is illegal by rule and B1 must remove the items in a) and b) in order to participate. A player wearing illegal equipment shall not be permitted to play. This applies to any equipment, which, in the opinion of the Referee, is dangerous, confusing, or inappropriate: Towels or other items attached at the player's waist (only the flag belt may be attached at the waist of a player); Hand warmers worn around the waist.

Rule 1-5-4i, n**Play:**

Team A Head Coach calls a timeout and goes to the middle of the field to meet with his players. Coach A is a) carrying an electronic tablet held at his side, or b) uses the electronic tablet and begins to show his team a formation.

Ruling:

Legal in a) and Illegal in b). The coach, and nonplayers, may only use such a communication device during a sideline conference during a team or officials' timeout.

Rule 1-6-1

Play:

Team K declares a punt on 4th down. K1 kicks the ball a R1 signals for a fair catch. After catching the ball R1 a) stands still and is deflagged by K2, or b) R1 takes off and runs for a touchdown while Team K players have stopped pursuing her since they saw the fair catch signal.

Ruling:

There is no "FAIR CATCH" in FHSAA flag football. In a) The ball is dead at the spot where K2 deflagged R1. In b) The ball remains live, however, if the covering official believes R1 was using a deceptive maneuver to "freeze" Team K, he/she may invoke the Unfair Acts rule and declare the ball dead at the spot where R1 caught the ball or throw a flag for an Unfair Act and penalize Team R ten yards from the spot of the foul as a PSK enforcement.

Rule 2-6-1; 9-4-2

Play:

Fourth down and 12 yards to the 40 ZLTG. Team K declares a punt. Snapper K1 snaps the ball to K2 who is standing at the 21-yard line. K2 goes into her punting motion and a) completely whiffs, missing the ball completely, or b) muffs the snap and the ball falls to the ground. K2 picks up the ball and begins to run. In both a) and b) The ball falls to the ground at the 21-yard line.

Ruling:

The ball is dead at the spot where it hits the ground in a) and b) and a new series is awarded Team R at that spot. K2 may not advance the ball after it hits the ground.

Rule 2-10-2d

Play:

A1, in possession of the ball, is running in the open field and being pursued by B1. Runner A1 a) spins, or b) jumps sideways, or c) attempts to hurdle over B1 who is crouched, attempting to deflag A1 and is standing on both feet.

Ruling: It is legal in a) and b). Spinning and jumping are legal moves. In c) this is a foul for hurdling.

Rule 2-14-1; 9-6-7

Play:

Team A ball, third and 8 from the A32 yard line. QB A1 passes the ball to A2 at the B39 yard line who turns and begins to run in possession of the ball. As A2 turns her flag belt inadvertently falls off. B1 dives in an attempt to tag A1 and tags her with one hand on the ankle. A1 continues to run and is tagged by B2 on the arm at the B19 yard line.

Ruling:

When a flag belt inadvertently falls off a player the ball remains live. The tag by B1 at A1's ankle does not cause the ball to become dead since the tag must be made between the shoulders and knees, including arms and hands. The dive by B2 is legal and the tag on the arm by B2 does cause the ball to be declared dead. Team A ball, first down and goal to go.

Rule 2-24-1a, b; 2-29-1a, 4-1-2j; 9-6-1a(1)

Play:

Runner A1, in possession of the ball, is being pursued by B1. B1 places her arm around the stomach of A1 with her left arm and deflags A1 with her right hand.

Ruling:

This is a foul for Defensive Holding. An opponent may not hold, push, or knock the runner down in an attempt to remove the flag belt.

Rule 2-24-2a; 9-6-5

Play:

Team A lines up with a third down and 5 yards at the A35 yard line. Runner A1, in possession of the ball, is running at the 40-yard line and muffs the ball losing control fumbling the ball. The loose ball a) hits the ground at the A39 yard line or, b) B38 yard line.

Ruling:

The ball is dead when it hits the ground in both instances. In a) the ball will be placed at the spot where it hit the ground, the A39 yard line, fourth down and 1 yard to go at the 40 ZLTG. In b) the ball will be placed at the spot where A1 fumbled, the 40-yard line, Team A ball, first down and 20 ZLTG.

Rule 2-28-9a(i); 2-28-9a(ii)

Play:

Runner A1, in possession of the ball, is running for a touchdown. B1 reaches out to deflag A1 at the 5-yardline and misses the flag but pulls the shorts of A1 and continues to do so for a couple of yards. The covering official throws a flag. A1 scores a TD.

Ruling:

B1 is guilty of holding. Since A1 scored a touchdown Team A has the option of either having the penalty enforced on the TRY or on the new series for Team B, from the 14-yard line. The Referee and wing official on the offended team's sideline should inform the coach prior to enforcement in order for the coach to make a decision that could place the ball half the distance to the goal line if the coach decides to have the penalty enforced on the TRY.

Rule 2-28-10a; 10-3-10b

Play:

Runner A1 catches a pass at the Team B 5-yard line and scores a touchdown with B1 in hot pursuit. Following the score defender B2 makes a derogatory remark to A1 as she legally deflags A1 just as A1 crosses the goal line and after the score. The covering official throws a flag for a Personal Foul. The Ready for Play signal has not been given for the TRY.

Ruling:

This is not a personal foul. B1's hot pursuit and attempt to legally deflag A1 is well within the rules. This is, however, an Unsportsmanlike act for making a derogatory remark to the opponent. Since the RFP for the TRY has not been given. Team A has the option of either having the penalty enforced on the TRY or on the new series for Team B, from the 14-yard line. The Referee and wing official on the offended team's sideline should inform the coach prior to enforcement in order for the coach to make a decision that could place the ball half the distance to the goal line if the coach decides to have the penalty enforced on the TRY.

Rule 2-28-10a; 10-3-11a

Play:

Runner A1 catches a pass at the Team B 7-yard line and scores a touchdown with B1 in hot pursuit. Team A declares that they will attempt a one-point TRY from the 3-yardline. Following the Referee's Ready-for-Play signal B2 screams a derogatory remark to snapper A1. The Referee throws a flag for Unsportsmanlike Conduct. Captain A1 states that the team will accept the penalty, but they want the foul to be enforced as a three-point TRY from the 20-yardline thinking that the ball will be placed half the distance to the 10-yardline. The Referee informs Captain A1 that that is not possible. Team A's coach then declares that the penalty should be enforced from the succeeding spot following the TRY.

Ruling:

The Referee had already given the RFP for the TRY attempt. Team A does not have a choice a) to change their TRY choice from one-point to three, and b) to have the UNS foul enforced from the succeeding spot. Since the RFP has been given the UNS foul will be enforced on the TRY for the originally declared one-point from the 3-yardline to the 1 ½ yard line.

Rule 2-28-10a; 8-5-1d; 10-3-11a

Play:

The Referee beckons the Captains and Coaches from both teams to midfield for the pre-game coin toss. The Referee instructs the Captains to shake hands, which they do after some looks of consternation. The Referee shows the captains his coin on both sides and then tells the visiting team Captain that he will throw the coin in the air, and she will call "Heads" or "Tails" before the coin hits the ground.

Ruling:

There are two mechanics in error in this scenario. Given today's concern for the pandemic that affected people around the world, the tradition of a pre-game (or post-game) handshake should no longer be a part of the coin toss ritual. Simply acknowledging each other with a simple head shake, or in some instances Captains may take it upon themselves to give a fist bump or elbow bump, but Referees should not encourage this. The second mechanics error that continues to be problematic is asking the visiting captain to call "heads" or "tails" after the coin has been tossed. The Referee shall ask the visiting Captain what her call is before the coin is tossed. In addition, the Referee may catch the coin or let it fall to the ground.

Rule 3-1-2a, b, c, d

Play:

The end of the third quarter arrives with Team A leading 26-0. Team B Head Coach requests a timeout to speak to the Referee. Team B Head Coach says she just wants to end the game since she is down to 5 players and her team “obviously” has no chance.

Ruling:

The Referee should bring both coaches together to discuss the situation and allow Team B Head Coach to explain her concerns. Team A Head Coach should then be asked if he/she agrees to terminate the game at that point with Team A declared the winner, or to shorten the 4th quarter to a mutually agreed upon time.

Rule 3-2-2e

Play:

Team A's ball third down and eight from the B28 to the Team B 20 ZLTG with time running out in the 2nd quarter. QB A1 scrambles and throws a pass from the B27 to A2 who catches the ball and scores as time runs out.

Ruling:

The touchdown is nullified due to the illegal forward pass by A1. The 5-yard loss of down penalty will be enforced from the spot of the foul, the Team B 27 to the Team B 32-yard line where it will be Team A's ball, 4th down and 12 to the 20 ZLTG. The period will be extended for an untimed down.

Rule 3-2-3b; 7-6-2a; 7-6-2 PEN; 10-3-7b

Play:

Team A scores a touchdown as time for the 3rd quarter expires. The quarter is extended for the TRY. During the TRY QB A1 throws, a pass to A2 as B1 slaps A2's arm and a flag is thrown. A2 manages to catch the ball despite the illegal contact for a successful try.

Ruling:

The TRY by Team A is good. The quarter is not extended further for the illegal contact foul by B1. The penalty enforcement will be made following the change of quarters from the opposite succeeding spot, the 14-yardline, half the distance to the goal.

Rule 3-2-3e; 3-2-3 NOTE; 8-5-4

Play:

Receiver A1 is reaching out to catch a pass as B1 slaps A1's arm. The LJ throws a flag. The pass falls incomplete in front of Team B's bench. Team B Head Coach asks the Back Judge how much time is remaining in the second quarter as the LJ is signaling for an officials' timeout (S3). The BJ looks at his watch and replies, “3:22,” as the LJ trots out to the Referee to report the foul. After enforcement of the foul the Referee gives the wind signal (S2) and the Team B Head Coach asks the BJ the time remaining. The BJ looks at his watch and informs the coach there is 2:21 remaining in the quarter. Team B Head Coach immediately calls a timeout and asks to speak to the Referee. The BJ stops his watch at 2:19 and the LJ informs the Referee of the coach's request. A Coach/Referee conference takes place in front of the Team B team box between the Head Coach, Referee, and Line Judge. Team B Head Coach states there was a timing error, and the clock should have stopped for the penalty enforcement at 3:25.

Ruling:

The coach is correct, with one exception, the correct time remaining. The clock will run continuously until the 2:00 mark of the second and fourth quarters except for

- a. Fouls and penalty enforcement
- b. Charged and officials time-outs and water break (district/county policy)

Team B Head Coach states that there should be 3:25 on the clock. The Back Judge states that he had informed the coach that 3:22 remained, not 3:25. The Referee instructs the BJ to put 3:22 on his watch and Team B is not charged with a Timeout. This Coach/Referee Conference becomes an Officials' Timeout. The Referee will wind the Clock on the Ready for Play signal (S2) since the foul occurred prior to the two-minute alert.

Rule 3-2-5; 3-2-8; 3-5-1a, b, c

Play:

As the game clock winds down to 2:00 in the second quarter the Back Judge signals for the clock to stop (S3) and informs the Referee that there are two minutes remaining. The Referee announces to both teams, "This is the two-minute alert." Team A runs over to their Head Coach who steps on the field for a sideline conference. The LJ on that sideline informs Team A that there is no timeout being called. This is the two-minute alert. The coach argues, "There's always a timeout at the two-minute warning." The Line Judge requests that Team A re-enter the field and get ready for the next play or call a team timeout.

Ruling:

The officials are correct. In FHSAA Flag Football the 2 Minute Alert is exactly what it says, it is an "alert" to remind teams how much time is remaining in either the second or fourth quarter. There are no timeout privileges during the two-minute alert. The clock will start on the snap.

Rule 3-2-6**Play:**

At the 2 Minute Alert in the fourth quarter Team B is ahead 22-2. Team A calls for a timeout when the BJ stops the clock.

Ruling:

The game is over based on the Mercy Rule. No team timeout is granted because the game has, by rule, concluded. The Referee will announce that there is two minutes remaining in the game and there is a 20-point score differential, therefore the game is over.

Rule 3-2-9**Play:**

At the end of regulation the score is tied 20-20. The Referee calls both teams and coaches to midfield to discuss the overtime procedures and then conducts the coin toss. Team A wins the toss and begins their overtime drive from the 14-yardline, marked by an X.

Ruling:

This is an incorrect mechanic. All overtime drives start from the B 10-yardline.

Rule 3-3-3**Play:**

During overtime Team A has a 4th down and goal from the B 12-yard line. QB A1 throws a pass from the B 11 to A2 in the end zone. During the pass, defender B1 is diving to bat the pass from A1 and inadvertently slaps A2 in the back of the head. The ball passes through A1's hands and falls incomplete. A2 then makes an aggressive move toward B1 and begins cursing at her for the smack on the back of the head.

Ruling:

A double foul has occurred with an illegal forward pass being thrown by A1 followed by an Illegal Contact foul by B1 (inadvertent or not, it is still a foul). There is also a dead ball UNS foul by A2. The double fouls will offset and A2's UNS foul will be enforced from the previous spot. It will be 4th down and goal from the B 22.

Rule 3-3-5; 9-1-1; 9-1-2b; 10-1-4a; 10-2-1b**Play:**

Team B calls a timeout. Both teams report to their sidelines for a conference with their coaches. After one-minute has elapsed the Referee tweets her whistle for both teams to return to the field to prepare for the next play.

Ruling:

This is an incorrect mechanic. A warning whistle shall be blown :15 seconds prior to the expiration of the 1-minute timeout.

Rule 3-4-4a

Play:

As QB A1 looks downfield for a receiver she finds A2 open and throws a legal forward pass toward A2. A2 and defender B1 both go for the pass and inadvertently bump heads. Both fall to the ground as the pass falls incomplete. Both players get up from the ground and A2 returns to her huddle to prepare for the next play. B1 looks to be alert and ready to play, but the Referee notices A2 looks a little “woozy” and a bit disoriented. The Referee stops play and sends A2 to her team box for a) evaluation from member of the school’s allied health care professional, or b) Head Coach A informs the Referee, “We don’t have a trainer here with us.”

Ruling:

Since the Referee called an officials’ timeout for the injury A2 must be replaced for at least one down. However, since the Referee observed an apparent concussion A2 may not return to play until a) she is evaluated by a health care professional. If Team A has no Certified Athletic Trainer with them, they may ask Team B if they have a Certified Athletic Trainer, or other health care professional who can assist and evaluate A2. In b) If neither team has a health care professional A2 may not participate further.

Rule 3-6-2**Play:**

In a tightly played game receiver A2 catches a pass while being immediately deflagged after the catch by B2. B2 drops the flag belt to the ground as A2 hustles back to her huddle to prepare for the next play. As the huddle breaks and A2 lines up wide, B2 has the flag belt in her hand and hands it to A2. QB A1 is calling signals as A2 hurriedly tries to put her flag belt back on, but she is having problems paying attention to A1’s signals while trying to secure her flag belt. As the snap is obviously becoming imminent A2 shrugs her shoulders and puts her hands along her thighs in a ready position to run with the flag belt unsecured around her waist. At the snap A2 takes off and her unsecured flag belt drops to the ground. A1 finds A2 open and throws a pass to her completing it past the ZLTG. B2 tags A2 in the back to end the play.

Ruling:

This is a Delay of Game penalty that will be enforced 5-yards from the previous spot as Team B will obviously accept the foul.

Rule 1-3-4PEN; 2-24-1a; 3-7-1c**Play:**

QB A1 fades back and throws a long pass to A2. The ball caroms off the fingertips of A2, hits the ground, and rolls for about 12 yards toward the sideline. A2 trots back to the Team A huddle. As Team A breaks the huddle snapper A3 says she does not have the ball. Team B ignores her until the BJ retrieves the ball and tosses it to B1 while asking B1 to toss the ball back to the offense.

Ruling:

Delay of Game foul on Team A for not retrieving the ball at the end of a play. While it would be good sportsmanship for a Team B member to help in getting the ball back into play, it is the responsibility of the team in possession to retrieve the ball at the end of a play.

Rule 3-7-1e; 2-16-2**Play:**

Fourth quarter with 1:52 remaining with the clock running. Team A’s ball 3rd down and 6 ZLTG at the A 14-yardline. Score A 18, B 20. QB A1 is calling out signals and A2 steps into the neutral zone prior to the snap. Flag is thrown for a False Start.

Ruling:

The dead ball FST will be enforced from the succeeding spot to the Team A 9-yard line. The Referee shall ask the Team B Head Coach if he/she wants the clock to start on the RFP or on the snap. Since Team B is ahead and has Team A deep in their own territory, Team B will most likely request that the clock start on the Referee’s RFP signal.

Rule 3-8-1

Play:

Second quarter with 0:23 seconds remaining. Team A's ball 2nd down and goal at the B 18-yardline. QB A1 throws a pass to A2 at the B4-yard line and is immediately deflagged with 0:18 seconds remaining, clock running. Team A quickly lines up and is set for one second. Snapper A3 snaps the ball to A1 who is standing 5 yards behind the snapper. A1 immediately throws the ball to the ground at her feet with 0:12 seconds remaining.

Ruling:

This is a legal play, commonly referred to as "spiking the ball." The Referee should immediately signal the clock to stop (S3). It is important for all officials to be aware of the game situation, especially the Referee and the official timing the game, usually the Back Judge. It will be 3rd down for Team A from the Team B 4-yardline. The clock will start on the snap.

Rule 3-8-2; 7-6-2b(1) EXC

Play:

Team A's ball, 2nd down and 6 ZLTG at the Team B 26-yardline. QB A1 passes to A2 at the B 21-yardline. Just prior to the ball reaching the jumping A2, defender B1 deflags A2. A2 catches the ball and lands. The covering official blows the ball dead as A2 had been deflagged.

Ruling:

This is an Inadvertent Whistle. Although A2 was deflagged, she was deflagged before she had possession of the ball. There should have been a flag for an Illegal Flag Pull (10 yards, previous spot), but the ball remains live after the illegal flag and A2 should have had the opportunity to advance the ball until she was legally tagged. Since the official blew the whistle inadvertently Team A may take the ball at the spot of the inadvertent whistle (B 21-yardline), 3rd down and 1 ZLTG, or replay the down.

Rule 4-1-2j; 4-1-3b(1); 7-9-1(PEN); 9-6-1b(PEN); 9-6-1c(PEN)

Play:

On a correctly lined flag football field Team A comes out for the 2nd half and requests that the ball be snapped from the right hash. The Referee approves the request. After the snap QB A1 hands off to A2 who runs wide to the left and is deflagged near the sideline after a gain of 3-yards. The Referee adjusts his ball markers at the left hash on the A 17-yard line. A2 returns the ball to snapper A3 who goes to the right hash and places the ball on the A 17-yard line. The Referee informs A3 that she must snap the ball from the left hash. A3 requests that she be allowed to snap from the right hash because that is where her coach wants the next play to start.

Ruling:

The Referee denies A3's request and informs A3 and QB A1 that the ball must be snapped from the left hash since A2's run ended in the left side zone. A team may only request placement of the ball **Anywhere Between the Hash Marks** - Before the ready for play signal, A may designate the spot from which the ball is put in play anywhere between the hash marks for the following situations:

- a. For the start of each half.
- b. For a Try.
- c. Following a touchback.
- d. Following a Safety.
- e. Following a Try.
- f. For the start of each series in overtime.

Rule 4-2-2

Play:

QB A1 backs up looking for a receiver and sees A2 getting open downfield. A1 heaves a pass and A2 jumps at the goal line and sideline. As A2 jumps she brushes her foot against the pylon at the goal line. A2 catches the pass and manages to get one foot down in the end zone before falling out of bounds and maintaining possession of the ball.

Ruling:

Incomplete pass. A ball in player possession is out-of-bounds when the runner or the ball touches anything, other than another player or official, which is on or outside the sideline or end line.

Rule 4-3-2

Play:

Team A's ball, 3rd down and 7 at the A33 to the 40 ZLTG. QB A1 hands off to A2 who goes around the end and heads up field. A2 is holding the ball in front of her body and is deflagged at the A39 yard line. The Official covering the play rules first down. The deflagging defender, B1, states that she had pulled the flag at the A39 so it should be 4th down.

Ruling:

The official is correct in her ruling. A2 held the ball out in front of her body which broke the plane of the 40-yard line. The most forward point of the ball, when declared dead between the goal lines, shall be the determining factor.

Rule 5-1-3

Play:

Team A's ball 2nd down at the A30 yard line. Snapper A1 snaps the ball to QB A2. As A2 is looking downfield A1 puts her knee into rusher B1 while screen blocking. A2 throws a pass to A3 who tips it in the air where it is intercepted by B2. As B2 begins to run B3 holds A3 who is attempting to deflag B2. B2 stumbles and muffs the ball into the air and A4 catches it. The team's reverse direction and A4 attempts a backward pass to A5, but that backward pass is intercepted by B3. B3 is deflagged at the 40-yard line. Following the play A5 curses at B3.

Ruling:

There are two fouls on the play, followed by a dead ball unsportsmanlike conduct foul. A1 has committed an illegal block prior to the change of possession. B3 has committed a holding foul after the interception. A5 is charged with the UNS. If each team fouls during a down in which there is a change of team possession, the team last gaining possession may retain the ball, provided its foul was not prior to the final change of possession and it declines all penalties for its opponent's fouls, other than unsportsmanlike. Team B will decline the illegal contact foul by A1. The holding foul against B3 will be enforced to the B30 yard line. Following that enforcement, the UNS foul on A5 will be enforced to the 40-yard line. Team B's ball, 1st down and 20 ZLTG.

Rule 5-1-4 EXC; 10-3-3 EXC(1)

Play:

Team A's ball, 3rd down and 19 at the A21 yard line. Snapper A1 snaps the ball to A2 who quick kicks the ball. B1 catches the quick kick and advances to the A 18-yard line.

Ruling:

Quick Kicks are illegal. A coach or team may declare a punt on any down, but they cannot punt the ball without declaring. In this case Team B will most likely decline the penalty since it will be their ball at the Team A 18 with goal to go, however, Team B could accept the penalty in which case the 10-yard foul would put Team A with a 3rd down and 29 with the 40 ZLTG.

Rule 6-1-1; 6-1-2b

Play:

Team K ball, 4th down and 18 from the A 22-yard line. Team K declares a punt. Snapper K1 kneels with one knee behind the ball and snaps the ball to kicker K2. Team R has all its players deep in anticipation of the kick. Teammates K3 and K4 hear the sound of K2's punt and take off downfield. K2's kick goes straight up into the air. As the ball is coming back down K2 catches it at the K 15-yard line and begins to advance. K2 is deflagged at the A 24-yard line.

Ruling:

A Team K player may not punt the ball to herself or any other K player. The 10-yard penalty will be enforced from the spot of the foul, the K 15, half the distance to the goal. Team K's ball, 4th down and 32 ½ to the 40 ZLTG, or R may decline the penalty and take over possession 1st and goal from the A 24-yard line.

Rule 6-1-4b

Play:

Team K's ball, 4th down and 12 at the A28 to the 40 ZLTG. Team K declares a punt. K2 receives the snap and kicks the ball. Standing at the line on her side of the neutral zone while holding her arms up R1 blocks the low punt. The kicked ball hits the ground at the K25 where it bounces up and K3 scoops it up and begins to run.

Ruling:

The ball is dead when it hits the ground. Officials should shut the play down. Neither team can advance the ball. Team R's ball, first and five to the 20 ZLTG from the K25 yard line.

Rule 6-1-4e

Play:

Team K elects to punt on 4th down. As K1 kicks the ball K2 and K3 take off downfield. The kick is high and beyond the Line of Scrimmage. The ball caroms off the shoulder of K3 at the R28 yard line. Receiver R1 catches the ball after it bounces off K3's shoulder and begins to advance, however, K2 is closing in on her. R1 retreats to the R24 yard line where K3 deflags her. There is no foul on the play.

Ruling:

If any K player touches a punt after it crosses K's scrimmage line and before it is touched by any R player, it is referred to as "1st touching." If, after 1st touching, the ball is still airborne, R may catch and advance, but may take the ball at the spot of 1st touching as determined by the action which follows 1st touching. Since R1 retreated and was deflagged behind the spot of 1st touching, Team R will take the ball at the spot of 1st touching, the R28. Team R's ball, first down and 40 ZLTG.

Rule 6-1-6a

Play:

Team K's punt is descending toward R's end zone, but in the field of play. No R player is in position to catch the punt. The ball, a) is batted by K2 in the air at the R4 yard line toward R's end zone and comes to a stop at the R2 yard line, or b) is batted by K2 in the air at the R4 yard line toward K's end zone and comes to rest at the R6 yard line, or c) hits the ground and bounces toward R's end zone and is batted by K2 at the R1 yard line to the R 3 yard line where it hits the ground.

Ruling:

Illegal in a), but legal in both b) and c). K may catch, touch, muff, or bat a punt in flight beyond K's scrimmage line if no R player is in position to catch the ball. K may bat a grounded or an airborne punt beyond the K scrimmage line toward their own goal line.

Rule 2-2-1; 6-1-8a; 9-7-1bEXC

Play:

Snapper A1 breaks from the huddle with the ball and goes to the ball spotter at the B20 yard line where she places the ball. A1 kneels on one knee and rotates the ball so that its long axis is horizontal to the 20-yard line. A1 and all Team A players are still for several seconds before A1 snaps the ball to A2 with a quick and continuous motion at the B24 yard line.

Ruling:

Legal snap. The snapper shall pass the ball back from its position on the ground/towel/ball spotter with a quick and continuous motion of the hand(s). There is no Rule restriction regarding placement of the long axis of the ball at right angles to the A scrimmage line. The snapper may have one or both knees on the ground during the snap.

Rule 2-30-6; 7-1-1b; 7-2-3c, d, e; 7-2-3NOTE; 7-3-4

Play:

Team K declares a punt on 4th down. K1 kicks the ball, and it is bouncing toward R's goal line with both R3 and K2 in pursuit and side-by-side. Both players are trying to get to the ball very close to each other. The Field Judge throws a bean bag at the R8 yard line as R3 tries to control the ball at the R2 yard line but muffs it and the ball falls to the ground at the R1 yard line where it comes to rest.

The Field Judge reports to the Referee that K2 had first touching at the R8 yard line before R3 touched the loose ball and muffed it. Team R takes the ball at the spot of first touching, the R8 yard line.

Team K Head Coach asks for a Coach/Referee Conference and states that R3 touched the ball before K2, therefore Team R should get the ball at the R1 yard line. The Referee denies Coach K's argument, charges Team K with a timeout, and Team R will get possession of the ball at the R8 yard line. Team R, now Team A runs a play from the 8-yard line.

Following the play, the Field Judge calls an Officials' Timeout and tells the Referee that "after thinking about it," the Team K Head Coach was right, R3 did touch the ball before K2 on that last play.

Ruling:

There can be no change. The rule decision following the Coach/Referee Conference is final. Once the ball is next legally snapped, a Ruling may not be changed. The timeout charged to Team K remains charged to them.

Rule 3-5-1b; 5-2-5

Play:

QB A1 throws a pass downfield where it is intercepted by B1. As B1 starts to advance she hands the ball forward to B2 who runs for a touchdown.

Ruling:

Legal play. In FHSAA Flag Football any player may hand the ball forward or backward at any time.

Rule 2-12-1d; 7-4-1

Play:

Team A ball, 3rd down and 3 to the 40 ZLTG. QB A1 receives the snap and fades to her right looking to throw, but after seeing no receivers open A1 tucks the ball and runs. A1 is deflagged at the B35 yard line.

Ruling:

Legal Play. In FHSAA Flag Football there does not exist a "No Run Zone." The ball may be run by any A player when Team A is within 5-yards of the Zone Line to Gain.

Rule 7-5-1a

Play:

A1 is running with the ball at the B27 yard line. A1 tosses a backwards pass to A2. The ball is mishandled by A2 who muffs it off her knee. The loose ball hits the ground at a) the B28 yard line, or b) the B25 yard line.

Ruling:

In a) Team A will put the ball in play next from the B28 yard line, the spot where it touches the ground if it is behind the spot of the pass or fumble. In b) Team A will next put the ball in play from the B27 yard line, the spot of the pass or fumble if it touches the ground beyond the spot of the pass or fumble. A backward pass or fumble that touches the ground is dead. If the backward pass/fumble touches the ground between the goal lines, the ball belongs to the offensive team.

Rule 7-5-5a, b

Play:

Team A ball, 4th down and 6 from the B26 yard line to the B20 ZLTG. Team A declares they will "for it" on 4th down. QB A1 scrambles as she is being pursued by rusher B1. A1 finds an open receiver at the B15 yard line and throws a forward pass to A2 from the B24 yard line. The Referee throws a flag. A2 catches the ball and is deflagged at the B14 yard line. Following the play A1 screams, "What's the friggin' flag for?" The Referee calmly replies, "You were beyond the line." A1 responds, "You suck." B1 directs a comment at A1 saying, "Well, I guess the only way you can get away from me is to CHEAT!!!"

Ruling:

Illegal forward pass followed by two Unsportsmanlike fouls. Since the illegal forward pass was on 4th down the penalty will be enforced from the spot of the foul, the B24 yard line and will carry a loss of down resulting in Team B gaining possession.

Each team, A1 and B1, have committed a dead ball Unsportsmanlike foul which will cancel each other out. It will be Team B's ball, 1st down at the B29 yard line with the 40 LZTG.

Rule 7-6-2a; 10-1-7; 10-3-2b

Play:

Team A ball, 2nd down and 18 from the B38 yard line. Passer A1 throws a pass to A2 who is standing at the B22 yard line. A2 is closely covered by defender B1. The pass from A1 is high and both A2 and B1 jump for the ball and collide. The pass hits B1's hands but falls incomplete.

Ruling:

Incomplete pass. No pass interference. During a down in which a legal forward pass crosses A's scrimmage line contact which interferes with an eligible receiver who is beyond A's scrimmage line is pass interference unless it occurs when 2 or more eligible receivers make a simultaneous and bona fide attempt to reach, catch or bat a pass.

Rule 7-9-1; 7-9-5b

Play:

QB A1 looks downfield and sees A2 open. A1 passes the ball to A2. Defender B1 puts her arms up and waves her hands in the face of A2 without making contact.

Ruling:

Legal play. Face Guarding without contact is not a foul.

Rule 7-9-5 NOTE**Play:**

B1 is chasing A1, in possession of the ball, down the sideline and attempts to deflag her. B1 reaches out and grabs the flag but she is not successful in deflagging the runner. A1 scores a touchdown.

Ruling:

The covering official shall instruct A1 to raise her arms and a teammate of A1 to deflag A1 while closely observing. If A2 can easily deflag her teammate it is a touchdown. If A2 has difficulty deflagging the scorer, then the Referee and covering official will have to make a determination as to whether the flag belt on A1 had been tampered with or worn in such a manner as to make deflagging difficult.

If the player is not able to be deflagged and the official determines the flag belt has been secured illegally, the score is disallowed, the offending team is penalized, and the player is disqualified.

Rule 8-3-1a, 10-3-7c**Play:**

Team B celebrates following B1's interception and return for a touchdown. Following instructions by the Referee for B1 to raise her arms and instructing teammate B2 to deflag the scoring player, which she does successfully, B2 says, "We'll go for two [points]."

Ruling:

Following a score and prior to a TRY, the Referee shall speak only to the coach regarding how many points the scoring team will attempt on the TRY.

Rule 8-5-1

MECHANICS NOTE: It is unseemly and unprofessional for a Referee or other official to be yelling, or even sometimes screaming, to the sideline to ask a Coach how many points they would like to go for on the TRY. If the Referee goes to the 3-yardline and places his/her ball indicator at that spot, the Referee can then look over to the Head Coach whose duty it is to make the determination on how many points that team will attempt. Too many times coaches get caught up in the jubilation following a score and ignore the officials. The Coach must be aware of his/her responsibilities. If the Coach says, or indicates, "two" or "three" then the Referee can make the adjustment. If no indication from the coach is given, then officials can assume the team will go for one point from the three-yard line.

Play:

Team A's ball, 3rd down and 17 from the A3 yard line to the 20 ZLTG. A1 snaps the ball to QB A2 who is standing in the end zone. Rusher B1 is in pursuit and deflags A2 in the end zone for a safety.

Ruling:

After a safety, the ball shall be snapped by the scoring team at their own 30-yard line, unless moved by penalty.

Rule 8-6-1e**Play:**

K1's punt is rolling downfield around team R's four-yard line when R3 intentionally kicks the ball into and out of team R's end zone.

RULING:

Even though R3 illegally kicked the ball, force is not a factor on kicks going into team R's end zone and the result of the play is a touchback by rule. That act did not change the status of the ball as a kick. Team K would most likely accept the 10-yard penalty, which is enforced using PSK enforcement. The penalty is enforced from the spot of the foul, half the distance to the goal, Team R's ball, 1st down at the Team R2 yard line.

Rule 2-9-2h; 2-16-2; 2-28-2; 2-28-6; 6-1-1PEN; 8-7-1; 8-7-2b; 9-7-3; 10-1-1a(9); 10-2-4a, d

Play:

Team A leads Team B by a score of 18-0 in the fourth quarter. Defender B3 has been exhibiting increasingly aggressive play as the game has progressed. As runner A1, in possession of the ball, moves up field B3 deflags her and slams the flag belt to the ground. A1 retrieves the flag belt as the covering official warns B3 that throwing the flag belt in such a manner is unacceptable and to not do it again. On the next play B3 deflags runner A4 and again violently throws the flag belt to the ground.

RULING:

Unsportsmanlike conduct on B3. Players and coaches are expected to exhibit exemplary sportsmanship before, during, and after each game. **NOTE:** While it is not necessary to give a warning to players and B3 could have been charged with an USC foul on the previous play, officials who are aware of the game situation and seeing the frustration levels increase often try to use preventative measures to deescalate a player's actions. In this case, the preventative warning did not sink into B3 and she continued to show unsportsmanlike actions which the officials must address with no further warnings.

Rule 9-5-1b(8); 10-1-1; 10-1-2

Play:

Team B is leading Team A 24-6 in the third quarter. The game is being played on a field next to the school. A4 is running a route and attempting to get open as B2 is closely guarding her. QB A2 passes the ball toward A4 who pushes off B2, turns and catches the pass. The covering official, LJ, throws a flag and continues to officiate the play. A4 scores a touchdown. The LJ reports Offensive Pass Interference on A4. Player A4 is irate and marches up to the flag on the ground, picks it up, and throws it over the fence. The flag lands on the second-floor breezeway of the school.

RULING:

Offensive Pass Interference on A4 followed by an Unsportsmanlike Conduct foul on A4 and an ejection of A4. Both fouls will be administered.

Rule 7-10-2; 9-1-1; 9-2-3; 10-1-4

Play:

A5 is running toward the goal line as she is pursued by B3. As B3 reaches out to deflag A5 at the 3-yard line, A5 dives toward the end zone and a) lands in the end zone, or b) puts her shoulder into B4 who is in the end zone.

RULING:

Offensive players in possession of the ball are allowed to dive in FHSAA Flag Football, however, the diving player may not commit a personal foul for illegal contact. In a) Touchdown, in b) A5 has committed a Personal Foul for Illegal Contact. The touchdown counts in both situations. In b) Team B may elect to have the 10-yard penalty enforced on the TRY or at the succeeding spot following the TRY, Team B's 14-yardline.

9-5-1b(4); 9-5-1b(6); 9-6-7

Play:

Team A's ball, 4th down and 7 from the A33 with the 40 LZTG. Team A has declared to "go for it" on 4th down. QB A2 runs toward the line of scrimmage and throws a pass from the A34 yard line to an open A3. A flag is thrown as A3 catches the ball at the A39 yard line and is immediately deflagged. Captain B6 immediately informs the Referee that she will decline the penalty and runs to her sideline.

RULING:

Illegal Forward Pass. Technically, the Captain's choice of options may not be revoked, however, a proactive Referee will not let that occur since the Referee has not actually offered any choices to Captain B6. She immediately assumed that since Team A had not reached the 40 LZTG on 4th down that Team B would gain possession of the ball. The Referee in this case should confer with the Team B Head Coach and let him/her know that Captain B6 has declined the penalty for the IFP, but that decision is not in the best interest of Team B. The coach may then accept the penalty which will be enforced from the spot of the illegal forward pass, the A34 yard line, 5-yards and a loss of down. It will be Team B's ball 1st and 9 from the A29 yard line to the 20 LZTG.

Rule 1-1-5; 2-28-9(ii); 7-6-2a(PEN); 7-6-3b; 10-1-2d; 10-2-5b; 10-2-5c(2); 10-3-7(b)