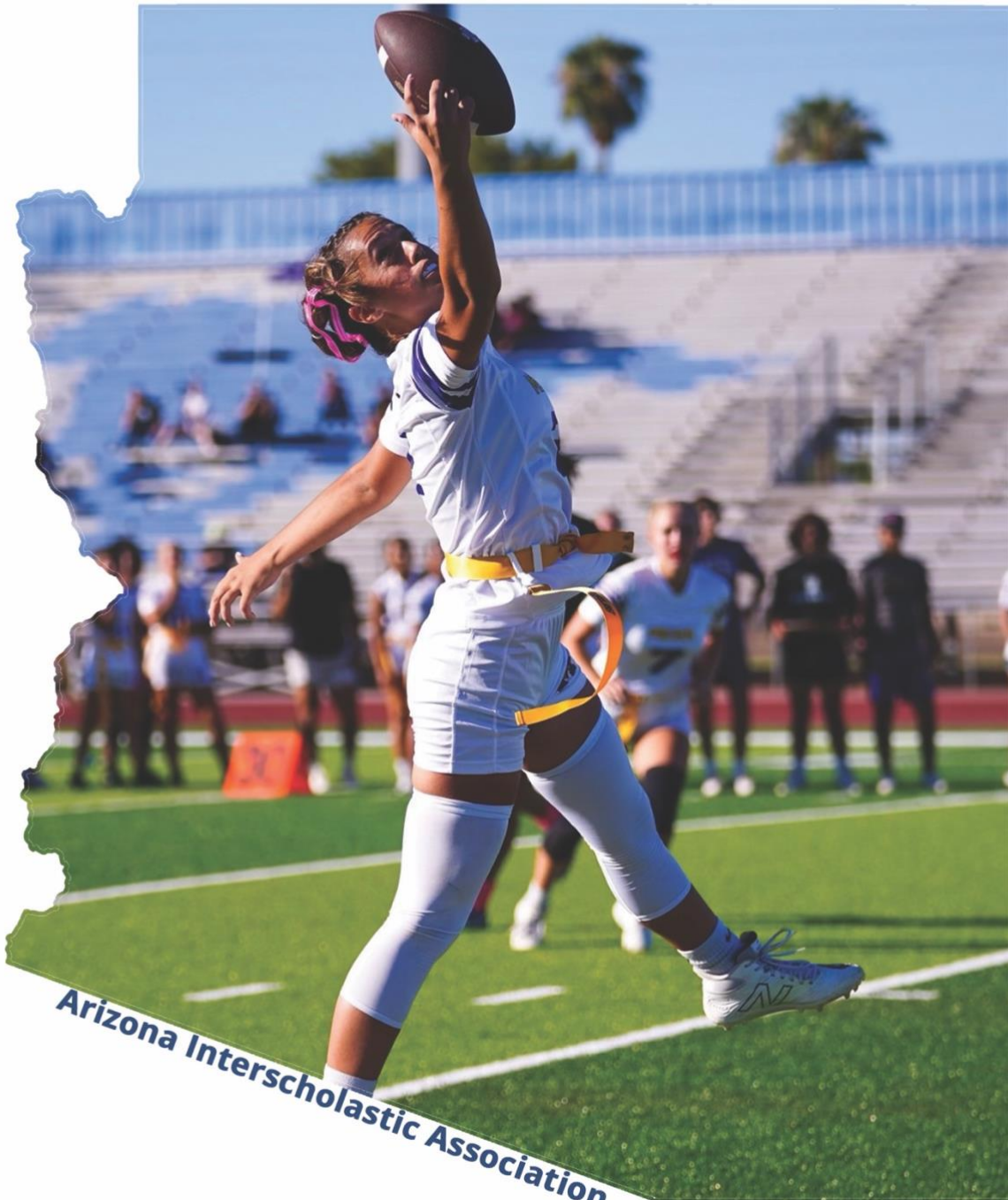


**AIA**

# Arizona Girls' Flag Football

**Rulebook 2023**



# AIA Girls Flag Football

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## **Section 1 – General Rules**

### **Art. 1 – The Game**

1. It is the object of the game for one team to carry or pass the ball across the opponent's goal line or to kick the ball through the opponent's goal by a place kick. The game is won by the team which accumulates the most points.
2. The referee has the authority to rule promptly and in the spirit of good sportsmanship in any situation not specifically covered in the rules. The referee's decisions are final in all matters pertaining to the game.
3. The officials shall assume authority for the contest, including penalizing unsportsmanlike acts 30 minutes before the scheduled game time or as soon as they can be present.
4. The game officials' authority extends through the referee's declaration of the end of the fourth period or overtime. The game officials retain clerical authority over the game through the completion of any reports, including those imposing disqualifications, that are responsive to actions occurring while the game officials had jurisdiction.
5. The referee's decision to forfeit a game is final.
6. Protests of AIA flag rules are not recognized.

### **Art. 2 – Game Length and Clock Stoppages**

- a. Each game shall consist of four 12-minute quarters.
- b. Halftime intermission will be 8 minutes.
- c. The intermission between quarters will be 1 minute.
- d. The clock will run continuously EXCEPT on the following:
  1. Time-outs (3 per half, per team, these do not carry over)
  2. Following a score and during extra point attempts. The clock starts on the next snap.
  3. On change of possession. The clock starts at the next snap.
  4. Penalties (the clock will start once the ball is placed).

5. During an injury time-out.
  6. During overtime (there is no game clock).
- e. The 2-minute warning near the end of each half is NOT a timeout. The referee will stop the clock and inform both teams of the playing time remaining in the half. The clock starts again on the next snap. If the current play runs past the 2-minute warning, the clock is stopped immediately after that play completes.
  - f. The clock will also stop under two minutes in the half for the following:
    1. Incomplete pass (including spiking the ball)
    2. Running out of bounds

### **Art. 3 – The Field and Field Equipment**

- a. Length: 100 yards of field + two 10-yard end zones
- b. Width: 35.5-40 yards (106-120 feet).
  - \* If a turf field has Lacrosse sidelines, those can be used instead of separate flag football sidelines.
- c. Team Area: 2 yards from each sideline and between the 25-yard lines.
- d. The home team will have sidelines painted or marked with cones, end zones, and 20-yard Zone to Gain at each 20 and 40-yard line.
- e. The home team will provide sideline markers at the Zones-to-Gain and pylons.
- f. The home team will provide a Down Marker and volunteer to hold it.
- g. Referees: There shall be three officials in the regular season and four officials in the playoffs.
- h. Ball Spotters: Two ball spotters (bean bags or rubber disks) are required. One color shall mark the offensive line of scrimmage, and the second spotter of a different color shall mark the defensive scrimmage line and be placed one yard away from the offensive scrimmage line.

## **Art. 4 – Players and Player Equipment**

- a. Teams consist of no more than seven players on the field.
- b. Uniforms:
  1. All jerseys must have Arabic numbers on the front and back (0-99), clearly visible. The numbers must be centered horizontally and use the same style and color on the front and back. The body of the number must be a single solid color that clearly contrasts with the body color of the jersey.
  2. Jersey shall be tucked in and must not cover the flag belt.
  3. No identical numbers on the field at the same time.
  4. Uniform Colors:
    - i. Visiting Team: Body of the jersey must be white and may only contain the following items in a color that contrasts with white:
      1. Jersey numbers as in 1-4-b1,
      2. School nickname, school logo, school name and/or player name within the body and/or on the shoulders,
      3. A 1 inch stripe that follows the curve of the raglan sleeve or following the shoulder seam in traditional yoke construction; or as decorative stripe(s) added in the shoulder/sleeve area after production, not to exceed 1 inch per stripe and total size of combined stripes not to exceed 3.5 inches,
      4. Within the collar, a maximum of 1 inch in width, and/or
      5. As a side seam (insert connecting the back of the jersey to the front), a maximum of 4 inches in width but any non-white color may not appear within the body of the jersey, except in (3) above.
    - ii. Home Team: Dark color that clearly contrasts with white and if

white appears in the body of the jersey it may only appear as:

1. Jersey numbers as in 1-4-b1,
  2. School nickname, school logo, school name and/or player name within the body and/or on the shoulders,
  3. A 1 inch stripe that follows the curve of the raglan sleeve or following the shoulder seam in traditional yoke construction; or as decorative stripe(s) added in the shoulder/sleeve area after production, not to exceed 1 inch per stripe and total size of combined stripes not to exceed 3.5 inches,
  4. Within the collar, a maximum of 1 inch in width, and/or
  5. As a side seam (insert connecting the back of the jersey to the front), a maximum of 4 inches in width but any white color may not appear within the body of the jersey, except in (3) above.
- iii. Note: One American flag, not to exceed 2 inches by 3 inches, may be worn or occupy space on each item of uniform apparel. By state association approval, to allow for special occasions, commemorative or memorial patches, not to exceed 4 square inches, may be worn on the uniform without compromising its integrity.
5. Shorts/Pants/Skirts must not have pockets.
  6. Shorts/Pants/Skirts must be the same color and contrast in color with the flags.
  7. Shoes: Must be soft, pliable material that covers the foot. Rubber cleats only. No metal cleats or baseball/softball cleats are allowed.

c. Flags

1. A one-piece flag belt (Triple Threat) without any knots. Flags must be

secured (stitched) to the belt so they cannot move around on the belt.

2. One flag on each side and one in the center of the back (3 total.)
3. Flags are minimum. Two inches wide and 14 inches long.
4. Flags and clips cannot be altered, tied, or have a foreign substance on them.

d. Football

1. Must be a Youth sized ball.
2. Pebble-grained – only rubber, composite, or leather are allowed.
3. Playoffs: Wilson leather GST
4. Color: only brown footballs are considered legal.
5. The offense may provide their own balls during the game.
6. The referee shall be the judge of any ball offered for play.

e. Additional Equipment

1. All players MUST wear a mouthguard.
2. Players may wear eyeglasses.
3. Players may not wear hand warmers or other equipment that goes around the waist, preventing the flag belt from being pulled.
4. Players may wear a soft wristband or playbook on their arms.
5. Stocking caps (beanies) and religious headwear are permissible. No other type of headgear is permitted.
6. Headwear shall meet the following guidelines: Rubber, cloth, or elastic bands may be used to control hair. Hard items, including, but not limited to, beads, barrettes, and bobby pins, must be secured to the head so as not to pose a hazard to opposing players.
7. Any player may use legal football gloves or other gloves that do not have an additional substance (sticky) added to them.
8. Knee & ankle braces are permitted, but all exposed hinges must be covered.



9. A player may not wear jewelry. Religious and medical alert medals are not considered jewelry and must be taped down and worn under the uniform.
10. Hard casts and hard surfaced padding may not be worn unless padded with a closed-cell, slow-recovery foam padding no less than ½" thick.
11. Exposed fingernails, including artificial nails, must be kept at an appropriate length (short, near the end of fingers, not visible from the palm side) or covered by approved football gloves or tape.
12. Hair shall be controlled, so it does not interfere with the flag belt.
13. The referee shall be the judge for all equipment/clothing worn by a player.

## **Art. 5 – Basic Game Procedures**

### a. Coin Toss:

1. Each team may designate a captain to call the coin toss and up to three teammates to accompany her.
2. The Referee shall ask the visiting captain to choose "heads" or "tails."
3. The team winning the coin toss has the following options: kick, receive, the end of the field they wish to defend, or defer to the 2<sup>nd</sup> half.
4. The teams shall change goals between the first and second periods and between the third and fourth periods. Team possession, the number of the next down, the relative position of the ball, and the zone to gain remain unchanged.

### b. Substitutions:

1. All substitutions must occur during a dead ball period.
2. A replaced player must depart within 3 seconds of the sub's arrival.

### c. Ball Spotting:

1. The ball will be placed in the center of the field following each play.

Hash marks are NOT used.

d. Coach conference areas:

1. Coach-referee conference takes place when the referee confers with the Head Coach at the sideline in front of the team box in the field of play.
2. Team Conference takes place in which one or more coaches and one or more players meet directly in front of the team box within 5 yards of the sideline during a team timeout or officials' timeout.

## Section 2 – Scoring and Change of Possession

### Art. 1 – Touchdown

- a. 6 points
- b. After all touchdowns, the player must go to the nearest official for a flag check. A teammate may pull the scoring player's flag in clear view of the official.

### Art. 2 – Extra Point

- a. The scoring team may attempt a 1-point or 2-point conversion following a touchdown.
  1. One point = kick attempt from the 5-yard line or a set play from the 5-yard line for 1 point.
  2. 2 points = set play, run or pass from the 10-yard line
- b. An intercepted try attempt CAN be returned for 2 points.

### Art. 3 – Field Goal

- a. 3 points
- b. The defense may NOT return a blocked or recovered kick. It is a dead ball, and there is no return attempt on a short/missed field goal.
- c. If a field goal is missed, a change of possession occurs at the line of scrimmage, not where the ball was kicked from.
  - \* Exception: If the snap is fumbled, the ball is placed where it first hits the ground.

### Art. 4 – Change of Possession

- a. The offense has four downs to move the ball into a new Zone to Gain, End Zone or attempt a field goal. Failure to do so results in a turnover on downs, and the opponent takes possession of the ball at that spot.
- b. Following an Extra Point or Field Goal, possession of the ball will change. (For the exception, see *Keep the Ball rule* in Section 6, Art. 1)
- c. After a score, the possession begins at the offense's 30-yard line. There are

no kickoffs after a score.

**Art. 5 - Safety**

- a. Two points are awarded to the defense if the offense is stopped in their endzone.
- b. Following a safety, a punt shall occur from the 20-yard line.

## Section 3 – Offense

### Art. 1 – First Down

- a. The offense has four downs to advance the ball into the next Zone-to-Gain.
- b. The four Zone-to-Gains are marked at each 20 and 40-yard line.
- c. If the offense loses yardage, causing them to cross back into a different Zone-to-Gain, the Down does not reset to first.

*Example: 3<sup>rd</sup> and 12 from own 28. The offense loses 10 yards.*

*It is now 4<sup>th</sup> and 22 from own 18.*

### Art. 2 – Formations and General Rules

- a. All players must have a legally attached flag belt at the snap of the ball.
- b. There is no minimum number of players needed on the Line of Scrimmage.
- c. All offensive players are eligible receivers.
- d. Regular rules of shifting, motion, and procedure apply. Only one offensive player may be in motion at the snap, not moving toward the Line of scrimmage. All other players must come to a full stop for at least one second before the snap.

### Art. 3 – Snapping

- a. The snapper (center) may snap the ball between her legs or from the side.
  - b. The snapper may have one or both knees on the ground at the snap.
  - c. The ball must be snapped from the ground and ahead of the snapper's foot.
  - d. The ball must be snapped within 25 seconds after the ball is declared ready for play.
- b. The ball must be snapped in a quick and continuous backward motion.

### Art. 4 – Quarterback/Passing

- a. The Quarterback shall be considered the first person to touch the ball from the snap.
- b. Any player who is at least 2-yards behind the line of scrimmage may receive the snap.

- c. "Under center" snaps are not allowed.
- d. Fumbled Snap: The Quarterback may attempt to pick up a snapped ball that simultaneously hits the ground and her hands. If the ball goes past her or hits the ground without being in possession of the ball, the official shall blow the play dead, and the result is a loss of down, with the ball spotted where it first hit the ground behind the line of scrimmage.
- e. There are no restrictions on Quarterback run attempts.
- f. The offense may not throw more than one forward pass per play.
- g. The offense may throw an unlimited number of backward passes during any play.
- h. It is legal to throw a pass incomplete if an eligible player is in the area OR the pass reaches the line of scrimmage.

*Exception: It is legal for a player to conserve time by intentionally throwing the ball forward to the ground immediately after receiving the snap that has neither been muffed nor touched the ground.*

### **Art. 5 – Running with the Ball**

- 1. The ball carrier must avoid contact with defenders.
- b. The ball carrier cannot steer her blockers into the path of a defender.
- c. It is illegal to hurdle a standing or kneeling player. Hurdling is only allowable if a girl is lying on the ground, and not hurdling her would result in stepping on her.
- d. Diving to catch the ball or diving while possessing the ball is legal so long as it does not result in the offensive player initiating contact with a defensive player.
- e. Spearing: It is illegal to run with your head down.
- f. It is illegal to block, swat, grab your flag, use the ball to block the flag, or lower your shoulder to place the arm over the flag to prevent its removal. This is referred to as *flag guarding*.

- g. It is legal to spin, juke, or jump cut. If the ball carrier's move initiates contact against the defender, a penalty will be called on the offense. The penalty is enforced from the spot of the foul.
- h. A ball carrier is down when the belt is unclipped, NOT when it falls off.
- i. A runner is considered down when any body part other than her hands or feet touches the ground while in possession of the ball.
- j. If the ball carrier's belt accidentally comes off after taking possession of the ball, the defense only needs to apply a one-hand touch between the knees and shoulders, including the arms.
- k. It is illegal for any offensive player to remove their own belt once a play has started.
- l. If a ball is fumbled into the opponent's endzone, it will result in a touchback and possession to the opposing team.
- m. Anytime a backward pass or fumble hits the ground, it will result in a dead ball.
  - 1. A fumble or backward pass cannot be recovered and is marked down where the ball first hits the ground. If the dead ball spot is in advance of the spot of a fumble, the ball will be returned to the spot where the player lost possession.
  - 2. A backward pass or fumble can be caught out of mid-air by the defensive team and advanced.

### **Art. 6 – Receiving**

- a. Any offensive player may receive a pass, including the center.
- b. A receiver shall be considered in bounds if at least one foot touches in bounds first while in possession of the ball.
- c. If a receiver has her belt taken off by the defender before she catches the ball, she is down where she is touched. However, an unsportsmanlike conduct penalty will be enforced on the defense.

## **Art. 7 - Blocking**

- a. The offensive screen block shall take place without contact.
  1. The screen blocker shall not extend her arms when screen blocking.
  2. Using the hands, arms, elbows, legs, or body to initiate contact during an offensive player's screen block is illegal.
  3. A player must be on her feet before, during, and after screen blocking.
- b. Screen Blocking Fundamentals – A player who screens shall NOT:
  1. Take a position closer than a normal step when behind a stationary opponent.
  2. Make contact when assuming a position at the side or in front of a stationary opponent.
  3. Take a position so close to moving the opponent that her opponent cannot avoid contact by stopping or changing direction.
  4. After assuming her legal screening position, move to maintain it unless she moves in the same direction and path as her opponent.
- c. Teammates of a runner or passer may interfere for her by screen blocking but shall NOT use interlocked interference by grasping or encircling one another.



## **Section 4 – Defense**

### **Art. 1 – Formations and General Rules**

- a. All defensive players must have a legally attached flag belt at the snap.
- b. If a defensive player accidentally loses her flag belt before intercepting a pass, she must be touched with one hand between the knees and shoulders, including the arms.
- c. All defensive players must start at least one yard behind the Defensive line of scrimmage. The whole body (foot, hands, head) must be completely behind the field marker or Defensive LOS at the snap of the ball.
- d. There are no restrictions on defensive formations.

### **Art. 2 – Rushing/Blitzing/Contact**

- a. There are no restrictions on rushing the QB. Any defensive player may rush, and there is no maximum number of players who may rush at one time.
- b. Defensive players must go around the offensive player's screen block.
- c. If a screen blocker is moving backward, the defender must go around the block, even if the blocker has not set her feet and stopped moving.
- d. Defensive players may NOT use their arms and hands as a wedge to move the opponent.
- e. In an attempt to remove the flag belt from a runner, an opponent may contact the body, but not the face, neck, or any part of the head of the runner with their hands.
- f. An opponent may NOT hold, push, or knock the runner down in an attempt to remove the flag belt.

### **Art. 3 – De-Flagging/Tackling**

- a. The defender must make a play on the flags.
  1. The defender may NOT strip the ball from the carrier.
  2. The defender may NOT bump the ball carrier out of bounds.
  3. The defender may NOT intentionally remove an opponent's flag belt

prior to possession of the ball.

4. Upon removing the ball carrier's flag, the defender must either hold the flag up, give it to the offensive player, or drop the flag where she stands. It is illegal to throw the flag belt down the field.

#### **Art. 4 – Pass Defense**

- a. Receivers are allowed a free release from the line of scrimmage. No Bump and Run coverage.
- b. Defenders are NOT allowed to play through the receiver to make a play on the ball.
- c. A defender can intercept a pass, fumble, or backward pass and advance the ball.
  1. Momentum Rule – When a defensive player intercepts her opponent's forward pass, fumble, backward pass, or catches a kick between her 5-yard line and the goal line, if her original momentum carries her into the end zone where the ball is declared dead in her team's possession behind the goal line, the ball belongs to the defensive team at the spot where possession was gained.
- d. It is illegal for a defender to purposely try to remove an offensive player's flag well before she is in possession of the ball. This is unsportsmanlike conduct, and the offensive player may still catch the ball and require a tag to be considered down.
- e. Incidental contact between the receiver and the defender may occur. Players shall not "gain an advantage" through contact.

## **Section 5 – Special Teams/Kicking**

### **Art. 1 – Kickoff**

- a. A kickoff will ONLY begin each half.
  1. Kickoffs begin from kicking team's 40-yard line and must be kicked off a tee.
  2. The kicking team's defenders shall not cross the line of scrimmage before the ball is kicked.
  3. Receiving team may place returners anywhere 10 yards beyond the line of scrimmage.
- b. A "fair catch" can be called anywhere on the field while the ball is in the air. This results in the ball being placed at the 25. The ball does not have to be caught.
- c. If the ball is kicked out of bounds, the receiving team shall take possession at their own 35-yard line or where the ball went out of bounds plus 5 yards.
- d. Touchback: Any kick that crosses the goal line is an automatic touchback at the 25.
- e. Downed ball: If the ball is not touched by receiving team, even if the kicking team touches it first, the ball is considered down, and possession goes to the receiving team.
- f. Live ball: The receiving team may pick up a ball that hits the ground first or is dropped by the receiving player. The referee can blow the play dead if the defense is closing in.
- g. Encroachment: Any offsides by the kicking team will result in either a re-kick from 5 yards back or an additional 5 yards to the end of the receiving team's return.
- h. Non-ball carriers can run upfield behind the ball carrier in order to receive a backward pass.

## Art. 2 – Punt

- a. All punts are declared. On 4<sup>th</sup> down, the Referee will ask the offense if they are choosing to punt or go for it. If the offense declares a punt, the referee will inform the defense.
- b. There are no fake punts. Once declared, the ball must be punted unless the offense takes a time out or the period runs out.
- c. No rush is allowed toward the punter. Punting team players may only cross the line of scrimmage once the ball is kicked.
- d. The punter must receive the snap from at least 2 yards behind the center.
- e. The punter has approximately 4 seconds to kick the ball once it is snapped.
  1. If the punter mishandles the ball, but she can still get the punt off within 4 seconds, it shall be considered legal.
  2. If the kicker cannot kick within 4 seconds, the play is dead and considered a loss of down. Possession goes to the receiving team where the ball first hits behind the line of scrimmage or where the punter stands if she is holding the ball when the 4 seconds expire and the referee blows the whistle.
- f. Defense can place players anywhere one yard beyond the line of scrimmage. However, they are not required to have anyone directly in front of the line of scrimmage.
- g. Any blocked punt that hits the ground is dead and belongs to the receiving team at the spot where the ball hits the ground.
- h. A ball punted out of bounds is placed nearest the yard line where it first crosses out of bounds, not where it lands.
- i. There is NO fair catch for a punt. If the receiving team does not attempt to catch the ball or pick it up, the referee will blow the play dead. When the whistle is blown, the ball is spotted where the ball lies or where the defense touches it.

- j. Rules from Section 5, Art. 1 – d, e, f, g, h also apply to punting. These cover touchback, downed ball, live ball, encroachment, and backward passes.

### **Art. 3 – Field Goal and Extra Point Kick**

- a. There are no fake kick attempts. All Field Goals are declared.
- b. The ball must be snapped to a placeholder, and the placeholder may receive the snap anywhere at least 2 yards behind the line of scrimmage.
- c. The defense may NOT rush the kicker. They may attempt to jump up (not forward) and block kick at the line of scrimmage.
- d. The kicker has approx. four seconds to kick the ball once it is snapped.
  - 1. If the snap is mishandled, but the kicker can still kick the ball within 4 seconds, the kick shall be considered legal.
  - 2. If the kicker cannot kick the ball within 4 seconds, the attempt shall be considered “no good,” and thus, no points will be awarded.
- e. Kickers may use up to a 2-inch block with a placeholder. Placeholder must be kneeling (one or both knees on the ground) before the ball is snapped.
- f. A successful field goal will result in 3 points.
- g. An unsuccessful field goal will belong to the defense at the previous spot. An unsuccessful extra-point kick will be dead once it is clear that the kick will not be successful.

## **Section 6 – Miscellaneous Rules**

### **Art. 1 – Onside Kick/Keep the Ball**

- a. *Keep the Ball* refers to a decision by a scoring team to keep the ball rather than give back possession. This option only applies in the second half to a team losing after scoring.
- b. The offense will take possession on their own 25-yard line. The down shall be 4<sup>th</sup> & 15.
- c. If the offense changes its decision without taking a timeout, a 5-yard delay of game penalty will be assessed, and the opponent will take over on their own 35-yard line.

### **Art. 2 – Overtime**

- a. A coin flip will begin the first overtime. The team winning the coin flip can choose offense or defense, and the team losing the coin flip can choose which end zone both teams will attempt to score in.
- b. Possession begins on the opposing 10-yard line at 1<sup>st</sup> & Goal. Each team has one set of downs to score.
- c. Possession will alternate if the game is still tied after the first overtime. The team that had the ball second now has the ball first in the second overtime. The opposite team can choose to change endzones or not.
- d. Interceptions can be returned for a touchdown, thus ending the game. If an interception does not result in a score, the possession begins at the 10.
- e. Each team is allotted one time-out per overtime. These do not carry over.

### **Art. 3 – Mercy Rule**

- a. The clock will continue to run once a team is ahead by at least 28 points, except during time-outs, at the end of a quarter, and during an injury time-out.

### **Art. 4 – Sideline Management**

- a. Team boxes will be positioned between the 25-yard lines.

- b. A nonplayer shall not be outside the team box unless to become a player or to return as a replaced player. No player, nonplayer, or coach shall be in the restricted area (within two yards of the field) when the ball is live.

## **Section 7 – Penalties**

### **Art. 1 – Loss of 5 Yards**

- a. Delay of Game.
- b. Encroachment.
- c. Failure to wear required player equipment, including a flag belt at the snap.
- d. False Start.
- e. Helping the runner.
- f. Illegal Formation (including QB under center).
- g. Illegal Forward Handoff.
- h. Illegal Forward Pass (also loss of down).
- i. Intentional Grounding (also loss of down).
- j. Illegal Procedure (including running a play after declaring a punt).
- k. Illegal Shift or Illegal Motion.
- l. Illegal Substitution.
- m. Rushing the kicker.
- n. Too many players on the field.

### **Art. 2 – Loss of 10 Yards**

- a. Block in the back.
- b. Defensive holding.
- c. Illegal contact.
- d. Defensive holding of the player in order to remove the flag.
- e. Excessive celebration.
- f. Flag guarding (from the spot of the infraction).
- g. Illegal blocking.
- h. Illegal flag belt removal.
- i. Illegal hurdling.
- j. Offensive holding.
- k. Stripping the ball.



### **Art. 3 – Loss of 15 Yards**

- a. Pass Interference (automatic first down if by the defense).
- b. Roughing the passer (automatic first down).
- c. Unsportsmanlike Conduct.
- d. Personal foul.
- e. Unintentional contact with an official in the restricted area while the ball is live.
- f. Kick/Punt catch interference.
- g. Fling or throwing a flag belt after deflating the runner in a taunting manner.
- h. Illegally secured flag belt (loss of down for offense).

### **Art. 4 – Disqualification in addition to Loss of 15 Yards**

- a. Fighting.
- b. Flagrant excessive contact.
- c. Intentional contact with a game official.
- d. A second unsportsmanlike penalty by the same player or nonplayer.
- e. Striking, kicking, kneeling, biting, or intentional harm against another player.
- f. Substitute leaving the team box during a fight.

## **Section 8 Enforcement of Penalties**

### **Art. 1 Procedure After A Foul**

- a. When a foul occurs during a live ball, the referee shall, at the end of the down, notify both teams. He shall inform the designated representative of the offended team regarding the rights of penalty acceptance or declination and shall indicate to her the number of the ensuing down, distance to be gained, and status of the ball for each available choice. The distance penalty for any foul may be declined. If the penalty is declined or if there is a double foul, there is no loss of distance. In case of a double foul, the designated representative is not consulted since the penalties offset. The choice of options may not be revoked. Decisions involving penalties shall be made before any charged time-out is granted either team.
- b. When a foul occurs during a dead ball between downs or prior to a free kick or snap, the covering official shall not permit the ball to become alive. The referee shall notify both teams, and the designated representative of the offended team will be presented with the options and the effect of acceptance or declination on the down and distance to be gained. The designated representative may accept or decline the penalty.
- c. When a live-ball foul by one team is followed by a dead-ball foul by the opponent, the penalties are administered separately and in the order of occurrence.
- d. When the same team commits a live-ball foul followed by one or more dead-ball fouls, all fouls may be penalized.
- e. Enforcement of a penalty cannot take the ball more than half the distance from the enforcement spot to the offending team's goal line. If the prescribed penalty is greater than this, the ball is placed halfway from the spot of enforcement to the goal line.

## Art. 2 Double and Multiple Fouls

- a. It is a double foul if both teams commit fouls, other than nonplayer or unsportsmanlike, during the same live-ball period in which:
  1. There is no change of team possession, unless all fouls committed by R are post-scrimmage kick fouls; or
  2. There is a change of team possession, and the team in possession at the end of the down fouls prior to final change of possession unless all fouls committed by R are post-scrimmage kick fouls; or
  3. There is a change of possession and the team in final possession accepts the penalty for its opponent's foul at any time during the down.
  4. In (1), (2) or (3), the penalties cancel and the down is replayed.
- b. If each team fouls during a down in which there is a change of team possession and the play does not have a post-scrimmage kick foul, the team last gaining possession may retain the ball, provided:
  1. The foul by the team last gaining possession is not prior to the final change of possession, and
  2. The team last gaining possession declines the penalty for its opponent's foul(s), other than a nonplayer or unsportsmanlike foul. In this case, the team that was not last in possession has no penalty options until the team last in possession has made its penalty decision on the fouls prior to the change of possession. After that decision by the team last in possession, the team not last in possession may decline or accept the penalty for the foul by the team last in possession or choose which penalty to have enforced in the case that the team last in possession committed more than one foul following the change.
- c. If each team fouls during a down in which there is a change of possession

and all R fouls are post-scrimmage kick fouls, then R may retain the ball, provided R declines the penalty for K's foul(s), other than a nonplayer or unsportsmanlike foul. In this case, K has no penalty options until R has made its penalty decision. After that decision by R, K may decline or accept the penalty for the foul by R or choose which penalty to have enforced in the case that R committed more than one foul following the change.

- d. When two or more live-ball fouls (other than nonplayer or unsportsmanlike) are committed during the same down by the same team (multiple fouls), only one penalty may be enforced. The designated representative of the offended team may choose which one shall be administered, or all penalties may be declined. When a team commits a nonplayer or unsportsmanlike foul during that same down, it is administered from the succeeding spot as established by the acceptance or declination of the penalty for the other foul.
- e. Enforcement of penalties for unsportsmanlike, nonplayer or deadball fouls:
  - 1. Penalties for dead-ball fouls, other than when both teams commit unsportsmanlike, nonplayer or dead-ball personal fouls prior to the completion of penalty administration for those fouls, are administered separately and in the order of occurrence. A dead-ball foul is not coupled with a live-ball foul or another dead-ball foul to create a double or multiple foul.
  - 2. If both teams commit unsportsmanlike, nonplayer or dead-ball personal fouls prior to the completion of penalty administration for those fouls, the distance penalty for an equal number of 15-yard unsportsmanlike, nonplayer or dead-ball personal fouls will offset. Any remaining penalties will be enforced separately and in the order of occurrence.
  - 3. A disqualified player or nonplayer shall be removed.
- f. A foul during a try is not paired with a dead-ball foul to create a double or

multiple foul.

### **Art. 3 Types of Play**

- a. A loose-ball play is action during:
  1. A free kick or scrimmage kick.
  2. A legal forward pass.
  3. A backward pass (including the snap), illegal kick or fumble made by A from in or behind the neutral zone and prior to a change of team possession.
  4. NOTE: The run(s) which precedes such legal or illegal kick, legal forward pass, backward pass or fumble is (are) considered part of the action during a loose-ball play.
- b. A running play is any action not included under 8-3a.
- c. The end of the run is:
  1. Where the ball becomes dead in the runner's possession.
  2. Where the runner loses possession if her run is followed by a loose ball.
  3. The spot of the catch or recovery when the momentum rule is in effect.

### **Art. 4 Basic Spots**

- a. If a foul occurs during a down, the basic spot is determined by the action that occurs during the down. This is the basic spot for penalty enforcement.
- b. The basic spot is the previous spot:
  1. For a foul which occurs simultaneously with the snap or free kick.
  2. For a foul which occurs during a loose ball play, as defined in 8-3a. See 9-e for special enforcement on roughing the passer.
  3. For a foul which occurs during a down in which a legal kick occurs and an inadvertent whistle ends the down prior to possession by either team.

4. For any foul by A when enforcement would otherwise be from behind the previous spot.
  5. For any foul by B when the end of the related run is behind the previous spot.
  6. EXCEPTION: The basic spot may, at the option of the offended team, be the succeeding spot for fouls by K during a legal free or scrimmage kick down (other than kick catch interference) prior to the end of the kick when K will not be next to put the ball in play.
- c. The basic spot is the spot where the kick ends when R commits a post-scrimmage kick foul. R fouls behind the post-scrimmage kick spot are spot fouls.
  - d. The basic spot is the spot where the related run ends for a foul which occurs during a running play as defined in 8-3b.
  - e. The basic spot is the succeeding spot:
    1. For an unsportsmanlike foul.
    2. For a dead-ball foul.
    3. For a nonplayer foul.
    4. When the final result is a touchback.
    5. The succeeding spot may, at the option of the offended team, be the subsequent kickoff for: fouls by the nonscoring team during a touchdown (following the last change of possession), unsportsmanlike conduct or non player fouls by either team during a down in which a touchdown is scored, fouls after a touchdown but prior to the ready for play, on a successful field goal, or on a successful try.
  - f. The basic spot is the 25-yard line for fouls by either team when the opponent of the team in possession at the time of the foul is responsible for forcing the ball across the goal line of the team in possession and the related run ends in the end zone.

- g. The basic spot is the goal line for fouls, which are committed during running plays by the opponent of the team in possession at the time of the foul when the team in possession is responsible for forcing the ball across its own goal line, and the related run ends in the end zone.

### **Art. 5 Special Enforcement Rules**

- a. The following fouls have special enforcement provisions and options for the offended team:
  - 1. Free kick out of bounds untouched by R. (5-1c)
  - 2. Unfair acts.
  - 3. A foul by the opponent of the scoring team on a successful try. (8-4-e5)
  - 4. A foul by the opponents of the scoring team on a successful field goal. (8-4-e5)
  - 5. Fouls that occur during or after a touchdown scoring play. (8-4-e5)
  - 6. Roughing the passer. (9f)
- b. The enforcement spot for any foul by the defense is the goal line when the run ends in the end zone and would result in a safety.
- c. The score is nullified if the penalty is accepted for a foul, other than nonplayer or unsportsmanlike, by A which occurs during a down resulting in a successful try, field goal or touchdown.
- d. If the offensive team throws an illegal forward pass from its end zone or commits any other foul for which the penalty is accepted and measurement is from on or behind its goal line, it is a safety.
- e. The enforcement spot is the dead ball spot for roughing the passer when the dead ball spot is beyond the neutral zone and there has been no change of team possession.
- f. A disqualified player shall be removed.

### **Art. 6 Enforcement Spots, All-But-One Principle**

Unless otherwise listed in Sections 8 and 9, a penalty for a foul occurring during a

play is enforced from the basic spot with the exception of: a foul by the offense which occurs behind the basic spot during a loose ball play or running play. This particular foul is enforced from the spot of the foul.