



# **FLAG FOOTBALL APPROVED RULINGS AND INTERPRETATIONS**

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# INTERPRETATIONS AND APPROVED RULINGS

## RULE 1: GAME, FIELD, BALL, AND EQUIPMENT

### A.R. 1-1-1b (Coin Toss—Deferral)

- **Play:** At the coin toss, the visiting team wins and asks to defer its choice to the second half.
- **Ruling:** NOT allowed. Teams may only choose from the options of offense or defense, and then direction.

### A.R. 1-2-2 (Uniforms—Same color)

- **Play:** At the coin toss, both the home and visiting team are wearing dark colored jerseys.
- **Ruling:** NOT allowed. The visiting team must change into a lighter jersey unless both the coaches and officials agree that the contrast between the two jerseys is sufficient.

### A.R. 1-2-3 (Participants—fewer than 4)

- **Play:** Team A is playing with four players and is ahead by 6 points. On the next run play, one of their receivers is injured and there's no substitute available to replace them.
- **Ruling:** Game over. Team A must take a forfeit.

### A.R. 1-5-2 (Ball Size - Swap During Play)

- **Play:** Team A throws a deep pass out of bounds and replaces its ball with a smaller-than-allowed size.
- **Ruling:** At discovery, dead-ball administrative correction; subsequent downs must use legal ball. Prior play stands unless clear unfair advantage (ex: a TD was scored); repeated violation results in unsportsmanlike conduct.

### A.R. 1-5-2 (Ball Size - Swap Discovered)

- **Play:** Team A throws a deep pass that is intercepted by Team B. After the ball is declared dead. Team B informed the Referee that the ball that was intercepted is a smaller-than-allowed size. Previously Team A was warned about utilizing the incorrect sized football.
- **Ruling:** The ruling of interception on the field stands. Assessment of a dead ball unsportsmanlike conduct penalty against Team A.
- **Note:** Penalty can be charged to offending player or coach.

### A.R. 1-6-1 (Flag Contrast Discovered Mid-Drive)

- **Play:** During a live series, Team B coach complains that Team A's flags closely match shorts.
- **Ruling:** The legality of flags should be addressed prior to the first snap of the game. The Referee confirms that Team A flags are legal. If the Team A player's flags are deemed illegal, they must immediately replace their flags; failure to do so results in delay of game. Prior live play stands.

### A.R. 1-7-2 (The Field - No-Run Zone in OT)

- **Play:** OT: Team A lines up a Try from the 10 yard line for two points; Team A's coach asks whether the No-Run Zone applies during the try.
- **Ruling:** No, unless moved to the 5-yard line by penalty. Although the No-Run Zone still exists five yards before the goal line on all plays, including tries; this try starts prior to that zone and therefore the ball can be advanced beyond the LOS by run or pass.
- See Rule 4-1-2.

## RULE 2: LEAGUE AND TOURNAMENT PLAY

### A.R. 2-1-1 (Mercy Rule Inside Final 2:00)

- **Play:** During adult league play, after a long run that results in a touchdown, Team A goes up by 30 points with 1:15 remaining.
- **Ruling:** Game ends immediately; no try is attempted.

### A.R. 2-1-3 (Delay of Game)

- **Play:** Team A 2nd and midline at the A-20 with 8:32 to go in the first half of the game. The Referee announces that Team A has 5 seconds to snap the ball. Team A's QB continues to instruct their team and the play clock expires.
- **Ruling:** Delay of Game, offense. The game clock keeps running during penalty administration. A 2nd and midline at the A-15.

### A.R. 2-1-6 (League OT—Defensive TD Ends Period)

- **Play:** In the first overtime series from midfield in league play, Team B intercepts a pass by QB A4 and returns it for a touchdown.
- **Ruling:** Overtime period over by rule; no try; Team B wins.

### A.R. 2-1-6 (League OT—Defensive TD Ends Period)

- **Play:** In the first overtime series from midfield in league play, Team B intercepts a pass by QB A4 and returns it for a touchdown.
- **Ruling:** Overtime period over by rule; no try; Team B wins.

### A.R. 2-2-2 (Clock stops - on the ready)

- **Play:** During adult league play with 1:45 left in the game, Team B commits a holding foul during a run. The runner is de-flagged inbounds.
- **Ruling:** The ruling of interception on the field stands. Assessment of a dead ball unsportsmanlike conduct penalty against Team A. Note: Penalty can be charged to offending player or coach.

### **A.R. 2-2-2 (Clock stops - on the snap)**

- **Play:** During adult league play with 1:45 left in the game, Team B commits a holding foul during a pass play. The pass falls incomplete.
- **Ruling:** Game clock stops during penalty administration and due to the incomplete pass, remains stopped until the ball is next legally snapped.

### **A.R. 2-2-3 (Tournament OT—Penalty on First Play)**

- **Play:** In the first overtime series of a Tournament, Team A elects 2-point Try from the 10 yard line. During the play A8 holds rusher B3. QB A4 throws an incomplete pass.
- **Ruling:** Holding- offense. Team B declines the foul and will be the next team to put the ball in play at the Try value of their choosing (5 or 10 yardline).

## **RULE 3: LIVE BALL/DEAD BALL**

### **A.R. 3-1-2 (Offsides)**

- **Play:** A 1st and midline at the A-15. B10 enters the neutral zone before the snap; the ball is snapped.
- **Ruling:** Offsides, defense. Dead-ball foul, the down is not played. A 1st and midline from the A-10.

### **A.R. 3-2-1a (Muffed Snap)**

- **Play:** A 1st and midline at A-15. Team A center snaps the ball to QB A5. A5 muffs the snap and the ball hits the ground at the line of scrimmage.
- **Ruling:** Ball is dead and down is consumed. The ball is placed at the line of scrimmage. A 2nd and midline at the A-15.

### **A.R. 3-2-1b (Muffed Snap)**

- **Play:** Play: A 1st and midline at the A-15. Team A center snaps the ball over the head of QB A5. The ball lands at the A-5.
- **Ruling:** A 2nd and midline at the A-5.

### **A.R. 3-2-1c (Muffed Snap)**

- **Play:** A 1st and midline at the A-5. Team A center snaps the ball over the head of QB A7. The ball lands (a) in the endzone (b) out of bounds behind the endzone or endline.
- **Ruling:** Both a and b result in a safety. B's ball 1st and midline at the B-5.

### **A.R. 3-2-1d (Possession w/ Missing Flag)**

- **Play:** Receiver secures catch with less than two flags attached.
- **Ruling:** Dead ball at spot of the catch (by rule); pass is complete; ball is placed where possession was obtained.

### A.R. 3-2-2 (Inadvertent Whistle)

- **Play:** A Team B defender intercepts a pass; an inadvertent whistle occurs at B-15 during return.
- **Ruling:** Defense chooses: (a) take the ball at B-15 with the down consumed; or (b) replay the down.

### A.R. 3-2-3 (Substitution Infraction)

- **Play:** During a live play, B5 notices that there are only 4 players on defense. After the ball is snapped B5 leaves their sideline and comes onto the field to participate in the play.
- **Ruling:** Illegal substitution - defense. 5 yards, previous line of scrimmage.

### A.R. 3-2-4 (Challenge)

- **Play:** A 1st and midline at the A-8. Team A center false starts. The penalty is enforced from the A-8 to the A-3 and is announced as A 1st and midline at the A-3. Team A's head coach approaches the Down Judge and states that the penalty should have been enforced half the distance to the goal line. The coach asks to challenge the enforcement. Team A has one time out left.
- **Ruling:** If the officials believe their enforcement is in error, they will fix the enforcement without charging Team A a timeout. If officials believe their enforcement is correct, they will charge Team A a timeout, consult a reference manual or another authority, and confirm the enforcement challenged. Successful challenge, A 1st and midline at the A-4. Team A's timeout is returned.

### A.R. 3-2-4 (Challenge)

- **Play:** A team has made a challenge and it was successful. Later in the half the coach wants to make a second challenge about a ruling.
- **Ruling:** The official on the team's sideline informs the coach that they already had a challenge in this half and are not afforded a second opportunity to challenge.

## RULE 4: GAME PLAY

### A.R. 4-1-1 (Defensive penalty on a score)

- **Play:** A 2nd and goal at the B-10. QB A6 rolls to the right of the field and throws a pass to receiver A8 in the endzone for a Touchdown. During the pass, B9 hit QB A6 in their passing arm.
- **Ruling:** Roughing the passer by Team B. Touch down counts. The 10-yard penalty is assessed on the Try, half the distance to the goal line.

### A.R. 4-1-2 (Try)

- **Play:** After a touchdown, Team A elects to a try for 1 point from the 5 yard line. Just before the ball is snapped, Team B jumps offside.
- **Ruling:** Dead ball foul, Encroachment, defense. The ball will be placed at the 2 ½ yard line. The try is still for 1 point.

#### **A.R. 4-1-2 (Try)**

- **Play:** After a touchdown, Team A elects to a try for 1 point from the 5 yard line. During the successful try, Team A commits offensive pass interference.
- **Ruling:** Pass interference, offense. Try is no good; B 1st and midline at the B-5. Since this penalty includes a loss of down the try down is consumed and is not repeated.

#### **A.R. 4-1-2 (Try)**

- **Play:** After a touchdown, Team A elects to a try for 1 point from the 5 yard line. Before the snap, Team B jumps offsides. Before officials enforce the penalty, Team A requests to change their attempt to try for 2 points.
- **Ruling:** Team A cannot change the value of a try after a penalty. They can however change their decision with a timeout.

#### **A.R. 4-1-3 (Safety)**

- **Play:** A 3rd and midline at the A-5. QB A7 drops back into their own end zone looking to avoid the rush and find an open receiver. While in the endzone, A7 flag guards, rolls to the right side of the field and throws an incomplete pass.
- **Ruling:** Flag guarding. Safety. Since the foul by the offense occurs while the ball is in the endzone, the accepted penalty results in a safety.

#### **A.R. 4-1-4 (Mercy Rule)**

- **Play:** A 2nd and goal at the B-10. Team A is ahead by 24 points. QB A4 throws a pass downfield and connects with A8 in the endzone for a touchdown.
- **Ruling:** Game is over and the extra point is not attempted.

#### **A.R. 4-2-2 (QB Run)**

- **Play:** A 2nd and midline at the A-20. QB A5 hands the ball to A2 behind the line of scrimmage. While still behind the line of scrimmage, A2 hands the ball back to A5. A5 runs and is de-flagged at the B-20.
- **Ruling:** Legal run. A 1st and goal at the B-20.

#### **A.R. 4-2-2 (Center Handoff)**

- **Play:** A 2nd and midline at the A-20. At the snap, QB A5 hands the ball immediately to center A8 behind the line of scrimmage. A8 runs and is de-flagged at the B-15.
- **Ruling:** Illegal run, center sneak. A 3rd and midline at the A-15.

#### **A.R. 4-2-3 (No Run Zone)**

- **Play:** A 2nd and goal at the B4, in the no run zone (NRZ). QB A5 pitches the ball forward to back A7 who advances upfield without the ball first crossing the line of scrimmage. A7 scores on the play.
- **Ruling:** Illegal run—all plays must be pass plays inside the NRZ. A 3rd and goal at the B-9. Team A can run and pass.

#### **A.R. 4-2-4 (Flag Guarding)**

- **Play:** Runner A7 lowers their hand over their flag while defender B12 is attempting to pull the flag.
- **Ruling:** Flag guarding. 5 yards from the spot of the foul.

#### **A.R. 4-2-4 (Flag Guarding—Avoidance vs. Collision)**

- **Play:** Runner jumps to avoid a stationary defender's reach.
- **Ruling:** Flag guarding. 5 yards from the previous spot line of scrimmage, loss of down. Note the basic spot enforcement for live ball fouls by the offense behind the line of scrimmage.

#### **A.R. 4-2-4 (Flag Guarding—Jumping)**

- **Play:** While still behind the line of scrimmage, QB A5 is being pressured and rolls out for a pass. As the defender reaches out to deflag them, A5 jumps while delivering a pass to receiver A6.
- **Ruling:** Flag guarding. Safety. Since the foul by the offense occurs while the ball is in the endzone, the accepted penalty results in a safety.

#### **A.R. 4-2-6 (Running with Ball Carrier)**

- **Play:** Ball crosses the LOS on a run. Two receivers continue jogging downfield near the runner and screen defenders without contact.
- **Ruling:** Screen blocking. 10 yards from the spot of the foul. Offensive players must stop their motion once the ball crosses the LOS.

#### **A.R. 4-3-1 (Forward Pass)**

- **Play:** QB under pressure throws beyond the LOS but clearly to an empty area with no eligible receiver nearby.
- **Ruling:** Illegal forward pass (intentional grounding). 5 yards from the previous spot and loss of down.

#### **A.R. 4-3-3 (Pass Clock)**

- **Play:** 2nd and midline at the A-10. QB A5 receives the snap and holds the ball looking downfield for an open receiver, the seven second pass clock expires.
- **Ruling:** Pass clock violation. 3rd and midline at the A-10. If a pass is not thrown by the time the pass clock expires, the down is consumed and the ball placed at the previous line of scrimmage.

#### **A.R. 4-3-3 (Pass Clock)**

- **Play:** 2nd and midline at the A-10. QB A5 throws a backward pass to A2 behind the LOS. A2 holds the ball looking downfield for an open receiver, then decides to run with the ball and is de-flagged at the A-20.
- **Ruling:** Legal run. 3rd and midline at the A-20. The seven-second pass clock ends with a handoff or pass.

#### **A.R. 4-3-3 (Pass Clock and Blitz)**

- **Play:** 2nd and midline at the A-10. Blitzer B3 legally crosses the line of scrimmage and pursues QB A5 in the offensive backfield. A5 scrambles and holds the ball looking downfield for an open receiver, the pass clock expires while they still have the ball in their possession.
- **Ruling:** Pass clock violation. 3rd and midline at the A-10. The seven-second pass clock does not end when the QB is rushed or blitzed. It only ends with a handoff or pass.

#### **A.R. 4-4-4 (Interception)**

- **Play:** A 2nd and midline at the A-10. QB A5 throws a pass and it is intercepted by DB B7 at the A-20. B7 runs the ball to the A-9 where they are de-flagged.
- **Ruling:** Interception. B 1st and Goal at the A-9.

#### **A.R. 4-5-1 (Blitzer)**

- **Play:** A 2nd and midline at the A-10. Prior to the snap, B12, B13, & B14 all have their hands up asking for the right of way.
- **Ruling:** Live ball penalty, illegal signal. A 2nd and midline at the A-15.

#### **A.R. 4-5-2 (Rusher)**

- **Play:** 2nd and midline at the A-10. B10 is standing 1 yard from Team A's line of scrimmage. That the snap QB A5 hands the ball off to A6. B10 crosses the line of scrimmage and pulls A6's flag at the A-8.
- **Ruling:** Legal rush. Once the ball is handed off, any defender can cross the line of scrimmage from any distance. 3rd and midline at the A-8.

#### **A.R. 4-5-3 (Blitzer)**

- **Play:** 2nd and midline at the A-10. QB A5 conducts a hard count causing blitzer B6 to jump in front of the 7 yard rush line. The ball is snapped and B6 retreats to 7 yards and proceeds to rush QB A5.
- **Ruling:** Legal play, the blitzer/rusher can reset and rush after resetting themselves at the rush line.

#### **A.R. 4-5-4 (Roughing the Passer)**

- **Play:** 2nd and midline at the A-10. Defender B6 is approaching QB A12 with their hands up. As the A12 passes the ball, B6 hits the QB on their throwing arm.
- **Ruling:** Roughing the passer, defense. 10-yard penalty. 1st and midline at the A-20.

#### **A.R. 4-6-3 (Charging vs. Right of Place)**

- **Play:** Defender B4 establishes a stationary position ready to pull a flag. Runner A6 lowers their shoulder and runs through B4.
- **Ruling:** Charging on the runner, 10 yards from the spot of the foul and loss of down.

#### **A.R. 4-7-3 (Stripping of the ball)**

- **Play:** A 3rd and goal at the B-23. After completing the process of the catch, A15 turns up field to advance the ball at the B-20. While the ball is extended in an attempt to gain more yardage, B7 slaps the ball out of A15's hands.
- **Ruling:** Illegal Stripping of the ball, 10 yards from the spot of the foul and automatic first down. A 1st and goal at the B-10.

#### **A.R. 4-8-3 (Legal Snap)**

- **Play:** 2nd and midline at the A-10. Center A7 walks up to the ball, sets for one second, and side snaps the ball to QB A5.
- **Ruling:** Illegal procedure. Note that legal snaps must occur from the ground and through the legs.

#### **A.R. 4-9-1 (Intentional Contact)**

- **Play:** 2nd and midline at the A-10. Player B7 completes a flag pull by driving their forearm into the ribs of receiver A6.
- **Ruling:** Unnecessary Roughness defense, 10 yards added to the end of the run. Possible ejection from the game if deemed flagrant.

#### **A.R. 4-9-2 (Offensive Language/Taunting)**

- **Play:** 2nd and midline at the A-10. Player A10 receives a pass over the middle of the field and on the way to the endzone verbally taunts closing defender B4.
- **Ruling:** Unsportsmanlike Conduct, Taunting, offense. 10 yards enforced at the spot of taunt if prior to the receiver reaching the endzone. Enforced at the succeeding spot if taunt occurs while in the endzone.

#### **A.R. 4-9-5 (Delay of Game and Unsportsmanlike Conduct)**

- **Play:** 2nd and midline at the A-10. Player B7 is standing 3 yards away from the line of scrimmage and claps their hands in an attempt to mimic QB A5's snap cadence.
- **Ruling:** Delay of Game, defense for 1st occurrence. Unsportsmanlike conduct for second and subsequent occurrences.

## **RULE 5: OFFICIALS DUTIES**

### **A.R. 5-2-1 (All Officials - Field Inspection)**

- **Play:** Before the first snap of the game, SJ and FJ notice that there are Team bags too close to the endline area.
- **Ruling:** They use their whistles to and declare an official timeout. The Referee instructs the Team to remove all bags from the endline. This action must be complete before the game can commence.

### **A.R. 5-2-1 (All Officials - Player Removal)**

- **Play:** A pass is caught by A9 downfield and as the catch is completed, player B6 tackles A9 while trying to make a flag pull. This is B6's second time tackling a player.
- **Ruling:** Illegal contact, defense. Officials come together to discuss disqualification. If the player is ejected from the game, the FJ and DJ inform each respective coach on their sideline while the Referee makes the announcement. All officials write down the name and number of the player, and time of the infraction.

### **A.R. 5-1-1 (Inadvertent Whistle)**

- **Play:** QB A7 takes the snap and hands the ball to RB A2. A2 runs past the line of scrimmage to the B-15 where defender B5 attempts a flag pull. B5 misses, A2 runs to the B-7 before their flag is pulled. During the run, the FJ blew their whistle at the flag pull attempt by B5.
- **Ruling:** Inadvertent whistle. Team A has the option of taking the result of the play when the whistle was blown (ball at the B-15) or replaying the down.

### **A.R. 5-2-1 (Referee Coverage on QB Pass Clock)**

- **Play:** QB A7 takes the snap and drops back 5 yards to look for an open receiver. The defense does not rush and drops into coverage. A7 cannot find an open receiver and the pass clock expires.
- **Ruling:** The Referee determines when the pass clock expires by counting 7 seconds starting at the snap.

### **A.R. 5-2-1 (Referee Coverage on Passer and Behind the LOS)**

- **Play:** QB A5 rolls to the right and blitz B5 closes in from 7 yards away. When B5 is one step away from QB A5, A5 passes the ball forward to teammate A7. B5 hits A5's hand on the follow through-passes forward.
- **Ruling:** Referee determines whether contact to passer violates roughing the passer.

#### **A.R. 5-2-1 (Referee Clock Stoppage)**

- **Play:** During Adult tournament level play, the ball becomes dead at the end of a play and the game clock in the second half runs down to 2 minutes before the Referee can declare the ball ready for play.
- **Ruling:** The official with the game clock will stop the clock at 2 minutes and the Referee will inform both teams about the remaining time in the half. The clock will start on the snap.
- **Note:** The same process will happen if the ball has been made ready for play but the offense does not snap the ball before the 2 minute clock stoppage.

#### **A.R. 5-2-1 (Referee Clock Stoppage under 2 minutes)**

- **Play:** During Adult tournament level play, the ball becomes dead at the end of a play and the game clock is under 2 minutes.
- **Ruling:** The official with the game clock will stop the clock and the Referee will inform both teams of the exact time remaining in the half. The clock will start on the snap.

#### **A.R. 5-3-2 (Down Judge - Line of Scrimmage)**

- **Play:** QB A5 rolls to the left after receiving the snap. Tucks the ball and begins to run toward the line of scrimmage. Just before crossing the line, A5 pulls up and throws the ball downfield to teammate A8. Team B Head Coach wants a penalty for illegal forward pass.
- **Ruling:** Seeing that the line of scrimmage is threatened, DJ holds the line. The DJ confirms with the rest of the crew that the pass by A5 was legal as their body was behind the line as the ball was thrown.

#### **A.R. 5-3-2 (Down Judge - Line of Scrimmage)**

- **Play:** QB A5 rolls to the left after receiving the snap. Tucks the ball and begins to run toward the line of scrimmage. Just before crossing the line, A5 pulls up and throws the ball downfield to teammate A8. Team B Head Coach wants a penalty for illegal forward pass.
- **Ruling:** Seeing that the line of scrimmage is threatened, DJ holds the line. The DJ confirms with the rest of the crew that the pass by A5 was legal as their body was behind the line as the ball was thrown.

#### **A.R. 5-4-2 (Field Judge - Rush Line)**

- **Play:** B12 is lined up 6 yards away from the line of scrimmage and has raised their hand to indicate that they'd like to blitz.
- **Ruling:** Seeing that the potential blitzer is not at 7 yards, the FJ asks the defender to line up with them prior to the snap of the ball.

### **A.R. 5-4-2 (Deep Pass Coverage)**

- **Play:** A10 runs deep down field in an attempt to catch a pass. B15 is guarding them closely. When A10 jumps up for the ball, B15 holds A10's left arm down. The pass falls incomplete.
- **Ruling:** SJ and FJ have eyes on this action. If there's only one flag on the play, both SJ and FJ come in and discuss what was seen and provide a final ruling to the Referee for announcement. .

### **A.R. 5-5-2 (Side Judge - Clock Management)**

- **Play:** Clock is under 2 minutes in adult play. The clock is running during a received pass play. The flag is pulled at the A-20.
- **Ruling:** At the conclusion of each play, the SJ will announce the time on the clock for both teams and officials to hear.

## **RULE 6: PENALTIES**

### **A.R. 6-1 (Incidental Contact)**

- **Play:** A 1st and mindline at the A-5. Team A QB throws a pass downfield to receiver A20. Defender B25 is guarding A20 closely but not engaging in significant contact. As the ball approaches, A20 jumps and B20 faces the ball and jumps at the same time in an attempt to catch the pass. Both player's shoulders collide during the attempt and the ball falls incomplete.
- **Ruling:** Incidental contact, no player is at fault for a contact foul. 2nd and midline at the A-5.

### **A.R. 6-1 (Coach to Official Communication)**

- **Play:** A 2nd and mindline at the A-5. The pass is knocked down by B15 at the line of scrimmage 2 yards away from passing QB8. Team A's head coach runs onto the field, yelling at the Referee that there should have been a roughing the passer penalty called.
- **Ruling:** Automatic unsportsmanlike conduct (UNS) penalty to the Team A head coach. The Referee should throw the flag, announce the foul and calmly walk the coach back to their sideline, explain what was seen and remind the coach that subsequent UNS penalties will result in their ejection from the game. Coaches may debate calls from the team box or during a team awarded timeout.

### **A.R. 6-1 (Penalty Enforcement - Live-Ball then Dead-Ball Fouls)**

- **Play:** A 1st and mindline at the A-5. During a run play, B18 holds at the A-20 and pulls the runner's flag. After the play A7 spikes the ball in front of defender B7's face.
- **Ruling:** Holding, defense. Unsportsmanlike conduct, offense. Both penalties are enforced. A 1st and midline at the A-15. Live-ball fouls do not offset dead-ball fouls. Penalties for dead-ball fouls are administered separately and in order of occurrence.

#### **A.R. 6-1 (Penalty Enforcement - Multiple fouls by the same team)**

- **Play:** A 1st and mindline at the A-20. At the line of scrimmage, B25 jams A2 at the snap. QB7 rolls to the right and successfully completes a pass to A9. Just prior to the pass B10 held A3.
- **Ruling:** Illegal Contact, Defense, holding, defense. Team A must decide which live-ball penalty they would like to accept. When two or more live-ball fouls are committed by the same team, the offended team may only select one of the penalties.

#### **A.R. 6-1 (Penalty Enforcement - Offsetting Fouls)**

- **Play:** A 1st and mindline at the A-5. During the run, A12 commits flag guarding and B10 holds the runner.
- **Ruling:** Offsetting fouls, down replayed. If live ball fouls by both teams are reported, the fouls offset and the down is replayed. Exception - there is a change of possession or a live-ball foul is administered as a dead-ball foul during the play.

#### **A.R. 6-1 (Half the Distance Enforcement)**

- **Play 1:** A 2nd and mindline at the A-5. Team A commits a false start.
  - **Ruling:** Dead ball, 5 yards from the previous line of scrimmage. A 2nd and midline from the A-2.5 yard line.
- **Play 2:** A 3rd and goal at the B-8. Team B commits pass interference in the end zone.
  - **Ruling:** Defensive pass interference, half the distance to the goal line, automatic first down. A 1st and goal at the B-4.

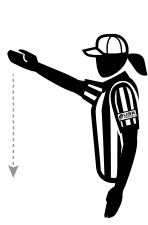
#### **A.R. 6-1 (Yardage Declined)**

- **Play:** A 1st and mindline at the A-5. A legal forward pass is caught by A9 who crosses the midline and is held at the A-23.
- **Ruling:** Team A has a choice of accepting the penalty as a whole (1st and goal at the B-22) or accepting the penalty but declining the yardage, 1st and midline at the A-23. Teams can accept a penalty but decline the yardage if they find it beneficial to their field position.

#### **A.R. 6-1 (Extensions)**

- **Play:** A 1st and mindline at the A-20 with 0:07 seconds remaining in the half. Team B commits a pass interference at the B-10 and the pass falls incomplete. Time expires on the play.
- **Ruling:** Team A may accept the penalty and extend the half by one untimed down. A 1st and goal at the B-20.

**OFFICIALS SIGNALS**



**Ready for play**



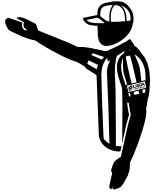
**Stop the clock**



**Touchdown**



**Safety**



**First down**



**Loss of down**



**Incomplete pass**



**End of period**



**Offside  
Illegal blitz**



**False start  
Illegal procedure**



**Delay of game  
Delay of pass**



**Illegal participation  
Illegal substitution**



**Unsportsmanlike  
conduct**



**Pass interference**



**Illegal forward pass or  
backward pass**



**Illegal contact**



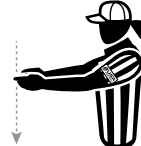
**Shielding**



**Disqualification**



**Jumping**



**Diving**



**Flag guarding  
Illegal flag pull**

**\*\*THIS REPRESENTS PRACTICE AND IMPLEMENTATION GUIDELINES BASED ON OUR CURRENT LEVEL OF KNOWLEDGE. RECOMMENDATIONS ARE SUBJECT TO CHANGE AS MORE RESEARCH AND INFORMATION BECOMES AVAILABLE.\*\***



# **FLAG FOOTBALL APPROVED RULINGS AND INTERPRETATIONS**