ARTICLE 27:
FLAG FOOTBALL

HS = 5 v 5
JH Girls = 5 v 5
JH Boys = 6-on-6

Updated 9/15/23

27.1 GENERAL INFORMATION

27.1.1 The CAA shall adopt the current edition of the National Federation of State High School Association (NFHS) Football Rule and Regulations. These rules shall govern unless noted below.

27.1.2 Any discrepancies will be ruled upon by the league director and/or the Competition Committee.

27.1.4 Home team must report the game score within 24 hours upon completion of the game.

27.2 THE GAME

27.2.1 At the start of each game, captains from both teams meet at midfield for the coin toss to determine who starts with the ball. The visiting team calls the toss.

27.2.2 The winner of the coin toss has the choice of offense or defense. The loser of the coin toss has the choice of direction. Possession changes to start the second half to the team that started the game on defense.

27.2.3 The offensive team takes possession of the ball at its 5-yard line and has four (4) downs to cross midfield. Once a team crosses midfield, it has three (3) downs to score a touchdown.

27.2.4 If the offense fails to score, after crossing midfield, the ball changes possession and the new offensive team starts its drive on its own 5-yard line.

27.2.5 If the offensive team fails to cross midfield, on 3 downs, and elect to "punt" on 4th down, possession of the ball changes and the opposition starts its drive from its own 5-yard line. If the offensive team goes for it on 4th down and does not cross mid- field, the opposing team will start its possession from the spot.

27.2.6 All possession changes, except interceptions and attempted 4th down conversions, start on the offense's 5-yard line.

27.2.7 Teams change sides after the first half. Possession changes to the team that started the game on defense.

27.2.8 The Offense team has ***25 seconds*** to put the ball in play after the Ready for Play whistle.

27.2.9 Team will switch direction on the field after halftime.

27.3 TERMINOLOGY

- ***Boundary Lines*** - The outer perimeter lines around the field. They include the sidelines and back of the end zone lines.
- ***Charging*** **-** An illegal movement of the ball-carrier directly at a defensive player who has established position on the field. This includes lowering the head or initiating contact with a shoulder, forearm or the chest.
- ***Dead Ball*** - Refers to the period of time immediately before or after a play.
- **Defense** - The team opposing the offense to prevent it from advancing the ball.
- ***Downs (1-2-3)*** - The offensive team has three attempts or "downs" to advance the ball. It must cross the line to gain to get another set of downs or to score.
- ***Flag Guarding*** An illegal act by the ball-carrier to prevent a defender from pulling the ball-carrier's flags by stiff arm, lowering elbow or head or by blocking access to the runner's flags with a hand or arm.
- ***Lateral*** - A backward or sideway toss of the ball by the ball-carrier.
- ***Live Ball*** - Refers to the period of time that the play is in action. Generally used in regard to penalties. Live ball penalties are considered part of the play and must be enforced before the down is considered complete.
- ***Line of Scrimmage (LOS)*** - an imaginary line running through the point of the football and across the width of the field.
- ***Line-to-Gain*** - The line the offense must pass to get a first down or score.
- ***Offense*** **-** The team with possession of the ball.
- ***Passer*** **-** The offensive player that throws the ball and may or may not be the quarterback.
- ***Rush Line*** - An imaginary line running across the width of the field seven yards (into the defensive side) from the line of scrimmage.
- **Rusher** - The defensive player assigned to rush the quarterback to prevent him/ her from passing the ball by pulling his/her flags or by blocking the pass.
- ***Shovel Pass*** - A legal pitch attempted beyond the line of scrimmage.
- ***Whistle*** - Sound made by an official using a whistle that signifies the end of the play or a stop in the action for a timeout, halftime or the end of the game.
- ***Inadvertent Whistle*** - Official's whistle that is performed in error.
- ***Unsportsmanlike Conduct*** - A rude, confrontational or offensive behavior or language.

27.4 EQUIPMENT

27.4.1 FLAGS. NFL Flag branded flag football flags are the official flag belts of the CAA

27.4.1.1 **NFL FLAG or Flag-A-Tag Sonic Boom Branded Flags MUST** be worn by all participants.

27.4.1.2 Belt color must be a contrasting color from the team uniform (shirts and shorts)

27.4.2 CLEATS. Soft cleats are permissible.

27.4.3 UNIFORMS.

27.4.3.1 Home team's jersey must be DARK.

27.4.3.2 Away team's jersey must be WHITE (Light).

27.4.3.3 Uniforms must have numbers on front and back.

27.4.3.4 All shirts must be tucked in to make the flags accessible.

27.4.3.5 Players must wear **MATCHING COLORED** shorts or pants that do not have pockets.

27.4.4 BALL. Wilson Sporting (Youth) is the preferred official game ball (TDY-GST Leather or TDY Composite) and is to be used. If one team has a Wilson football and the other does not, the Wilson football will be used by both teams. If neither team has an Wilson football, then a ball meeting NFHS standards shall be used.

- **27.4.4.1 Official football size: HS= Regulation, JH= YOUTH (12-14),**

27.4.5 Players may wear gloves, elbow pads and knee pads. Braces with exposed metals are not allowed.

27.4.6 Players must wear mouthguards. Fang mouthguards are allowed but cannot be painted on "blood".

27.4.7 Players must remove all jewelry, hats and do-rags. Winter beanies are allowed.

27.4.8 Towels cannot be worn by any player.

27.5 FIELD *(see page 11)*

27.5.1 The field dimensions are 30 yards by 70 yards which includes two 10-yard end zones (50 yards playing field PLUS two (2) 10-yard end zones). The field includes:

27.5.1.1 A **Mid-Field line** (25-yard line).

27.5.1.2 Four (4) **No-Run Zones lines**

- One at each of the 20-yard lines (2)
- One at each of the 5-yard lines (2)

27.5.2 No-Run Zones are in place to prevent teams from conducting power run plays. While in the no-run zones (a 5-yard imaginary zone before midfield and before the end zone), teams cannot run the ball in any fashion. All plays must be pass plays, even with a handoff.

27.5.3 Stepping on the boundary line is considered out of bounds.

27.5.4 Each offensive team approaches only TWO no-run zones in each drive (one zone 5 yards from midfield to gain the first down, and one zone 5 yards from the goal line to score a TD).

27.5.5 TEAM BOXES. Team Boxes shall be marked on each side of the field between the 15 yd.-lines for use of coaches, substitutes, etc. affiliated with the team. All players and coaches **MUST BE WITHIN THIS AREA.**

27.6 ROSTERS Junior High Boys division will play 6v6, the Junior High Girls and High School division will play 5v5.

27.6.1 Teams must consist of at least:

27.6.1.1. Five (5) players for HS/JH Girls

27.6.1.2 Six (6) players for JH

27.6.2 Teams must start games with a minimum of five (HS) or six (JH) players. In the event of an injury, a team with insufficient substitute players may play with four players on the field but no fewer than four.

27.6 3 All Players are required to wear flags.

27.7 GAME TIME AND LATER ARRIVAL

27.7.1 The following CAA rules shall govern when a team arrives to the contest venue late:

27.7.1.1 10 minute grace period from posted game time

27.7.2 GAME TIMES.

27.7.2.1 JUNIOR HIGH

27.7.2.1.1 Games are scheduled for two (2) 25-minute halves.
27.7.2.1.2 Games will have a running clock.
27.7.2.1.3 Regular NFHS Timing Rules will apply for the final 1-minute of the 1st half and 2nd half.
27.7.2.1.4 In the event of an injury, the clock will stop then restart when the injured player is removed from the field of play.
27.7.2.1.5 Officials can stop the clock at their discretion.
27.7.2.1.6 Halftime is 5 minutes.

27.7.2.2 HIGH SCHOOL

27.7.2.2.1 **High School Boys** are scheduled for two (2) 20-minute halves. *(2018)* (Double header)
27.7.2.2.1.1 **High School Girls** are scheduled for two (2) 25 minute halves. (Single games)
27.7.2.2.2. Games will have a running clock.
27.7.2.2.3 Regular NFHS Timing Rules will apply for the final 1-minute of the 1st half and 2nd half.
27.7.2.2.3.1 PENALTY under a Minute: The offended team, whether accepted or not, has the option to start the clock on the snap.
27.7.2.2.4 In the event of an injury, the clock will stop then restart when the injured player is removed from the field of play.
27.7.2.2.5 Officials can stop the clock at their discretion.
27.7.2.2.6 Halftime is 5 minutes.
27.7.2.2.7 HS Boys - Doubleheader Games will have a MANDATORY 10-MINUTE break between games.

27.7.3 Teams will receive one warning before a delay-of-game penalty is enforced.

27.7.4 Each team has three 30-second timeouts per game

27.7.5 CAA will adhere to the following mercy rule:
27.7.5.1 There will be a running clock after a team takes a 35-point lead at any time during the game.

27.7.6 The Offense team has **25 seconds** to put the ball in play after the Ready for Play whistle.

27.8 OVERTIME

27.8.1 If the score is tied at the end of 50 minutes, an overtime period will be used to determine a winner. Overtime format is as follows:

27.8.1.1 A coin flip will determine the team that chooses to be on offense or defense first.
27.8.1.1.1 The referee will determine which end of the field the overtime will take place on.

27.8.1.2 Each team will take turns getting either:

27.8.1.2.1 ONE (1) play from the defense's 5-yard line for one point or
27.8.1.2.2 ONE (1) play from the defense's 10-yard line for two points.
27.8.1.2.3 Whether or not the team that begins on offense converts the team that started on defense gets a chance on offense to win or tie by converting a one- or two-point play of their own.

Example: Team A starts on offense and chooses to go for one point from the 5-yard line and is successful. Team B is then on offense and can choose to either go for one point from the 5-yard line to

tie and force a second round of overtime or to go for two points from the 10-yard line for the win.

a. If the second team on offense in an overtime round fails to beat or match the team that went first, the team that went first wins.

27.8.1.2.4 If a second (2nd) round of overtime must be played, the team that lost the coin toss will get to choose offense or defense for the start of the second round of overtime.

27.8.1.2.5 If a third (3rd) round of overtime must be played, the winner of the original coin toss will get to choose offense or defense. Both teams must **"go for two (2 points)" from the 10-yard line**.

27.8.1.2.6 The final points earned by the winning team in the final overtime will be added onto the winning team's total score. The losing team will not receive any additional points.

Example: End of regulation time, score is 14-14. Team A scores one point and Team B scored two points. Team B wins with a final score of 16-14. Points are only added to total score from the final round of overtime.

27.8.1.2.7 All regulation period rules and penalties are in effect.

27.8.1.2.8 **There are NO Timeouts in Overtime.**

27.9 SCORING

27.9.1 Touchdown: 6 points

27.9.2 PAT (point after touchdown) 1 point (5-yard line) or 2 points (10-yard line)

27.9.2.1 Note: 1-point PAT is pass only; 2-point PAT can be run or pass.

27.9.2.2. A team that scores a touchdown must declare whether it wishes to attempt a 1-point conversion (from the 5-yard line) or a 2-point conversion (from the 10-yard line).

27.9.2.3. Any change, once a decision is made to try for the extra point, requires a charged timeout. A decision cannot be changed after a penalty.

27.9.2.4 Interceptions on conversions CANNOT be returned.

27.9.3 Safety: 2 points

27.9.3.1 A safety occurs when the ball-carrier is declared down in his/her own end zone. Runners can be called down when their flags are pulled by a defensive player, a flag falls out, they step out of bounds, their knee or arm touches the ground, a fumble occurs in the end zone or if a snapped ball lands in or beyond the end zone.

27.9.3.2 The Defense team that earned the Safety, will now be on offense at their own 5-yard line.

27.9.4 Forfeits are scored 6-0 for the winning team.

27.9.5 MERCY RULE. If a team is winning by 42+ points, the following rules will apply:

27.9.5.1 Score at this time will be FINAL No scoring will be kept going forward. Host school shall enter score at the time the Mercy Rule goes into effect (ie 42-0, 48-6, etc).

27.9.5.2 Time will be reduced to 20 minutes for each half (instead of 25 minutes).

27.9.5.3 If the winning team intercepts the ball, the play is DEAD at the point of the interception.

27.9..4 The losing team will begin their initial possession at their own 20-yard line (instead of the 5-yard line)

27.10 LIVE BALL/DEAD BALL

27.10.1 The ball is live at the snap of the ball and remains live until the official whistles the ball dead.

27.10.2 The official will indicate the neutral zone and line of scrimmage.

27.10.2.1 It is an automatic dead ball foul if any player on defense or offense enters the neutral zone. In regard to the neutral zone, the official may give both teams a "courtesy" neutral zone notification to allow their players to move back behind the line of scrimmage.

27.10.3 A player who gains possession in the air is considered inbounds as long as one foot comes down in the field of play.

27.10.4 The defense may not mimic the offensive team signals by trying to confuse the offensive players, while the quarterback is calling out signals to start the play. This will result in an unsportsmanlike conduct penalty.

27.10.5 Substitutions may be made on any dead ball.

27.10.6 Play is ruled "dead" when:

a. The ball hits the ground.

i. If the ball hits the ground as a result of a bad snap, the ball is then placed where the ball hit the ground.

b. The ball-carrier's flag is pulled.

c. The ball-carrier steps out of bounds.

d. A touchdown, PAT or safety is scored.

e. The ball-carrier's knee or arm hits the ground.

f. The ball-carrier's flag falls out.

g. The receiver catches the ball while in possession of one or no flag(s).

h. The 7 second pass clock expires.

i. Inadvertent whistle.

27.10.7 FUMBLES: There are no fumbles. Backward passes, pitches and laterals are considered fumbles. The ball is spotted where the ball-carrier's feet were at the time of the fumble.

27.11 INADVERTENT WHISTLE.

In the case of an inadvertent whistle, the offense has two options:

a. Take the ball where it was when the whistle blew, and the down is consumed.

b. Replay the down from the original line of scrimmage.

27.12 RUNNING

27.12.1 The ball is spotted where the runner's feet are when the flag is pulled, not where the ball carrier has the ball. Forward progress will be measured by the player's **FRONT FOOT.**

27.12.2 The quarterback **CANNOT** directly run with the ball. The quarterback is the offensive player who receives the snap.

27.12.3 Only ***direct handoffs*** behind the line of scrimmage are permitted. Handoffs may be in front, behind or to the side of the offensive player but must be behind the line of scrimmage. The offense may use multiple handoffs.

27.12.3.1 "Center sneak" is not allowed.

27.12.3.2 The QB is not allowed to handoff to the center on the first handoff of the play.

27.12.4 Absolutely NO laterals of any kind. Backward passes, pitches and laterals are considered FUMBLES.

27.12.5 No-run Zones are located 5 yards before each end zone and 5 yards on either side of midfield are designed to avoid short-yardage power-running situations. Teams are not allowed to run in these zones if the subsequent line is LIVE. (Reminder: each offensive team approaches only **TWO (2) no-run zones** in each drive – one 5 yards from midfield to gain the first down and one 5 yards from the goal line to score a TD).

27.12.6 Any player who receives a handoff can throw the ball from behind the line of scrimmage and the 7-second rule is NO LONGER in effect.

27.12.7 Once the ball has been handed off in front, behind or to the side of the quarterback, all defensive players are eligible to rush.

27.12.7 Runners may not leave their feet to advance the ball. Diving, leaping or jumping to avoid a flag pull is considered flag guarding.

27.12.8 Spinning is allowed, but players cannot leave their feet to avoid a flag pull.

27.12.8.1 Players spinning out of control will be called for flag guarding.

27.12.9 Runners may leave their feet if there is a clear indication that he/she has done so to avoid collision with another player without a flag guarding penalty enforced.

27.12.10 No blocking or "screening" is allowed at any time.

27.12.11 Offensive players without the ball must stop their motion once the ball has crossed the line of scrimmage. No running with the ball-carrier.

27.12.12 Flag obstruction – All jerseys MUST be tucked in before play begins.

27.12.12.1 The flags must be on the player's hips and free from obstruction

27.12.12.2 Deliberately obstructed flags will be considered flag guarding.

27.13 PASSING

27.13.1 All passes must be from behind the line of scrimmage, thrown forward and received beyond the line of scrimmage.

27.13.1.1 All passes including shovel passes that do not cross the line of scrimmage, whether received or not, are illegal forward passes.

27.13.1.2 The quarterback may throw the ball away to avoid a sack.

27.13.2 The quarterback has a seven-second "pass clock." If a pass is not thrown within the seven seconds, the play is dead, the down is consumed, and the ball is returned to the line of scrimmage. Once the ball is handed off, the 7-second rule is no longer in effect.

27.13.3.1 If the QB is standing in the end zone at the end of the 7-second clock, the ball is returned to the line of scrimmage (LOS).

27.14 RECEIVING

27.14.1 All players are eligible to receive passes (including the quarterback if the ball has been handed off behind the line of scrimmage).

27.14.2 Only one player is allowed in motion at a time. All motion must be parallel to the line of scrimmage and no motion is permitted toward the line of scrimmage.

27.14.3 A player must have at least one foot inbounds when making a reception.

27.14.4 In the case of simultaneous possession, possession is awarded to the offense.

27.14.5 Interceptions change the possession of the ball at the point of interception. Interceptions are the only changes of possession that do not always start on the 5-yard line. *(See Interceptions under Defense, pg. 8)*

27.14.6 Interceptions are returnable but not on conversions after touchdowns.

27.15 RUSHING THE PASSER

27.15.1 All players who rush the passer must be a minimum of seven yards from the line of scrimmage when the ball is snapped. Any number of players can rush the quarterback. Players not rushing the quarterback can defend on the line of scrimmage.

27.15.2 Once the ball is handed off, the seven-yard rule no longer is in effect and all defenders may go behind the line of scrimmage.

27.15.3 A special marker, or the referee, will designate a rush line seven yards from the line of scrimmage. Defensive players should verify they are in the correct position with the official on every play.

27.15.3.1 A legal rush is:

27.15.3.1.1 Any rush from a point 7 yards from the defensive line of scrimmage.

27.15.3.1.2 A rush from anywhere on the field AFTER the ball has been handed off by the QB.

27.15.3.1.3 If a rusher leaves the rush line early (breaks the 7-yard area), they may return to the rush line, reset and then legally rush the quarterback.

27.15.3.1.4 If a rusher leaves the rush line early and the ball is handed off before he/she crosses the line of scrimmage, he/she may legally rush the quarterback.

27.15.3.2 A penalty may be called if:

27.15.3.2.1 The rusher leaves the rush line before the snap and **crosses** the line of scrimmage before a handoff or pass – ***illegal rush*** (5 yards from the line of scrimmage and first down). Player may "re-reset" by returning to rush line and then rushes.
27.15.3.2.2 Any defensive player crosses the line of scrimmage before the ball is snapped – ***offsides*** (5 yards from line of scrimmage and first down).
27.15.3.2.3 Any defensive player not lined up at the rush line crosses the line of scrimmage before the ball is passed or handed off – ***illegal rush*** (5 yards from the line of scrimmage and first down).

27.15.3.3 Special circumstances:
27.15.3.3.1 Teams are not required to rush the quarterback with the seven (7)-second clock in effect.
27.15.3.3.2 Teams are not required to identify their rusher before the play.

27.15.4 Players rushing the quarterback may attempt to block a pass; however, NO contact can be made with the quarterback in any way. Blocking the pass or attempting to block the pass and then making contact with the passer will result in a roughing the passer penalty.

27.15.5 The offense cannot impede the rusher in any way. The rusher has the right to a clear path to the quarterback, regardless of where they line up prior to the snap. If the "path or line" is occupied by a moving offensive player, then it is the offense's responsibility to avoid the rusher. Any disruption to the rusher's path and/or contact will result in an impeding the rusher penalty. If the offensive player does not move after the snap, then it is the rusher's responsibility to go around the offensive player and to avoid contact.

27.15.6 A sack occurs if the quarterback's flags are pulled behind the line of scrimmage. The ball is placed where the quarterback's feet are when the flag is pulled.
27.15.6.1 A safety is awarded if the sack takes place in the offensive team's end zone.

27.16 FLAG PULLING

27.16.1 A legal flag pull takes place when the ball-carrier is in full possession of the ball.
27.16.2 Defenders can dive to pull flags but cannot tackle, hold or run through the ball-carrier when pulling flags.
27.16.3 It is illegal to attempt to strip or pull the ball from the ball-carrier's possession at any time.
27.16.4 If a player's flag inadvertently falls off during the play, the player is down immediately upon possession of the ball and the play ends.
27.16.5 If a player has no flags and gains possession of the ball, the player is down immediately upon possession.
27.16.6 A defensive player may not intentionally pull the flags off of a player who is not in possession of the ball.
27.16.7 Flag guarding is an attempt by the ball-carrier to obstruct the defender's access to the flags by stiff arming, dropping the head, hand, arm or shoulder or intentionally covering the flags with the football jersey.

27.17 FORMATIONS

27.17.1 Offenses must have a minimum of one player on the line of scrimmage (the center) with the quarterback in the backfield. **The remaining 4 players are considered OFF-THE-LINE OF SCRIMMAGE.**
27.17.1.1 One player at a time may go in motion 1-yard behind and parallel to the line of scrimmage.
27.17.1.2 No motion is allowed toward the line of scrimmage.
27.17.2 Movement by a player who is set or a player who runs toward the line of scrimmage while in motion is considered a **FALSE START (play is blown dead and penalty is enforced).**
27.17.3 The center must snap the ball with a rapid and continuous motion between his/her legs to a player in the backfield, and the ball must completely leave his/her hands.

27.18 DEFENSE

27.18.1 Defensive Players CANNOT bump or jam receivers at the line of scrimmage.

27.18.2 INTERCEPTIONS. Interceptions that occur between the 5yd line and the end of the end zone and the defensive player either falls or is de-flagged in this area, the ball will be spotted at the 5 yd line *(going out)*
27.18.3 LAST MAN. It will be considered a penalty should the LAST eligible defensive player (no other defensive players around) pushes the ball carrier out of bounds or tackles the ball carrier in an apparent act to prohibit a touchdown. The penalties for this infraction are:
27.18.3.1 Offensive Team will be awarded a touchdown.
27.18.3.2 Offensive Team will have the choice to have their PAT at either 2 ½ yd line (1 pt) or 5 yd line (2 pts)
27.18.3.3 Offending Team will start their initial possession at the 2 ½ yd. line
27.18.3.4 Offending Players may be ejected due to unsportsmanlike acts.

27.19 UNSPORTSMANLIKE

27.19.1 If the referee witnesses any acts of intentional tackling, elbowing, cheap shots, blocking or any unsportsmanlike act, the game will be stopped and the player will be ejected from the game. The decision is made at the referee's discretion. No appeals will be considered. FOUL PLAY WILL NOT BE TOLERATED!

27.19.2 Offensive or confrontational language is not allowed. Officials have the right to determine offensive language. If offensive or confrontational language occurs, the referee will give one warning. If it continues, the coach or the player can be ejected from the game.

27.19.3 Coaches or players may not physically or verbally abuse any opponent, coach or official.
27.19.4 Ball-carriers MUST make an effort to avoid defenders with an established position.
27.19.5 Defenders are not allowed to run through the ball-carrier when pulling flags.
27.19.6 Fans must also adhere to good sportsmanship as well:
27.19.6.1 Yell to cheer on your players, not to harass officials or other teams.
27.19.6.2 Keep comments clean and profanity free.
27.19.6.3 Compliment ALL players, not just one child or team.
27.19.7 Unsportsmanlike conduct penalties:
27.19.7.1 Defense + 10 yards from the line of scrimmage and automatic first down.
27.19.7.2 Offense - 10 yards from the line of scrimmage and loss of down.
27.19.7.3 Two unsportsmanlike penalties is an automatic ejection.

27.20 PENALTIES

27.20.1 All penalties will be assessed from the line of scrimmage, except as noted. (Spot fouls)
27.20.2 Only the team captain or head coach may ask the referee questions about rule clarification and interpretations.
27.20.3 Game may not end on a defensive penalty unless the offense declines it.
27.20.4 Penalties are assessed live ball then dead ball. Live ball penalties must be assessed before play is considered complete.
27.20.5 Penalties will be assessed half the distance to the goal when the penalty yardage is more than half the distance to the goal.

27.20.1 Defensive Penalties

Illegal Flag Pull (before receiver has the ball)	*5 yards from LOS & automatic 1st down*
Illegal Rush (starting rush inside 7 yd. marker and crossing LOS, Live Ball foul)	*5 yards from LOS & automatic 1st down*
Offside	*5 yards from LOS & automatic 1st down*
Bumping or Jamming receiver at LOS	*5 yards from LOS & automatic 1st down*
Roughing the Passer	*INCOMPLETE: 5 yds. from LOS & automatic 1st down* *COMPLETED: 5 yds. from end of play & automatic 1st down.*
Taunting	*5 yards from LOS & automatic 1st down*

Unnecessary Roughness	*10 yards & automatic 1st down*
Unsportsmanlike Conduct	*10 yards & automatic 1st down*
LAST MAN (pg. 8 – Defensive)	• *Automatic Touchdown* • *½ the distance for PAT attempt* • *Offending team starts their possession at the 2 ½ yd. line.* • *Offending player may be ejected.*

27.20.2 Defensive SPOT Fouls

Holding	*Automatic 1st Down*
Defensive Pass Interference	*Automatic 1st Down* *If in the end zone, the ball will be placed at 2-yd. line, automatic 1st down*
Stripping	*10 yards & automatic 1st down*

27.20.3 Offensive Penalties

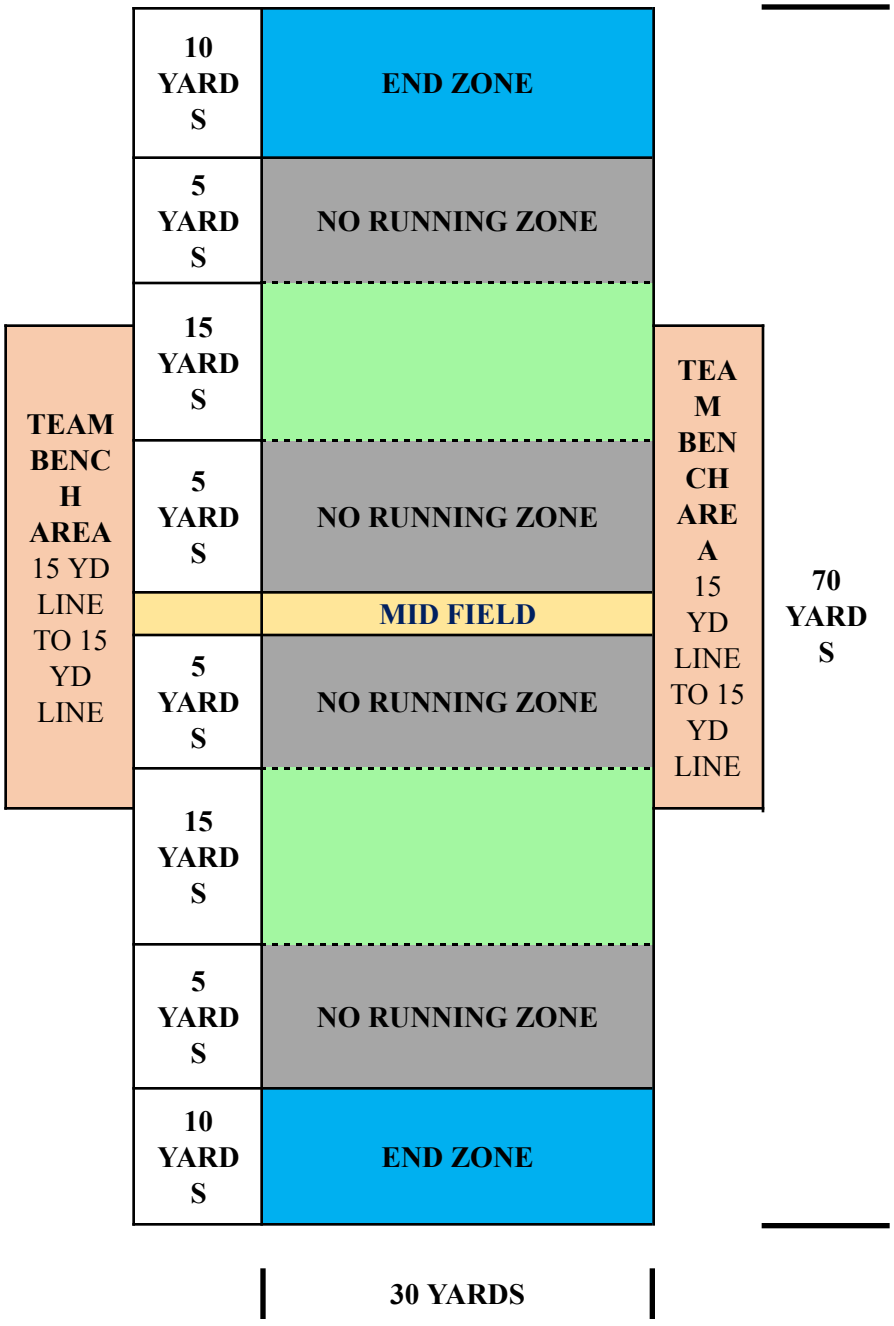
Delay of Game	*5 yards from LOS & Loss of Down*
Illegal Forward Pass (Any pass received or lands behind the line of scrimmage or throwing a pass after crossing the line of scrimmage)	*5 yards from LOS & Loss of Down*
Illegal Motion (more than 1 person moving)	*5 yards from LOS & Loss of Down*
Impeding the Rusher	*5 yards from LOS & Loss of Down*
Offside/False Start	*5 yards from LOS & Loss of Down*
Offensive Pass Interference	*5 yards from LOS & Loss of Down*
Unsportsmanlike Conduct	*10 yards from end of play & Loss of Down*

27.20.4 Offensive SPOT Fouls

Charging	*10 yards & Loss of Down*
Flag Guarding (Diving, leaping or jumping)	*10 yards & Loss of Down*
Running with ball (in No-Run Zone)	*10 yards & Loss of Down*
Screening & Blocking	*10 yards & Loss of Down*
Unnecessary Roughness	*10 yards & Loss of Down*

27.21 FIELD DIAGRAM

70 YARDS X 30 YARDS



RECOMMENDATIONS:

- Use white paint for the mid-field line, sidelines and end zone lines.

- Use a different color paint to mark the beginning of the NO-RUN zones. (hash lines in diagram)

- Use same colored cones to identify end zones and mid-field. (10 cones, 4 for each end zone, 2 @ midfield)

- Use a different colored cone to mark the beginning of the NO-RUN zones. (8 cones)

27.22 ELEMENTARY LEAGUE RULES

27.22.1 This league will follow the above junior high rules with the following exceptions:

27.22.1.1 2 - 20-minute halves
27.22.1.2 5 min. half time
27.22.1.3 Junior size football
27.22.1.4 No postseason State Tournament