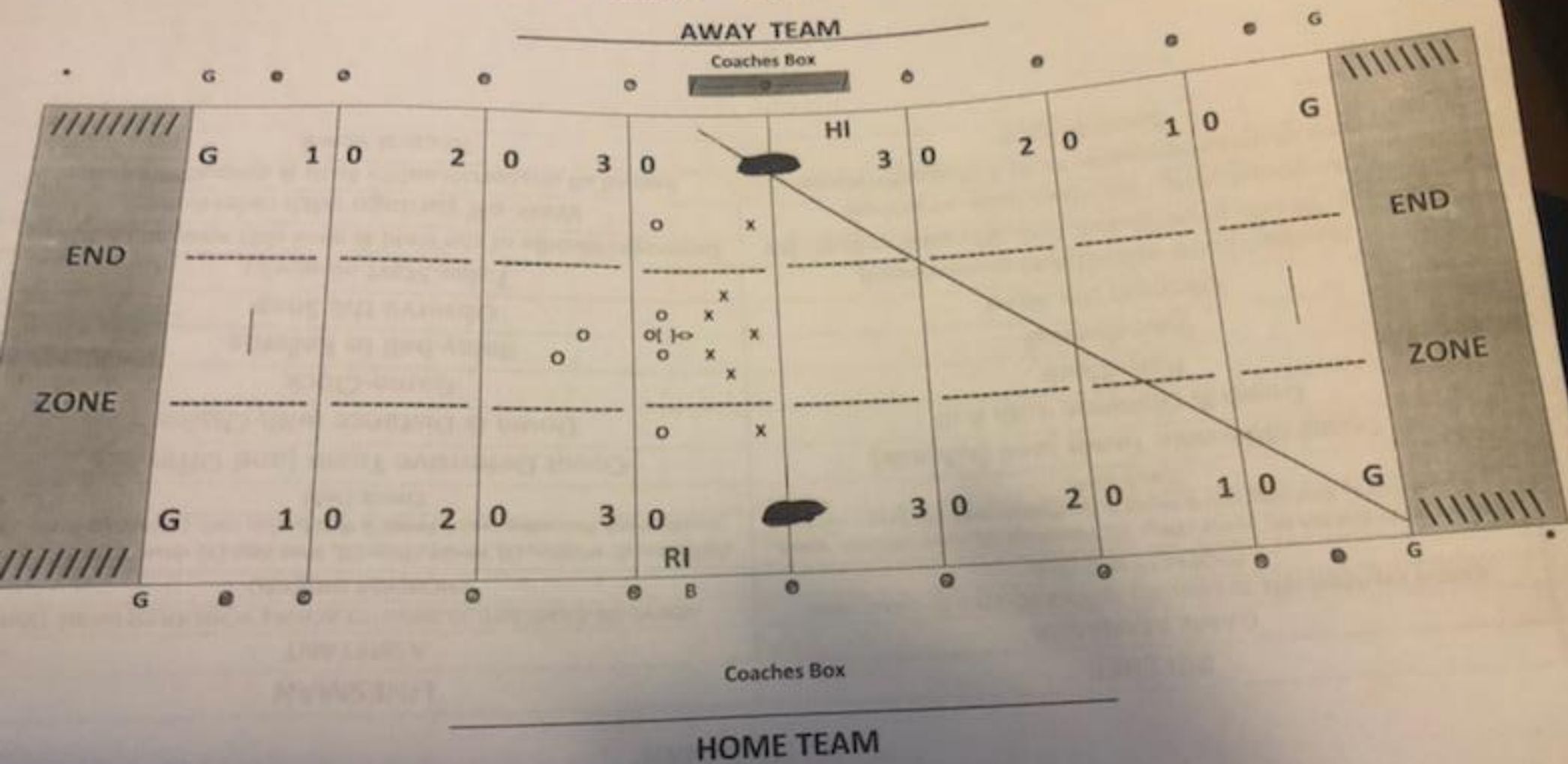


Officials' Positions "Flag Football Two-Man"



American Youth Officials
 Game Officials' Responsibilities
 "FLAG TWO-MAN"

REFEREE	LINESMAN
GAME MANAGER	ASSISTANT
ARRIVE ON GAME SITE 30 MINUTES BEFORE SCHEDULED GAME TIME	ARRIVE ON GAME SITE 30 MINUTES BEFORE SCHEDULED GAME TIME
PROPERLY DRESSED	PROPERLY DRESSED
Equipment: Whistles (2), Penalty Flags (2), Bean Bags (2), down indicator, Watch (count down), Recording card & Pencil & Notification card. (Referee - coin)	Equipment: Whistles (2), Penalty Flags (2), Bean Bags (2), down indicator, Watch (count down), Recording card & Pencil & Notification card. (Linesman-chain clip)
Check Field	Check Field
Count Offensive Team (and Defense)	Count Defensive Team (and Offense)
Down & Distance with Ball	Down & Distance with Chains
Play-Clock	Game-Clock
Spot the Ball	Relay ball to Referee
Observe the Snap	Observe the Snap
Neutral Zone Infractions (Encroachment)	False Start (receivers)
Coverage: Middle of the Field & near side zone to Goal Line	Coverage: Middle of the Field & near side zone to End Zone
Administering Penalties (walk- off yardage)	Walk-off yardage with referee
Record all unsportsmanlike fouls & disqualifications	Record all unsportsmanlike fouls & disqualifications
Record Score	Record Score

PSAL FLAG FOOTBALL
General Game Rules and Enforcement Penalty

General Game Rules

- Field is 35 YDS Wide and 80 YD Long
- Cones place every 10-yard from end zone to end zone plus 5 yard line cone will indicate going for 1 during extra point.
- Ball starts on the 10yard line.
- Entire Game Clock is 25min per half
- Clock stops on a time out, TD and penalty
- Last 2-min of each halves pro-clock
- Game starts at 4:30pm unless the league and coaches agree for a change time and will provide us with advance notice.
 - Officials must be present 30-min before the game.

Game Format: 7 vs 7

- (New): Defense must line up 1 additional yard from the line of scrimmage. Creating a bigger neutral zone. Use additional marker (home teams will be notified to have a cone disk available if needed.)
- Snap-Center must snap between legs, QB Must be 2-yard behind line of scrimmage (shotgun).
- Starting Game: Team must have 10 players **dress to play the game**
- (New) 3-Timeouts per halves
- First Down is every 10-yard line
- 4th down teams must declare go or kick, If punting kicking team line must be line up Within 1yrd of line scrimmage punter must be 5yrd from the line of scrimmage
 - Receiving team must have 3 players within 1yrd of line of scrimmage when the ball kick once the ball touches the ground either bad snap, kicker drops the ball or kick touches the ground before caught that is the spot where the offense gets ball.

Blocking

- No blocking Beyond the line of scrimmage
- Behind line of scrimmage

- blocker can shuffle feet to impede pass rusher. Cannot use hands to block.
- Arms can be place behind or cross chest.

Overtime (College Football Format)

- Coin Toss visiting team calls
- Winner choose to start on offense or defense. Round 1 Each team has opportunity to play offense. Round 2 if needed reverse order.
 - 1st and Goal from the 10-yard line (One team will have 4 downs to score)
 - 1 extra time out for Overtime Period no carry over

Prior to Start the game: penalty

- 15-yard penalty for wrong color shorts or socks administered on 1st Defensive Series
- (New), Jersey Numbers are not display on both sides. After week 3, 15 yard penalty will be administered on defensive series and 2 time outs will be remove from both halves .
- Not in proper uniform (Shirt,-Shorts-Spandex) = CANNOT PLAY
- At least 1 AED Unit Present (Game cannot play)
- All Players Must have Mouth Pieces

Other

Bench Area 20 yard to 20 yard.
Flag Belts are Sonic Pop out flags

Offensive Team
At least 4 Players have
to be on the line for
the offense.

OFFENSIVE Penalties

5 Yards Line of Scrimmage Repeat Down

- Delay of game
- False Start, Illegal Motion, Illegal Shift
- Illegal Formation
- Improper Equipment
- Snap Infraction
- To many players on field

5-Yard Spot Foul Enforcement, Loss of Down

- Diving, Sliding
- Hurdling

10-Yard, Line of Scrimmage, Loss of Down

- Offensive Pass Interference
- Intentional Grounding
- Tying Flag

10-Yard Spot Foul Enforcement

- Blocking
- Charging into Defensive Player
- Illegal Picks
 - Flag Guarding, Stiff Arm (Loss Down)
 - Holding The Flag (Loss Down)
 - Illegal Forward Pass (Loss Down)

15-Yard Penalty

- Unsportsmanlike Conduct (Possible Ejection)
- Fighting (Ejection)

Defensive Penalties

5-Yard Penalty (Line Scrimmage)

- Improper Equipment
- Too many players
- Off-Sides

5-yard spot (foul, Offense has option of taking play or yards from the spot of the foul and repeat down)

- -Holding the ball carrier

10-Yards End of play or line of scrimmage

- -Grabbing Flag off receiver before possession
- -Illegal Contact

10 Yard Spot of foul or end of play 1st down

- Pushing Out Bounds
- Roughing the QB
- Tripping
- Tackling
- Unnecessary Roughness

15 Yard Penalty Automatic 1st Down.

- Passing Interference
- Unsportsmanlike Conduct
- Fighting (Ejection)