

Pepperdine University Flag Football

Intramural Officials Football Training 2015

Game and Player Equipment:

- No: Jewelry, metal cleats, jerseys not tucked in.
- Beware of any protective brace.

Play and Time of the Game:

- Seven players, offense and defense.
- Four periods – 12 minutes, each team will change goals after each period.
- Ball is marked on the 14 yard line to start the 1st and 3rd periods.
- Two minute warning at the end of 2nd and 4th periods.
- Three time-outs per half (One minute)
- Half Time: 5 Minutes.
- Overtime Intermission : 3 Minutes – 1 Timeout allotted.

Overtime:

- After the coin toss, each team will begin play first and goal from the 10 yard line.
- Each team will have four plays to score a touchdown.

Zones of Play:

- Goal line
- 20yrd mark
- 40yrd mark
- 20yrd mark
- Goal line
- Each are first downs, touchdown, safeties

Timing of the Game:

Jerseys:

- Jerseys must be contrasting and separate in color.
- Tucked in.
- Flags: Easy to pull.

Ball Spotter (Every Play):

- Offensive line of scrimmage marker and defensive line of scrimmage marker (One yard apart: Referee marks this on every play, however he may ask for the players assistance).

Passing:

- All forward passes must be behind line of scrimmage.
- All backwards passes and laterals are legal, even downfield.
- Note: There are no fumbles. Ball is dead when it hits the ground.
- Ball is dead if passer is de-flagged prior to letting go of the ball. Ball is spotted at the point where flag was pulled.
- Protect the quarterback. Defense cannot touch the quarterback at any time, except when attempting to de-flag.
- One foot required in bounds for legal catch.
- Player can be kneeling and catch a pass.
- Players cannot voluntarily leave the field then catch a pass.
- Offensive or defensive pass interference is contact by either player while the ball is in flight
- Face guarding is pass interference even when contact is not made.
- There is no five-yard contact zone for defenders and receivers.
- It is illegal for defender to pull a flag when offense does not have ball.

Screening / Blocking:

- Zero tolerance for physical contact by defense of offense. (Penalty: Illegal Contact – 10 yards).
- Screeners / blockers must have hands at their sides or backs at all times.

Running the Ball:

- Spot enforcement: Ball is dead and spotted at the point where the runner is de-flagged.
- Fumbles are always a dead ball.
- No stiff arming, charging, or hurdling, or flag guarding by the runner.
- Defense cannot attempt to strip the ball - must always attempt to pull the flag
- Players can hand the ball forward or backward on any part of the field.

Punts:

- All punts must be declared to the referee on fourth down.
- Nether kicking or receiving team may advance until ball has been kicked.
- Punters must kick from the spot they receive the ball (No rugby-style punting).
- Punts may be returned by the receiving team from anywhere on the field.

Touchdowns:

- All flags must be inspected after a touchdown. (Tell the player to take their flag off. Any attempt by the offensive player to tie or obstruct their flag is a personal foul and possible ejection.)
- Point after touchdown options:
 - 1 Point: Three yard line
 - 2 Point: 10 yard line
 - 3 Point: 20 yard line
 - Note: Interceptions by the defense on a try after touchdown can be returned for a touchdown. *Three points* are awarded to the defense.

Safeties and Touchbacks:

- Runner is de-flagged in the end zone.
- Ball is snapped or fumbled in the end zone.
- Intercepting player may advance ball out of the end zone.
- Interceptions in the end zone that are not advanced are a touchback and ball is spotted at the 14 yard line with a new set of downs for the intercepting team.

Unsportsmanlike Conduct:

- Throwing a flag in an unsportsmanlike manner.
- Taunting an opponent.
- Intentionally kicking the ball.
- Spiking or excessive celebration.
- Excessive arguing of an official's decision.
- Zero tolerance for profanity, or unsportsmanlike gestures.
- Fighting, threatening to fight, or entering the field during a fight.
- Captains are responsible for the conduct of the players.
- Two unsportsmanlike conduct penalties against one player is an ejection.

Officials Equipment:

- Fox 40 whistle and lanyard.
- Two yellow flags.
- Nylon down indicators.
- Bean Bags.
- Cones for marking line of scrimmage.
- Game Cards for marking score and timeouts.
- Penalty enforcement card.
- Two sided coins.
- Wristwatch with Timer for back judge to time the game. (Can be purchased at Walmart for \$10.)

Officials Communication:

- Assist with line of scrimmage player alignment (Line Judge).
- Watch for illegal shift (Two players shifting at the same time (Line Judge).
- Neutral Zone Infraction (Line Judge).
- Play clock and game clock (Back Judge).
- Keep flow of game (All officials: Example: Retrieving ball out of bounds).

Verbal and Non Verbal Communication:

- Be polite.
- Get respect.
- Be a good listener - talk low and slow.
- Can't misquote silence.
- Defuse NOT Incite.

Coin Toss:

- Three minutes prior to game.
- Referee in charge of toss with two-sided coin.
- Visiting team call the toss.
- Choices: Offense, Defense, or Defer.

Mechanics and Fundamentals:

- Whistle sharp and crisp (Patience, Patience, Patience!).
- Good hand signals: At the end of every play there is a hand correct hand signal mechanic (See handout for proper signals).

Two Minute Warning: Clocks Stops When:

- Incomplete pass.
- Player with ball is out of bounds.
- Time-outs (Three per half allotted).
- Scoring Plays.
- Change of possession.
- Penalties.

Officials: On Field Positioning:

Referee:– Behind line of scrimmage 10 yards.

- Setting the ball spotters one yard apart.
- Verifying down of play with line judge.
- Mark the ready for play (25 second is allowed between plays).

- Watch for dead ball on snaps.
- Observe defensive and offensive line ensuring they do not make contact.
- Don't get run over, keep your distance!
- Mark forward progress on plays behind line of scrimmage.
- Referee keeps play clock (Back judge keeps game clock).
- Follow the quarterback.
- Keep eyes on passer at all times (He is your primary responsibility).
- Observe forward or backward pass.

Back Judge: - Side of field opposite line judge, 15 – 17 yards from line of scrimmage - three to five yards from the sideline.

- Signal the down of every play.
- Checking game time (Primary responsibility).
- Count defensive players every play.
- Watch all blocking.
- Positioning: Stay deeper than the furthest player downfield.
- Mark forward progress in plays in your zone.
- Watch for illegal contact, including offensive or defensive pass interference.
- The passer's eyes will tell you where the pass is going.
- Work with other officials to verify "catch or no catch."
- Always be aware of unsportsmanlike conduct. Never take your eyes off the players.

Line Judge:- Side opposite referee on the sideline in the neutral zone

- Count offensive players (Back Judge counts defense)
- Read run or pass
- Watch for illegal contact by blockers, screeners and receivers
- Signal for backward pass and lateralling
- Signal out of bound ball carriers

Goal Line Plays

- Back judge stands on the end line when the ball is in the Red Zone from the 10 yard line, in
- Line Judge always goes to the goal line from the 10 yard line going in to rule on plays at the goal line.
- Line judge has responsibility for spotting the ball on all plays.
- Indicate scores with strong whistle and touchdown mechanic.
- Explain extra point options to the scoring team's captain (3, 10, or 20-yard line). Then announce it to all players on the field. Then spot the ball.

Punting

- Back Judge positions himself two yards behind and ten yards wide of the deepest kick returner
- Referee verify with offense on fourth down whether the offense will punt. Then verbalizes and signals (raising of the leg) to all players and officials.
- Stay behind scrimmage line until ball is punted.
- Back judge spots punts that are out of bounds.
- Watch for contact in the middle of the field.
- Spot ball / forward progress accurately.

Enforcements - Definitions and Terms:

Dead Ball Fouls:

- Occur after the whistle has stopped play and prior to the snap of the next down.
 - Example: Encroachment: Crossing the neutral zone by the defense prior to the snap.

Live Ball Fouls:

- Fouls that occur after the snap of the ball. (Example: Pass Interference by either by offense or defense.

Penalty Enforcements:

- This is the advanced level of officiating football. Knowledge of how and where to enforce and penalty take time and experience (We will be giving you “Enforcement Help Sheets.”)

Definitions (Where do we spot the ball before enforcing the foul?):

- Previous Spot: Where the ball was last snapped.
- Spot of the Foul: Where the foul occurs.
- End of Run: Ball becomes dead or there has been a loss of possession.
- Succeeding Spot: Where the ball would have been had their not been a foul.

Loss of Down Fouls:

- Illegal backward pass.
- Illegal forward pass.
- Forward pass interference.
- Illegally secured flag belt by the offense.

Automatic First Down Fouls:

- Forward pass interference.
- Roughing the passer.
- Illegally secured flag belt by the defense.

The Four Ws of Communicating a Penalty:

1. **Who fouled** - offense or defense?
2. **What was the foul?**
3. **Where was the spot of the foul?**
4. **When did the foul occur?**
 - Take your time to think it through. Ask questions from fellow crew members so we get it right.

Two Fouls that Cannot Be Declined:

1. Player disqualification.
2. Forfeiture of game.

Fouls Before the Snap: Acronym = F.I.E.L.D.:

1. **False start** (Example: Offense leaves neutral zone prior to the snap.
2. **Illegal Snap:** (Moving the ball with the intent of drawing the defense off-sides).
3. **Encroachment:** Defense moves into the neutral zone prior to the snap.
4. **Leaving the field** to the wrong sideline or end line.
5. **Delay of game:** 25 seconds once the ball has been readied by the referee.

The Correct Action of the Official on Fouls Prior to the Snap:

- Blow whistle firmly.
- Throw flag high into the air.
- Stop the play.
- Enforce the penalty from the previous spot.

Fouls Simultaneous to the Snap:

- **Illegal Motion:** Offense moves downfield prior to the snap.
- **Illegal Substitution:** Substituting a player once all players are ready for the snap.
- **Illegal Shift:** Two players in motion at the same time.
- **Illegal formation:** Not having minimum number of players on line of scrimmage (4).
- **Illegal Participation:** More than seven players on the field.
- **Illegal Snap:** Player receiving the snap must be at least two yards behind the line of scrimmage.
 - **Enforce these penalties from the previous spot (5 Yards)**

Basic Rule of Enforcement:

- When offense fouls the enforcement is from the previous spot (“Stiffing the Offense”).

Double Fouls:

- Both teams commit live ball fouls.
- Enforcement: Penalties offset – replay the down.

Multiple Fouls:

- Two or more fouls committed by the same team.
- Only one foul may be chosen.
- Exception: When a live ball and a dead ball foul occur against the same team both penalties are enforced.

Running Plays:

- When the offense fouls downfield enforce the penalty from the previous spot.
- Note: If defense commits a dead ball foul after forcing a turnover the penalty is enforced, but they retain the ball. It is first down and line to gain.

Fouls Involving the Line to Gain:

- New set of downs is given to the offense if the penalty causes the ball to be marked at or across the line to gain.
- On fourth down, the offense commits an illegal forward pass beyond the line of scrimmage, the enforcement is a loss of down and the defense takes over first down, line to gain.

Fouls During Scoring Plays

- **Fouls on the Defense:**
 - Results in a score - foul is enforced from the succeeding spot.
 - Penalty is half the distance to the goal for the try after touchdown.
- **Fouls on the Offense:**
 - Nullifies the score – Penalty is enforced from the previous spot.
 - Dead ball foul on the offense after a score is enforced from the succeeding spot.

Fouls in the End Zone:

- If the offense commits a foul in its own end zone the result is a safety.
- If the defense commits a foul in the end zone the enforcement is from the goal line and the down is replayed.