TEXAS AMATEUR ATHLETIC FEDERATION

ADULT 8/8 Flag Football

State Tournament:	**Men's 8/8 "A" & "B"**	**Waco – December 1-2, 2018**
	Men's 8/8 "A" & "B"	**Friendswood – December 7-8, 2019**

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T.A.A.F. Flag Football Rules – Men's 8/8

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PLEASE READ ALL RULES –THERE ARE IMPORTANT ARTICLES PERTAINING TO AGE DETERMINATION DATES, REGISTRATION DEADLINE DATES AND FEES.

The following rules and regulations apply to all sports and all participants must meet these requirements. Unless a rule specifically names an exception for one of the divisions (member city, independent, affiliate, etc.), the following Sports General Regulations pertain to all teams and participants. See the specific sports sections for any special regulations that may exist.

ARTICLE 1 RETURNING TEAMS

1.1 All T.A.A.F. team champions (except youth basketball) shall be eligible to return to state tournament as defending champions provided they have not been reclassified and have the following minimum returning players:

SOFTBALL SLOW PITCH	10 PLAYERS
SOFTBALL FAST PITCH	9 PLAYERS
FLAG FOOTBALL	6 PLAYERS
BASKETBALL	4 PLAYERS
VOLLEYBALL	4 PLAYERS

ARTICLE 8 FLAG FOOTBALL – MEN'S 8/8

8.1 No player signed after November 1 shall be eligible to compete in regional or state championship games.

8.2 The regular playing roster shall not exceed twenty (20) players, including a playing manager.

8.3 No player shall be permitted to play T.A.A.F. flag football if he is presently or has, during the current season, been a member of any semi-professional, varsity high school, junior varsity, B team, 9th grade or college football team. Professional players are prohibited from playing as defined under General Regulations.

NOTE: The protesting individual(s) bear the entire burden of proof regarding a player's participation as a member of a professional team. The T.A.A.F. state commissioner has the final authority to accept or reject the protesting individual(s) "proof".

8.4. The state tournaments will be double elimination tournaments.

8.5. Playing rules shall be those adopted by the Texas Amateur Athletic Federation. The rules approved at the annual meeting will be effective the following calendar year.

8.6 In August of each year the state commissioner will mail playing rules for the current flag football season to all member cities that register teams and to all flag football officials.

8.7 FLAG FOOTBALL – State Tournament Classifications

.01 CLASS "A" Team – A class "A" team competes at the highest level of competitive play for TAAF flag football. A class "A" team is not restricted by the number of ex-professional and ex-collegiate players it may have on the roster. (See Section 9.7.04 for additional classification factors.)

.02 CLASS “B” Team – A class “B” team competes at a high level competitive and/or recreational play for TAAF flag football. A class “B” team is restricted to three (3) ex-collegiate players on their roster and no ex-professional football players. (See Section 9.7.04 for additional classification factors.)

.03 Championship Season will be defined as the season played by a team prior to the official state tournament. In most cases this is a fall season. Teams registered from spring leagues are eligible for the State Tournament in December if approved by Local Administrator and the State Commissioner.

.04 Team classification for the State Tournament is determined and verified at the local level by the Member City or Affiliate member that registers the team(s). Local entities that register teams may play a regular season or use a local qualifying tournament to determine classifications. If a Metro Region holds a regional qualifying tournament for state, the tournament may serve as the time when classification is determined for teams.

Additional classification determining factors include:

a. If the registering entity has determined that the registered team is a class “B” they are eligible to play in Class “A” or Class “B” at the regional or state tournament. Registered Class “A” teams cannot play at the Class “B” level at regional or state level of tournament competition. If a Class “B” chooses to play Class “A” at the regional tournament and does not qualify for state, they cannot compete as a Class “B” representative at the state tournament.
b. Class “B” Teams that finish in the top ten at the state tournament are eligible to move to Class “A” for the next year’s state tournament. If these teams choose to move up to Class “A” and qualify, they will be seeded behind the previous year’s top four Class “A” teams that have returned to the state tournament.
c. Class “B” Teams that have finished in the top four teams at the state tournament for three years in a row and have kept at least fifty percent (50%) of the their roster the same over this time must be reclassified as a Class “A” team for the upcoming championship season if that roster is kept with at least 50% of the same players. If these teams do not place in the top eight (8) of the following year’s state tournament, they are eligible to move back to Class “B” for the following championship season.
d. Class “B” teams that win the state championship two consecutive seasons or two out of three consecutive seasons (with the third time placing within the top four teams), and they at least fifty percent (50%) of the same roster, the team must move to Class “A” for the next year’s championship season. If the team does not finish within the top eight (8) teams, then the team is eligible to be registered as either Class “A” or Class “B” for the following championship season.

8.8 FLAG FOOTBALL – Determining teams to represent local member cities or affiliate members at the 8 on 8 State Tournament for Adult Flag Football:

.01 Each local Member City or Affiliate member that registers teams for adult flag football may be eligible to send one team per classification to the State Tournament. The local entity must have registered teams in the classification of play (Class “A” or Class “B”) prior to the state registration deadline.

.02 If more than one team per classification wants to represent their Member City or Affiliate, then the local entity must determine which team will be the designee for each classification. The local entity must also notify the state tournament host and the state commissioner which teams will officially be the representatives for each classification and which teams are eligible but considered wait list teams. It is the duty of the local representative to designate the individual member city or affiliate, not the duty of the State Tournament Host.

.03 Regional Tournaments held to determine state tournament qualifiers must be hosted by the first weekend in November. Only one regional tournament per region can be considered the official regional tournament.

a. Metro Regions must use a qualifying league or a qualifying tournament as the way to designate their representatives to the state tournament for each classification from their region.
b. Non-Metro Regions may use a regional qualifying tournament to designate the region’s teams in each classification to the state tournament, but this must be approved in advance of any championship season by the Regional Director and the State Commissioner. If a non-metro region chooses to use a regional qualifier as the method to send teams to the state tournament, the number of qualified entries to State will come from the designated allotments for the Region. All regional tournament entries that do not qualify for state through their regional competition become the priority teams on a state tournament waiting list. If the region that hosts a regional tournament has additional teams from local entities that wish to play in the state tournament, those teams will be placed on a wait list after all other teams that participated in official regional tournaments.

.04 The state commissioner works with the state tournament host to confirm space for teams and set the allotments based on registrations received by the state office by the registration deadline date (October 15). State tournament allotments are based on the total registered number of teams for each classification across the state and within the region and how much space is available by the state tournament host.

.05 Championship Season will be defined as the season played by a team prior to the official state tournament. In most cases this is a fall season. Teams registered from spring leagues are eligible for the State Tournament in December if approved by Local Administrator and registration is confirmed by the State Office and the State Commissioner as an eligible team.

Texas Amateur Athletic Federation

FLAG FOOTBALL RULES

RULE 1. THE GAME, FIELD, PLAYERS & EQUIPMENT

SECTION 1: GENERAL GAME PROVISIONS
The Game
Article 1 –

a. The game shall be played between two teams of no more than eight (8) players each, on a rectangular field with a properly shaped, sized and inflated ball.

b. A team may legally play with no fewer than six (6) players.

Winning Team and Final Score

Article 2 –

a. The teams are awarded points based on values established by rules. Forfeited games are given a different value and depending on circumstances, may alter the outcome of the game.

b. The game is ended and the score is final when the referee declares the game complete.

Supervision

Article 3 –

a. The game is conducted under the supervision of two, three, four or five officials including: a referee, a linesman, a back judge, line judge and a side judge. Use of the line judge and side judge is optional.

b. Officiating crews will be assigned from an approved agent from the tournament host and/or the state commissioner. Officials will have completed training as set by guidelines outlined in the TAAF Cavalcade.

Team Managers and Captains

Article 4 –

a. Each team shall designate to the referee one or more players as its field captain(s) and one player shall speak for the team in all dealings with officials. There shall be no more than four captains from each team at the coin toss.

b. A field captain's first announced choice of any options offered his team shall not be reversed.

c. Any player that participated in the last play, and is still on the field of play, may call for a team charged time-out.

Persons Subject to the Rules

Article 5 - All players, captains, managers, or persons affiliated with the teams on the field, involved with a tournament or contest are subject to the rules and shall be governed by the officials and/or the tournament director, staff or appointed agents.

TAAF Members and Tournament Host Sites Subject to the Rules

Article 6 –

a. TAAF Member Cities conducting contests shall adhere to rules set forth by the Cavalcade and TAAF Flag Football Rules.

b. Non-TAAF Members wishing to conduct contests utilizing TAAF Flag Football Rules, Logo must have approval of the Executive Director, State Office, State Commissioner and/or meet the requirements set forth by the TAAF Cavalcade. If approved contests must adhere to the guidelines set forth by the Cavalcade as well as the TAAF Flag Football Rules.

SECTION 2: THE FIELD

Dimensions, Markings and Area Designation

Article 1 –

a. 80 yards from goal line to goal line with two end zones of 10 yards each

b. Field shall be divided into 4 zones of 20 yards each.

c. Field shall be a minimum of 40 yards wide and a maximum of 53 1/3 yards wide.

d. Marking the three (3) yard line and ten (10) yard line are optional for use during the PAT. These may be marked as hash marks in the center of the field no more than five (5) yards in width

e. Lines should be clearly marked and use of cones or yard line markers along the sideline to signify zone lines are strongly recommended for use during championship play.

f. Teams shall use opposite sides of the field to use as their team area during the game. The team area stretches from twenty (20) yard line to twenty (20) yard line and no less than ten (10) yards wide of the playing field. Only the team manager, captains and players are allowed within the team area. Persons associated with the team and are not the Manager, captains or players must be removed from the immediate playing field and team area. Where grandstands, bleachers or seating areas are available this is the preferred area for these non-players.

g. When teams and players are in the team area, adequate room along the sideline must be made available in order for officials to work the sideline and to properly officiate the contest.

SECTION 3: THE BALL

Specifications

Article 1 - It is recommended that teams use the Wilson Official NFL Ball or its equal. (Official NCAA or the R5) However, each team must provide an official size leather covered football, which is properly inflated.

Administration and Enforcement

Article 2 –

a. An infraction of using too small of a football will be an automatic penalty of reversing possession of the football at the place of the last snap prior to discovery of the illegal ball, if the ball was used for one play. If the illegal ball is discovered prior to snap, there will be a 10-yard penalty, no reversal of possession and removal of ball. (S-19)

b. Each team is responsible for their own ball as to retrieving it after an incomplete pass and keeping it dry during adverse weather conditions. The center may carry the ball to the huddle.

SECTION 4: PLAYING EQUIPMENT AND UNIFORMS

Uniforms

Article 1 –

a. Shall be each team's choice as long as it does not include any hard or unyielding surface.

b. Jewelry: No jewelry of any kind may be worn by players. No headwear with an extended bill may be worn. (Ex: caps, visors. etc.).

c. Jersey/Shirts: All members of the same team must wear the same color jersey with non-duplicating numbers including at least an eight (8) inch number on the back. The number on the front is recommended but not mandatory. Jerseys must be tucked in. The midriff shirt is legal, if in the judgment of the referee, it does not hinder the defense from pulling the flag. No article of clothing may cover any portion of a player's flag. Officials should warn violators of this between plays. If a shirt/jersey becomes untucked during a play, it must be re-tucked before the next play.

d. Shorts/Pants: Any shorts or pants worn during flag football league play must not have pockets located flags would normally hang from the flag belt. This is to reduce the risk of injury when pulling flags. If discovered during a game or a pocket becomes ripped during a play (an attempt at deflagging a player), if successful, player will be ruled down as if he were legally deflagged from a flag belt. Any shorts or pants that have striping, piping or a design that camouflages a player's flags or flag belt will not be allowed.

e. Shoes: Any flat soled or completely molded cleat shoes are acceptable. Removable cleats, baseball or track spikes or any shoes that have steel or metal tips are prohibited. All players must wear shoes.

f. Protective Equipment: Helmets, shoulder pads, thigh pads are prohibited. Any questions as to the legality of player's equipment shall be decided by the referee of that game. The use of any unyielding hard substance cannot be used to protect an injury, no matter how well covered or padded. Therapeutic or prevention knee braces can be used if covered from direct external exposure.

g. Flags - The current "Sonic" Flag-A-Tag type of flag belts as approved by the state commissioners must be used for State and Regional Tournament Play. This belt is the recommended belt for all TAAF play and will be provided by the state office for use by the state tournament host for play. Triple Threat and Velcro type flag belts are acceptable alternatives for regional play, only if approved by the state commissioner or regional tournament director. A local administrator may approve or provide different styles of belts for local play only. *(Ball & Socket type flag belts and the 'mushroom' style sonic or supersonic belts are illegal and cannot be used at the regional or state level.)*

Each player on the field (8 offensive and 8 defense) will wear 2 flags at the waist, one on each side. Flags must be attached to a belt and the belt will be worn snug around the waist to eliminate being turned partially around the waist during an attempted deflagging.

The flags must be a minimum of 12 inches (flag itself) in length and 1 1/2 inches in width and must be a different color than the player's lower uniform. It is preferred that teammates must wear the same color of flags.

h. Gloves work by a player must be approved and inspected by game officials in the case any illegal substance has altered the gloves with the intent to enhance a player's performance.

Playing Equipment and Uniforms Enforcement

Article 2 –

a. If any player has improper attire, said player may not play in the game until he complies with these rules. If discovered during the game, player must be removed from play until

compliance occurs. (Uniform violations: 5-yard penalty for someone who gains possession of the football). (S-19)

b. Treat item Section 4 Article 1e & Article 1f as dead ball fouls with a 5yard penalty and remove equipment or player.

c. Illegal alteration, securing, or substitution of flags or belts will result in removal of a player or players from the game and a 10 yard penalty from L.O.S. of last snap if offense and if defense from P.O.I. (S-19) Any player with less than two (2) flags in the proper position at the snap shall be ruled deflagged immediately at the point where he gains possession of the football.

RULE 2: ROSTERS, PLAYERS, ELIGIBILITY AND CONDUCT

SECTION 1: TEAM & PLAYERS

Eligibility

Article 1 –

a. TAAF flag football is 8 men with everyone eligible. A team may field no less than 6 players at any time.

b. Team Roster: Teams regular playing roster shall not exceed twenty (20) players including a playing manager. There will be no drafting of players for Regional or State Tournament.

c. No new player may be added to teams regular playing roster after October 15th and be eligible to compete in the T.A.A.F. Regional and State Tournaments. If a regional tournament occurs after October 15, the roster for that tournament becomes final and official. Player additions to rosters may only occur within the guidelines set by the TAAF Cavalcade.

d. Eligibility: No player shall be permitted to play T.A.A.F. Flag Football if he is presently or has, during the current season, been a member of any semi-professional, (This includes arena football), high school varsity, B team, 9th grade, or college football team. Any player who has played professional football shall be ineligible to participate for one year after his last day as a member of a professional team.

All players must be eligible under General Regulations of the current T.A.A.F. Cavalcade of Sports.

Classifications

Article 2 –

a. ADULT: CLASS "A" - Teams are not restricted by number of ex-professional and ex-collegiate players on the roster. CLASS "B" - Teams are restricted to three (3) ex-collegiate players who lettered in football and no ex-professional football players.

b. YOUTH: Current age divisions include: 8 & Under Mixed, 10 & Under Mixed, 12 & Under Mixed and 14 & Under Mixed.

Team & Player Enforcement

Article 3 - Any team or players found violating these rules shall forfeit all games played in by the ineligible player or players. If in Regional or State Tournament play, team will be removed from the tournament.

SECTION 2 - PLAYER CONDUCT

Players Behavior

Article 1 –

a. Any verbal badgering of officials or derogatory language between opposing players after officials have asked once for team captain's control can result in player or players involved in action being disqualified.

1. First derogatory action or language should be penalized 10 yards and captain warned. (S-33)
2. Second derogatory action or language will cause players to be disqualified plus 10 yards. (S-32 & 33)
Sideline players are subject to the same disqualification for abusive, obscene or badgering language to either opposing players or officials. If the captain or coach of the penalized team cannot control the actions of his players, game can be forfeited.

b. Fake Excessive Contact: Any player, who in the judgment of the officials, fakes excessive contact for the sole purpose of drawing a penalty may be warned once by the officials and then penalized for unsportsmanlike conduct on the next offense. Enforcement: A warning to one player may be applied to a team as a whole if the official so states that this warning is to the team. Penalty - (Treated as a dead ball foul) 10 yards (S-33)

c. Begging A Call – During the course of a game, managers, players and participants on or off the field of play may decide to solicit unnecessary comments, badgering or complaints towards officials. If in the official's judgment, the unsolicited information is interpreted as "begging the call," a team may be penalized for such actions. The sideline must able to be worked by game officials. When this hindrance comes into play, either verbally or physically, Sideline interference may be warned and penalized as such. Enforcement: a penalty of 5 yards can be tacked on to the end of the play. This penalty will be marked off as a dead ball foul even if it occurred while play was in progress. (S-33)

RULE 3. DEFINITIONS/PLAYING REGULATIONS

SECTION 1: APPROVED RULINGS AND OFFICIAL'S SIGNALS

Article 1 –

a. An approved ruling is an official decision on a given statement of facts made by the state commissioner, tournament director and/or the TAAF Cavalcade. This is to illustrate the spirit and application of rules. If there is a conflict between an approved ruling and the official rule, the official rules take precedence.

b. Official's signals are outlined in the mechanics portion of the Official TAAF Flag Football Rules.

c. Protest: Judgment calls/interpretation of rules cannot be protested. Enforcement of penalties may be questioned and confirmed at the time of enforcement, but not protested. Player eligibility may be protested and must be filed with referee before end of the half in which said player is playing.

SECTION 2. LENGTH OF GAMES, SCORING AND TIME OUTS

Coin Toss

Article 1 – At the beginning of each half, a coin toss will be held. The winner of the coin toss will have the following options: (1) offense, (2) defense or (3) choice of goal to defend. The loser of the opening toss will have choice of the remaining options for the first half and will have the first choice of all options in the second half. The loser of the toss shall have first choice at the beginning of the second half. The winner of the toss has remaining second half options. There is NO DEFERRMENT to the second half.

Game Time

Article 2 –

a. Clock Management and Regulations:

(1) Game clock will start each half when the official puts the ball in play.

(2) The official's whistle makes the ball ready for play and starts the play clock prior to each down throughout the games. The play clock is twenty-five seconds in length.
(3) After a team time-out, the game clock will start at the snap of the ball.
(4) Because the game clock is a continuous click, it does not stop during P.A.T. attempts.
(5) The game clock will stop for team time-outs, official time-outs, and at the discretion of the official to retrieve long incomplete passes.
(6) The play clock is 25 second and starts once the official marks the ball ready for play. (Delay of Game penalty if exceed 25 seconds)
(7) Half time - A minimum of 5 minutes and a maximum of 10 minutes.

The on-field captain or quarterback may request the amount of time left in the game from the officials at any time. Officials will be expected to give the correct time.

b. Periods of play include Regulation, Point After Touchdown (PAT), 7 Play Period and Tiebreaker.

c. Regulation Period - The game shall be played in 2 halves of 20 minutes in length. In all games the clock will be running continuous. (S-2&3)

d. The period of time after a touchdown is made is known as the PAT or Point After Touchdown. During regulation game time, the game clock does not stop. During the Seven (7) Play Period OR the Tie Breaker Period, the PAT is not counted as a numbered play, but will use the play clock as a guide.

e. With two minutes remaining in regulation period *{eighteen (18) minute into the half}* of the first and second half, teams will be given a two minutes warning and be instructed that the seven (7) play period will begin. The seven (7) play period has only the twenty-five (25) second play clock to use as a time guideline between plays. The officials will give down, distance, and play number on all plays remaining. Teams must continue to make first downs if they want to keep possession, as it is with using the clock. However, if they do not make a first down, the defense has a chance to gain possession and use the remainder of the seven plays. P.A.T. tries will not count as one of the seven plays.

f. Tiebreaker - In the event of a tie game at the end of the second half the following method will be used:

(1) After an official's time out of two (2) minutes, during which time officials and team captains will have a coin toss, the winner will have choice of playing offense or defense first. Both teams will go in the direction of the wind or if no wind in the direction chosen by the loser of the toss.

(2) Ball will be placed on the 40 yard line and each team will have 4 consecutive plays unless terminated by an interception, in which to score the most points or gain the most yards. If no team scores, the team that gains the most additional positive yardage shall be the winner. Positive yardage is defined as yardage gained while on offense only and must be in advance of the 40yard line. If after 4 consecutive downs each, the two teams remain tied in all of the above combinations, additional downs will be played, one down at a time, alternating, until a winner is decided.

(3) If a team scores a touchdown, it will be allowed to use its remaining downs, beginning again at the 40 yard line. A free down will be granted for P.A.T. attempts after each touchdown.

(4) During Tie Breaker, teams will be allowed one time out each.

(5) An interception terminates the offensive team chances. The offensive team is credited with positive yardage gained to point of the last snap prior to the interception. The defense may not advance the interception. Play stops.

(6) <u>Winner of the Tie Breaker shall be given one point.</u>

Scoring
Article 3 –

a. Touchdown - 6 points (S-4) (Hips in which flags are attached must be on or in advance of the goal line before any points can be awarded.)

b. Point After Touchdown - 1 point - run or pass from 3 yard line 2 point - run or pass from 10-yard line. Teams must declare before the official marks the ball ready for play. Once the ball is marked ready for play, a team may only “re-declare” if team uses a time out first. The PAT period is a separate period of the game. During regulation time, the game clock continues to run. During the 7 - Play period and Overtime Period, the PAT does not count as a numbered play. If infractions occur during the PAT, proper penalty enforcement may cause a re-play of the PAT and in some cases may be marked from the succeeding spot. Enforcement depends on type of infractions that occurs. If the defense legally intercepts a pass or lateral they may attempt to return the ball for a score. If the defense returns the interception for a score they will be awarded the number of points equal to the original value attempted by the offense. If the defense is legally deflagged during the return before reaching the goal line, then the ball is blown dead at that spot. (effective 2010)

c. Safety - 2 points (Punt ball from 20 yard line, Rule VI-R applies.) (S-5) (This is a guaranteed punt. The ball must be put in play by a snap.)
d. Forfeited Game - Score is 7 - 0.
e. Winner of Tie Breaker - 1 point.
f. "17 Point Rule" - If either team is ahead by 17 points or more points by the second half's 7 play period warning or at any time during the second half's 7 play period, the game is over.

Time Outs
Article 4 –

a. (1) Each team shall have two (2) time outs per half.
(2) Each time out will be one (1) minute in length.
(3) Each team will be allowed only one (1) time out during a tiebreaker period.
(4) A “time out” to be called from any player that participated on the playing field during the previous play is allowable. Said player may not have left the field and returned prior to the request.
(5) A team may use a time out to change their option during the PAT.
(6) A team MAY NOT use a time out to change any 4th down option (Punt or Play).

b. Officials may call additional time outs at their discretion. If a team exceeds their time out limits per half or during a tiebreaker. Delay of Game 5-yard penalty (S-17)

c. NOTE: During a team charged time out, a team representative may confer with their team either on the field or at the sidelines.

SECTION 3: THE BALL: LIVE, DEAD, LOOSE

Live Ball
Article1 – A live ball is a ball in play. A pass, lateral, kick or a fumble that has not touched the ground is a live ball in flight.

Dead Ball
Article 2 – A dead ball is a ball not in play.

Loose Ball
Article 3 - A loose ball is a ball not in player possession:

a. Following the snap and prior to a player fielding the ball cleanly in order to keep the ball live and in play.
b. Following a punt that has hit the ground and has not been fielded by the receiving team or touched by the punting team.

When a Ball is Marked Ready for Play

Article 4 - A dead ball becomes ready for play once the referee:

a. If time is in, sounds his whistle and signals ready for play. The 25 second play clock begins on that whistle, Delay of Game (5 yards LOS) enforced if exceed time to put ball in play.

b. If time is out, sounds his whistle and either signals “start the clock” or “ready for play.”

“In Possession”

Article 5 -

a. A player is “in possession” when in the judgment of the covering official, the player exhibits control or is holding the ball.

b. A team is “in possession” of the ball when its players is “in possession” or attempting to punt; while a pass or lateral is in flight; or when one of its players was last in possession during a loose ball.

Catch or Interception

Article 6 –

a. A catch is the act of establishing player possession of a live ball in flight.

b. A catch of an opponent’s pass, lateral or fumble (prior to touching the ground) is an interception.

c. Simultaneous catch or a double reception of an offensive pass or lateral <u>always</u> goes to the offense.

Fumble

Article 7 –

a. When a backward pass hits the ground between the goal lines or a fumble occurs, the ball becomes dead and belongs to the team last in possession at the spot where the ball hits the ground or at the spot where the ball goes out of bounds (if in the air).

b. When a forward fumble occurs and hit the ground, it is considered dead. The End of the Run in this case would return to the point and which control was lost or from where the fumble originated. If the offensive fumbles forward and crossed or hits the ground beyond the next line-to-gain or goal line, the result will bring the ball back to where the fumble occurred and next down will be played.

SECTION 4: LINE OF SCRIMMAGE

Article 1 –

a. Is the plane of the ball that extends from sideline to sideline and ninety (90) degrees from the plane face of the field, once an official places his ball marker and signal the ball “ready for play.” Once the ball marker is set, the neutral zone becomes established.

b. If a change of team possession occurs between the five (5) yard line and the goal line due to an interception or a kick catch and the original momentum of the player catching the ball carries him into the end zone where he is downed by any means, the ruling will be a touchback.

SECTION 5: NEUTRAL ZONE

Article 1 - The neutral zone is the space between the between the end of the ball when in t a normal resting position on its long axis while parallel to the sidelines and one yard beyond the line of scrimmage. This zone extends from sideline to sideline and is established once the ball is marked ready for play.

SECTION 6: SERIES OF DOWNS/LINE TO GAIN

Line to Gain

Article 1 - The line to gain is the established line designating the twenty-yard zones as well as the ten-yard end zones. The zone shall be considered reached when the hips (flags) are on or in advance of the line marking the next zone or in this case "the line to gain" when the play is declared dead. (S-7)

Series of Downs
Article 2 - A team will be allowed four downs to advance the ball from one zone to the next. (A zone is to be 20 yards.) If after four (4) consecutive downs, a team has failed to advance the ball into the next zone, possession shall go to the defense at that spot.

SECTION 7: POSITIONING, MOTION, SHIFT, SUBSTITUTION
Huddle/Lining up on Offense or Defense
Article 1 –

a. Teams may choose to huddle prior to a play. It is not necessary to huddle after a play if a team wishes to use predetermined plays or audible signals.

b. Lining up: Any number of players may be on the offensive or defensive L.O.S. at the snap. Defense line must be one (1) yard off the ball at the snap. No defensive player may be within 4 yards of the ball if lined up directly in front of the center or within one yard of the ball if lined up to the side of the center at the snap. (S-19) (5 yards)

Substitution
Article 2 - There will be free substitution as long as players being substituted for are off the field prior to the next snap OR player is out of the area of play and is departing the field in haste. "Sleepers" on substitutions will not be allowed on any play. No player may line up closer than 5 yards from the sideline unless he came out of the huddle or unless he was on the field of play during the previous play and did not leave the field of play. (S-18) (5 yards)

Shift
Article 3 - Two or more offensive players may be shifting their position at the same time prior to the snap. Their movement may be in any direction but they must become set for one full count before the ball is snapped or before another player can go in motion prior to the snap. (S-16)(5 yards)

Motion
Article 4 - Only one player is allowed to be in motion at the snap and his movement must be parallel or away from the L.O.S. and must be continuous. (S-16)(5 yards)

Stance
Article 5 - Any stance is permitted. Any number of players may be on the offensive or defensive L.O.S. at the snap. Defense line must be one (1) yard off the ball at the snap. No defensive player may be within 4 yards of the ball if lined up directly in front of the center or within one yard of the ball if lined up to the side of the center at the snap. (S-19) (5 yards)

Encroachment / Off-sides
Article 6 - Shall be called if either the offense or the defense passes *over the* plane of their L.O.S. before the ball is snapped. A false movement of the football by the center shall constitute offensive encroachment. These are dead ball fouls and the play shall be immediately whistled dead before play begins and 5 yards automatically marked off against the encroaching team. (S-14) (Exception: Defensive encroachment resulting in an offensive first down will become an offensive captain's choice penalty.)

If a player on either side lines up off sides, the official will point toward that player's team side. If that player does not get back on-sides before the ball is snapped, he will be considered as having been off sides at the moment of snap. If an official has not "off sides warned" a team for lining up off-sides, by pointing at them, he should not call off-sides on them at the snap of the ball. Play continues in this instance and following the play, this becomes a captain's choice penalty. This is a 5-yard penalty from L.O.S. (S-14)

SECTION 8: CENTER SNAP
Article 1 –

a. A center snap may touch the ground before it gets to the quarterback and remain playable if the quarterback fields it cleanly off of a bounce (one or more) or from the ground. However, if quarterback

muffs the ball to the ground or the ball goes past the quarterback it is dead where the ball touches the ground.

b. All center snaps must be made between the center's legs. A false movement of the football by the center after he is set shall constitute encroachment. No direct snap may be taken at anytime. The snap must travel a minimum of 5 yards to be legal (either backwards or sideways). (S-15) At all times the ball shall be snapped from the spot marked by the official ball marker.

SECTION 9: SCREENING AND RUSHING
Screening
Article 1 –

a. Only screen blocking is permitted. Screen Blocking: shall be defined as obstructing the rusher's path to the quarterback or ball carrier, as long as it is done behind the L.O.S., with any part of the body except head, hips, and legs. There can be no independent movement of the elbows.

b. Techniques: The screener must use one of the two following methods: 1) Screener must have his thumbs hooked in his pants and holding the flag belt with each hand OR 2) Screener must hold his arms behind his back with arms locked together in some manner. A screener may not leave his feet to screen.

c. Type of screening includes: Moving Screens and Stationary screens.

1. Moving screens are when a player is in motion in an attempt to prevent the rusher from maneuvering to de-flag a player. These are only legal behind the L.O.S. when protecting the passer or potential passer.
2. Stationary screens are screens set by players in a manner that places the screener in a position that attempts to prevent the rusher or defender from maneuvering to de-flag a ball carrier, receiver or potential receiver or ball carrier. A stationary screen is legal behind the LOS. Once the passer or potential passer or ball carrier crosses the L.O.S., all *downfield screens must be stationary screens.*
3. As the ball crosses the L.O.S., offensive players may maneuver for laterals behind the ball but in doing so must not be deliberately screening any defensive players. They must be clearly in the act of positioning for a lateral.

d. Enforcement (Infractions Behind the LOS): A penalty will automatically be called if a screener's hand leaves his pants and flag belt or if arms are separated from behind his back while in the process of screening within 2 yards of the rusher. Although this method of screening cuts down on excessive contact by the screener, it nevertheless places the screener in very vulnerable position; therefore; THE MAIN RESPONSIBILITY OF AVOIDING CONTACT RESTS WITH THE RUSHER. (S-14) (10 yards)

The screener may not step into the rusher. (Added for interpretation) Illegal screen, behind LOS, 5 yards from LOS, if excessive 10 yards and loss of down.

e. Enforcement (Beyond the LOS) Moving screens shall be penalized from the end of run (E.O.R.) or the point of infraction (P.O.I.), whichever hurts the offensive team the most. If the illegal screen is judged to have caused excessive contact, it will be penalized 10 yards and loss of down. (Cannot have loss of down if penalty leaves ball in front of line-to-gain and 1st down.) (S-24, 29 & 8) (If Not Excessive- 5 yards)

"Pick Plays" by receivers on defensive backs or linebackers are illegal if set by receivers within 5 yards of defender (a form of downfield screening).

Rushing
Article 2 –

a. Rushing is defined as the act of a defensive player pursuing the offensive player who is in possession of the ball.

b. The rusher may not run over the screener. The rusher may not pull the screener toward him or push the screener away from him.

c. Enforcement: Illegal Rushing - A penalty will be automatically called if the rusher touches the screener's head as long as the screener is screening upright. (S-31)(10 yards)

Roughing the passer when the pass is incomplete will be marked off 10 yards from the L.O.S., when the pass is complete the penalty will be 10 yards marked off from the E.O.R. and automatic first down in either case.

If the rusher touches the quarterback in the head in his attempt to block the pass a penalty will be called. This will also go for striking the passer's arm when in a forward motion while attempting to block a pass. Roughing the passer will be called when the rusher, if while attempting to de-flag the quarterback or block a pass, lets his momentum carry him into the passer. Defensive player may not have any contact with the passer when he is passing. The defensive may rush as many players as it wishes. (S-26) NOTE: OFFICIALS SHOULD BE AWARE IF CONTACT IS CAUSED BY PASSER STEPPING UP OR MOVING INTO RUSHER.

IT IS ASKED THAT BOTH THE SCREENER AND THE RUSHER STRIVE FOR NON-CONTACT AT ALL TIMES.

SECTION 10: PASSING REGULATIONS

Passing

Article 1 –

a. There can be only one forward pass per play. There can be only two (2) exchanges of the football in the air (forward pass or lateral) which are initiated from behind the L.O.S. After the 2nd exchange of the football in the air, if completed behind the L.O.S., the football must be run across the L.O.S. A forward pass is defined as a live ball thrown toward the opponent's goal line.

b. A completed direct handoff, even if bobbled, shall not be considered an exchange of the football in the air.

c. If the passer is beyond the L.O.S. when the football is released, or if a 3rd exchange of the football in the air is initiated from behind the L.O.S., an illegal Forward Pass has occurred and will result in a 5 yard penalty and loss of down if accepted. Illegal forward passes will be marked from P.O.I. (S-27 & 8)

d. Once the ball has crossed the L.O.S., in the air or in possession of a player, it cannot be passed forward, even if the ball is first returned back across the L.O.S. (Illegal Forward Pass) (S-27 & 8)

e. Intentional grounding shall also constitute an illegal forward pass. (S-28 & 8)

f. A lateral will be any pass thrown overhand or underhand perpendicular or away from the direction of advancement of team in possession. Forward laterals are treated as an illegal forward pass if beyond L.O.S. (S-27 & 8)

g. Push or Shovel Passes thrown in any direction is legal if initiated behind the L.O.S. Once a player crosses the L.O.S., push or shovel passes are legal if thrown parallel or behind the ball carrier.

Receiving

Article 2 - All players of both teams are eligible pass receivers. Each player is eligible, even if he steps out of bounds or out of end zone, as long as he catches the ball in bounds or comes down first in bounds with at least one (1) foot. If a receiver comes down with one foot in bounds and one foot out of bounds simultaneously, the pass is incomplete. The lines marking the sidelines and the extreme end of the end zone shall be considered out of bounds if stepped on to any degree.

Two or more offensive receivers or defensive players may touch a pass in succession, resulting in a completion. After a pass is thrown, it is too much to expect of the officials to keep track of exactly who touched the ball and in what order, if receivers and defenders are battling for possession. Therefore, the only things that will be judged will be (1) did pass interference occur, (2) who caught the ball, and (3) was receiver in bounds with at least one foot at moment of possession.

Pass Interference

Article 3 –

a. Pass Interference Rules shall apply to any pass made from behind the L.O.S., whether it is a forward pass or a lateral pass and applies to both offensive and defensive players. After the pass is in the air, neither the pass receiver nor the defender may touch the other player until one of them touches the ball, or else offensive or defensive pass interference may be called. If contact occurs after one of them touches the ball, then pass interference cannot be called unless one of them catches the ball and the other "strips" or attempts to "strip" the ball from his hands.

b. Receiver stripping is attempting to take the ball from the grasp of a receiver after he has caught the ball, but before he has brought the ball into a possessive position. In which case, Pass Interference will be called: If player established possession of the football, the defender must go for the flag and not the ball.

Pass Interference Enforcement

c. Any contact that occurs after the pass is touched (excluding Receiver Stripping) and is either complete or incomplete, must be judged by the officials as either Non-Intentional contact caused by both players "playing the ball" or Intentional contact/pass interference which shall be penalized from the point of infraction. Penalty will be 5 yards if incomplete or complete, and if judged to be flagrant, the penalized player may be removed from the game and penalty will be 10 yards.

d. All pass interference plays, offensive or defensive, whether they occur during the "Regulation Play Period", "7-Play Rule", "Tie Breaker Period", or the "P.A.T. Try Period", will be captain's choice penalties. If the captain refuses penalty the play will stand.

e. All offensive pass interference plays, whether they occur during the "Regulation Play Period", "7-Play Period", "Tie Breaker Period", or the "P.A.T. Try Period" which are accepted by the defensive captain shall be marked 5 yards from L.O.S. with a loss of down (and loss of play number if during Tie Breaker). (S-25 & 8)

f. Defensive pass interference plays, which occur on the playing field, during the "regulation play period", "7-Play Rule Period", and the "Tie Breaker Period", and are accepted, shall be marked 5 yards from P.O.I., automatic first down (except in Tie Breaker), and play number will be run again. (S-25 & 7)

- Defensive pass interference that occurs in the end zone during the "Regulation Play Period" and accepted: ball will be placed on one (1) yard line, and 1st down. (S-25 & 7)

- Defensive pass interference that occurs during the "P.A.T. Try Period", and accepted: ball will be placed on one (1) yard line - P.A.T. try will be rerun, plus one (1) free P.A.T. try will be awarded if needed. (S-25) Point value will be what ever was declared prior to original P.A.T.

- Defensive pass interference which occurs in the end zone during the "Tie Breaker Period", or "7-play Rule Period" and accepted: ball will be placed on the one (1) yard line - same play will be run again, plus one (1) free down will be awarded, if needed, to score. (S-25)

- Shielding/screening a receiver's eyes by a defender without playing the football is pass interference and shall be penalized as such. (S-25)

- Bump and Run, or checking an offensive receiver during a passing play will be a 5-yard penalty from P.O.I. and captain's choice. (S-31)

SECTION 11: RUNNING WITH THE BALL

Ball Carrier

Article 1 –

a. The responsibility of avoiding contact rests with the ball carrier. He must show the officials he made an effort to avoid contact. The ball carrier will not deliberately run or drive into a defensive player. A ball carrier may spin or jump but realize that while spinning or jumping he is in a "State of Non-control" and should contact occur as a result of his uncontrolled momentum, he will be penalized. The "Stiff Arm" is illegal. Penalty: 10 yards from P.O.I. *(added for interpretation*) and loss of down (S-29 & 31).

b. The ball carrier shall not protect his flags by blocking with his hand, arm or head, the opportunity to pull his flags. Flag guarding will be marked 10 yards from P.O.I./L.O.S. (if behind line) and loss of down. (S-30)

c. If any of the above acts are judged to have caused excessive contact, 10 yards and loss of down. (S29-30 & 8)

Deflagging the Runner

Article 2 –

a. The ball carrier is down and the ball is dead when either flag is detached from his belt or when the ball or either knee touches the ground. A defensive player may leave his feet to pull the offensive player's flag but may not make contact while doing so. When a defensive player pulls the ball carrier's flag he should stop and hold it above his head for officials to see. If the act of deflagging a player is simulated or faked, the infraction will be treated as a delay of game penalty.

b. Tackling is prohibited. Tackling is grasping or encircling the body of the ball carrier with a hand or arm. Grabbing the ball carrier's clothing shall be penalized as tackling. If the defensive player reaches across the body of a ball carrier to pull his flag, and contact occurs, the responsibility of the contact lies with the defensive player. Penalty: 5 yards for impeding - 10 yards for tackling (encircling of body) with automatic first down if tackling from P.O.I. or L.O.S. If in the opinion of officials, the act prevented a score, the ball will be placed on the one (1) yard line, first down and goal. The offender will be disqualified if the act was flagrant. (S-29 & 31 & 7)

c. Illegal deflagging is prematurely pulling an opponent's flag with the intent of making the offensive player ineligible to become a ball carrier. Penalty - 5 yards from L.O.S. or E.O.R. (S-31) Runner Stripping occurs when a defender attempts to strip or take the ball from the grasp of a player in possession. This is a form of Illegal Deflagging. (S-31)

d. The intended receiver of either a pass or lateral may be deflagged only after first touching the ball - even while fumbling or bobbling the ball and before possession is established. That receiver will be considered downed at the point he was deflagged.

e. If the quarterback's arm was in forward motion when his flag was pulled, the pass is allowed. If the passer is legally deflagged as he is passing the football, and later in that play receives the ball back, he shall be downed at that spot. If he is deflagged after he has released the football and he then receives the ball back, illegal deflagging should be called.

f. A defender may not push or knock a ball carrier out of bounds. A form of illegal deflagging, if excessive contact - 10 yards. (S-31 & 29)

g. Illegal Advancement - Advancement may not occur as a result of the ball being slapped, kicked, pitched, or pushed by either team in the direction of their goal line. The ball will be declared dead at the spot of such illegal advancement and a 5-yard penalty. (S-23)

SECTION 12: PUNTS

Punt

Article 1 –

a. If a punt is to be made, the offense must announce it to the referee before the ball can be declared ready for play. Offense must declare within 10 seconds after asked by referee on 4th down play. (Penalty delay of game.) After offense declares, the referee will mark ball ready for play whereupon the offense will have 15 seconds to punt the ball. (S-17)

b. When the offense declares the punt, it becomes a guaranteed punt, and only *if a defense* penalty occurs after the offense declares punt can the offense reconsider, due to change in field position.

c. The ball will not be dead if it touches the ground before the punt is made even if muffed by the punter. After a punt has been declared, it must be made and neither team may cross the L.O.S. until the ball is kicked. The offense may have any number of players on the L.O.S. The punt returning team must have 5 players within 5 yards of the L.O.S. and they must remain in that zone until the punt returner enters that zone, at which time they may provide stationary screens or maneuver for a lateral. These 5 men may not attempt to screen any member of the punting team as they pass through this 5-yard zone. (Penalty - 5 yards from EOR/POI) (S-24)

d. If the punt hits a member of the punting team, which has not crossed the L.O.S., it is dead at that spot. Any member of the punting team may down the punt if it is beyond the L.O.S. and has touched the ground prior to being downed. The punt will be declared dead at the spot where it is first touched by the punting team.

e. The punt receiving team must be given an opportunity to field the punt in the air; therefore, there will be a 10-yard penalty if touched in the air beyond the L.O.S. by the punting team, from the P.O.I. (S-23)

f. The punt returning team may have 3 returners in deep positions. The 2 returners that do not carry the ball may not be moving screens. They may run forward and provide stationary screens or be maneuvering for a lateral. (Penalty - 5 yards from EOR/POI) (S-24)

g. The punt receiving team may field a punt in the air, off of a bounce (one or more), or directly off of the ground, if fielded clearly. When a punt touches a player on the receiving team who is in bounds and the ball rebounds into the air, all players become eligible to intercept and advance the ball before it touches the ground. This applies even if the punt hits the ground before first touching the receiving team's player.

h. On a punt play, there are no line-to-gain lines (1st down lines) established. When the punt receiving team is returning a punt, any live ball fouls committed by either team, which are accepted, will result in the penalty being marked off after which the next line will become the line-to-gain for a first down. As soon as the play is blown dead, the line-to-gain is established. Any dead ball fouls that occur will results in the line-to-gain remaining the same (unless the enforced penalty leaves the ball past the line-to-gain.)

i. When a punt is left unattended, it becomes dead where it rolls still.

j. NO Quick Kicks are allowed. (5 yards penalty and loss of down from L.O.S.) (S-22 & 8)

k. Punts muffed by the receiving team in the end zone before possession, and ball hits in or out of end zone, it will be a touchback. If the ball is touched in the air or on the ground by the punting team in the

zone, it is a touchback. If a punt receiver who has gained possession of the punt in the end zone is deflagged prior to crossing the goal line into the field of play, it is a touchback. If punt receiver remains in end zone 5 seconds after fielding punt, or downs punt by knee or ball touching ground after possession, it is a touchback. A muffed lateral in the end zone will be a safety. (S-5)

RULE 4: PENALTY ENFORCEMENT

SECTION 1: PENALTY INFORMATION

Article 1 –

a. All live ball fouls (fouls which occur while play is in progress) are captain's choice. All dead ball fouls (S-6) (Fouls which occur prior to snap or after ball is blown dead) will automatically be marked off. This means if a foul occurs during a down and is a live ball foul and then a dead ball foul occurs both fouls will be enforced. They do not offset, even if against different teams.

b. After a penalty is called, only captain of the penalized team may discuss it with the officials. The official making the call is obligated to give the player's number and the act they committed (without discussion) to the penalized team captain. Official will then give the opposing captain his options on the penalty. That captain's first choice will be final.

In the judgment of any game official, the following acts are deliberate or flagrant, the player or players involved shall be ejected from the game:

1) using fists, kicking, or kneeing (S-29 & 32)
2) illegal use of hands, forearms, or elbows (S-29, 31, 32)
3) tackling (S-29, 31, & 32)
4) any deliberate or flagrant act which could cause injury (S29 & 32)
5) any act of unsportsmanlike conduct (S-33 & 32)
6) abusive, profane, or insulting language (S-33 & 32)
7) any act of unfair play (S-33 & 32)
8) harassment of officials or other players (S-33 & 32)

A minimum one (1) game suspension for any person ejected from a game for any reason. Local rule and tournament rules may be more severe.

c. Penalties, which would otherwise be marked off past the goal line, shall be placed on the one-yard line.

d. Offsetting Penalties - If offsetting fouls occur during a down, or while the ball is ready-for-play, that down shall be played over. If offsetting fouls occur between successive down, the next down shall be the same as if no fouls occurred. (S-9)

e. If there is a change of team possession during a down, the team's last gaining possession may decline the offsetting fouls and retain possession after the penalty for its own infraction providing that the infraction occurs after the change of possession. If offsetting fouls occur prior to change of possession, play shall be repeated.

SECTION 2: T.A.A.F. PENALTY CHART

Article -

a. All penalties will be marked 5 or 10 yards, if in the opinion of the officials, the foul is flagrant or excessive contact, the player (or players) might be ejected.

b. In order to establish a simple philosophy in assessing penalties, these general rules hold true with only a few exceptions:

1. All Accepted Penalties: are marked from the E.O.R., L.O.S., or P.O.I., whichever hurts the infracting team the most and the down may or may not be replayed.

2. All Refused Penalties: the ball stays where blown dead and down is not replayed.
3. All Live Ball Fouls: are captain's choices
4. All Dead Ball Fouls: are not captain's choices and will be marked off.

c. "Little-To-Lose" Penalties: If the full penalty cannot be marked off due to the field position relative to the goal line, the ball will be marked off to the one yard line.

1. Defensive penalties on teams backed up within 1 yard from their goal will result in play being run again from L.O.S. Plus one free down awarded to offense if they have not scored by the 4th down.
2. Offensive penalties on team backed up to within 1 yard from their goal will result in Loss of Down unless there is a change of possession during a play.
3. Offensive fouls in their own end zone will be captain's choice: Safety or Loss of Down.

d. Penalty Enforcement During 7-Play Period and Tie Breaker Periods: When infractions occur during either the 7-Play Period or the Tie-breaker Period, if the penalty is accepted, the down number may or may not be lost, depending on the penalty. In turn, that same infraction may or may not also lose the play number, depending on the penalty. Officials must enforce the combination that hurts the infracting team most. Exception: Only the offensive pass interference penalty during the tiebreaker period, if accepted, will cause that play number not to be repeated.

e. Penalties on the playing field during the tiebreaker period shall be marked the same as during regulation time.

f. Penalties Enforcement and Line-To-Gain:

1. Enforcement of any penalty which leaves the ball across the line-to-gain will result in a new line-to-gain (1st down).
2. After enforcement of any live ball foul that leaves the ball short of the line-to-gain will result in the first down line remaining the same.

g. All defensive dead ball fouls after a touchdown but before the ball is put in play after change of possession will be penalized from the 20-yard line. All live ball fouls during this period are captain's choice penalties.

SECTION 3: DEFENSIVE FOULS DURING / AFTER TOUCHDOWNS AND PAT ATTEMPT

Foul A: Touchdown
Penalty A: Live Ball Fouls - Captain's Choice Penalties (can take points & have penalty marked off from 20-yard line after PAT attempt.

Foul B: Dead Ball Period After Touchdown But Before Pat Attempt
Penalty B: Dead Ball Fouls - Marked Off After Change of Possession from the 20 Yard line.

Foul C: PAT Attempt
1. Which is Unsuccessful
2. Which is Successful

Penalty C: 1. Captain's Choice Penalties Which if Accepted - Ball Marked To The One Yard line and PAT Attempt Run Again (Same Point Value)
2. Live Ball Fouls - Captain's Choice Penalties (can take points and have penalty marked off from 20 yards line.

Foul D: Dead Ball Period After Pat Attempt But Before Ball is Put in Play from the 20-yard line.
Penalty D: Dead Ball Fouls - Marked Off After Change of Possession From the 20 Yard line.

TAAF PENALTY CHART

GENERAL INFRACTIONS	RULE NUMBER (Section/Article)	PENALTY/ MARKED FROM	CAPTAINS CHOICE	LOSS OF OWN *(IFACCEPTED)*	SIGNAL
Clothing Covering Flag	1-4-1c	5 YDS POI/LOS	NO	NO	19
Improper Equipment	1-4-2b	5 YDS LOS/EOR	NO	NO	19
Flag or Belt Improperly Positioned At Possession	1-4-1g	5 YDS POI/LOS	YES	NO	19
Flag Improperly Altered Or Attached	1-4-2c	10 YDS LOS/POI	NO	NO	19
Delay of Game: Time Outs	3-2-4b	5 YDS EOR	NO	NO	17
Illegal Substitution	3-7-2	5 YDS LOS	YES	NO	18
Illegal Participation	3-7-2	5 YDS LOS	YES	NO	20
Unsportsmanlike Conduct	2-2-1a	10 YDS LOS/EOR	YES/NO	NO	33
Faking Excessive Contact	2-2-1b	10 YDS EOR	NO	NO	33
Begging A Call	2-2-1c	5 YDS EOR	NO	NO	33
Encroachment	3-6-6	5 YDS LOS	NO	NO	14
Off sides	3-6-6	5 YDS LOS	YES	NO	14
Illegal-Advancement	3-11-2g	5 YDS POI	YES	NO	23

***THESE PENALTIES COULD COME UNDER RULE 4 – SECTION 1**

OFFENSIVE INFRACTIONS	RULE NUMBER (Section/Article)	PENALTY/ MARKED FROM	CAPTAINS CHOICE	LOSS OF DOWN *(IF ACCEPTED)*	SIGNAL
Too Small Football:					
Prior to Snap	1-3-2a	10 YDS LOS	NO	NO	19
After Snap	3-3-4a	Possession Reversed at Previous LOS		NO	
Delay of Game: 25 seconds	3-7-3	5 YDS LOS	NO	NO	17
Illegal Shift or Motion	3-9	5 YDS LOS	YES	NO	16
Illegal Screening (Behind LOS)	3-9	5 YDS LOS	YES	NO	24
Illegal Down-field Screening	3-9	5 YDS POI/EOR	YES	NO	24
If Excessive	3-9	10 YDS POI/EOR	YES	YES	29,24& 8
Illegal Screening (Punt)	3-9	5 YDS EOR/POI	YES	NO	24
If Flagrant	3-9e	10 YDS LOS/EOR	YES/NO	NO	29&32
Illegal Forward Pass	3-10c	5 YDS POI	YES	YES	27 & 8
Intentional Grounding	3-10e	5 YDS POI	YES	YES	28 & 8
Forward Lateral (Beyond LOS)	3-10f	5 YDS POI	YES	YES	27 & 8
Pass Interference In: (Playing Field & End Zone)					**25&8**
Regulation Time Period	**3-10-3d**	**5 YDS LOS**	**YES**	**YES**	
7-Play Rule	**3-10-3e**	**5 YDS LOS**	**YES**	**YES (may be loss of play #)**	
Tie Breaker	3-10-3e	5 YDS LOS	YES	YES & LOSS OF PLAY #	
P.A.T.	**3-10-3e**		**YES**	**YES**	
Stiff Arm	3-11-1a	10 YDS POI/LOS	YES	YES	29&31& 8
Protecting Flags	3-11-1b	10 YDS POI/LOS	YES	YES	30 & 8
Charging Into Defense	3-11-1a	10 YDS POI/LOS	YES	NO	29
If Excessive	3-11-1a	10 YDS POI/LOS	YES	YES	29 & 8
Illegal Snap	3-8	5 YDS LOS	YES	NO	15
Delay of Game: Declare Punt	3-12-1a	5 YDS LOS	NO	NO	17
Illegal Touching Punt In Air	3-12-1e	5 YDS POI	NO	NO	23

Quick Kick	3-12-1	5 YDS LOS	YES	YES	22 & 8
Sideline Interference	2-2c	10 YDS LOS	YES	YES	21 & 8

<u>*THESE PENALTIES COULD COME UNDER RULE 4 – SECTION 1</u>

DEFENSIVE INFRACTION	RULE NUMBER	MARKED PENALTY FROM	CAPTAIN'S CHOICE	FIRST DOWN *(IF ACCEPTED)*	SIGNAL
Illegal Line Play		5 YDS LOS	YES	NO	15
Illegal Rushing	3-9-2c	10 YDS LOS	YES	NO	31
Contact w/Passer ("Roughing")	3-9-2c*	10 YDS LOS/EOR	YES	YES	26 & 7
Contact w/ Receiver ("Bump & Run" - See Below - Pass Interference)					25 & 7
Pass Interference In: (Playing Field)					25 & 7
Regulation Time	3-10-3f	5 YDS POI	YES	YES	
7-Play Rule	3-10-3f	5 YDS POI	YES	YES & PLAY # OVER	
Tie Breaker	3-10-3f	5 YDS POI	YES	NO & PLAY # OVER	
P.A.T.	3-10-3f	BALL ON 1 YARD LINE	YES	PLAY OVER PLUS 1 FREE IF NEEDED	
(End Zone) Regulation Time	VI-M	3-10-3f BALL ON 1 YARD LINE		YES	YES
All Others	3-10-3f	BALL ON 1 YARD LINE	YES	PLAY OVER PLUS 1 FREE PLAY IF NEEDED	
Stripping	3-10-3f	SAME AS PASS INTERFERENCE			25 & 7
Screening Receiver's Eyes	VI-M	SAME AS PASS INTERFERENCE			25 & 7
Bump & Run	3-10-3f	5 YDS POI	YES	NO	31
Tackling:					
Impeding	3-11-2b	5 YDS POI/LOS	YES	NO	31
Encircling	3-11-2b*	10 YDS POI/LOS	YES	YES	29&31&7
Impeding T.D.	3-11-2b	BALL ON 1 YARD LINE	YES	YES	33 & 7
Impeding T.D. In Tie Breaker	3-11-2b	BALL ON 1 YARD LINE	YES	PLAY OVER PLUS 1 FREE PLAY	33 & 7
Illegal Deflagging	3-11-2c	5 YDS LOS/EOR	YES	NO	31
Runner Stripping	3-11-2c	5 YDS POI/LOS	YES	NO	31
Pushing Ball Carrier Out of Bounds	3-11-2f	10 YDS POI/LOS	YES	NO	31

If Excessive	3-11-2f*	10 YDS POI/LOS	YES	NO	29 & 31
Faking Deflagging	3-11-2a	5 YDS POI/LOS	YES	Choice of #1 or #2 under VI-N	33
Sideline Interference*	2-2c	10 YDS EOR/POI	YES	YES	21 & 7

<u>*THESE PENALTIES COULD COME UNDER RULE VI-V</u>

RULE 5: FLAG FOOTBALL OFFICIALS MECHANICS

SECTION 1: THE BASIC POSITIONING OF OFFICIALS

REFEREE

Article 1 –

a. The referee is the head official for the scheduled contest. He is responsible for giving signals, penalty enforcement and the workings of his or her crew.

b. Put the ball in play and count the 25-second huddle time.

c. Look at the defense for “lining up head over the center”.

d. Watch for illegal movement before the ball is snapped.

e. Once the ball is snapped, watch for illegal screening and illegal rushing.

f. If the ball is passed, do not follow the flight of the ball. Continue to watch the quarterback, screeners, and rushers.

g. Look for roughing the passer and unsportsmanlike fouls, etc.

h. After the action in the offensive backfield has ceased, pick up the ball down field and “open your range of vision”. “Opening your range of vision” applies to all three referees when they are positioned away from the ball.

i. This official should not be so concerned with the action in the immediate area of the ball but should open his range of vision and view players farther from the ball. The official should look for:

1. Illegal downfield screening
2. Charging, both live ball and dead ball
3. Defensive contact fouls
4. Unsportsmanlike fouls

j. Once the Linesman floats down field to help with receivers and defenders, when the quarterback runs toward the line of scrimmage to throw a pass, the Referee is responsible for determining whether a pass is legal or not.

k. By the nature of flag football, officials that are positioned close to the ball are more apt to be concentrating on the ball carrier and the immediate actions around the ball. These officials are more concerned with:

1. Spotting the ball, determining where the ball carrier is deflagged, in front or behind the line-to-gain.
2. Flag guarding
3. Defensive holding while pulling the flag

LINESMAN

Article 2 –

a. The Linesman will position himself on the line of scrimmage and look for off sides, encroachment into the one-yard neutral zone, and illegal movement before the ball is snapped.

b. After the ball is snapped, float 5 to 10 yards downfield and watch offensive receivers and defensive backs on your side of the field. In general, look for:

a) Contact by defensive backs
b) Offensive picks by receivers
c) Pass interference

c. When the ball is near a line-to-gain or the goal line, instead of floating downfield, the Linesman should stay near the line and be prepared to make a call regarding whether the ball is across the line for a first down or touchdown. He should be ready to make the call all the way across the field, if needed.

d. The Linesman should be aware that because he has a side view of the action, he is in the best position to judge forward laterals.

e. The Linesman is responsible for the entire sideline on his side of the field. If a long pass is thrown down his sideline he must be in position to determine whether the pass was complete or incomplete, regarding the receiver's feet being in or out of bounds.

f. When the action is away from the Linesman, he should open his range of vision.

BACK JUDGE
Article 3 –

a. The Back judge is responsible for the sideline on his side of the field and downfield passes.

b. Line up outside the action so that as much of the play is in front of you.

c. Help the Referee by looking for movement before the ball is snapped by players lined up on your side of the field.

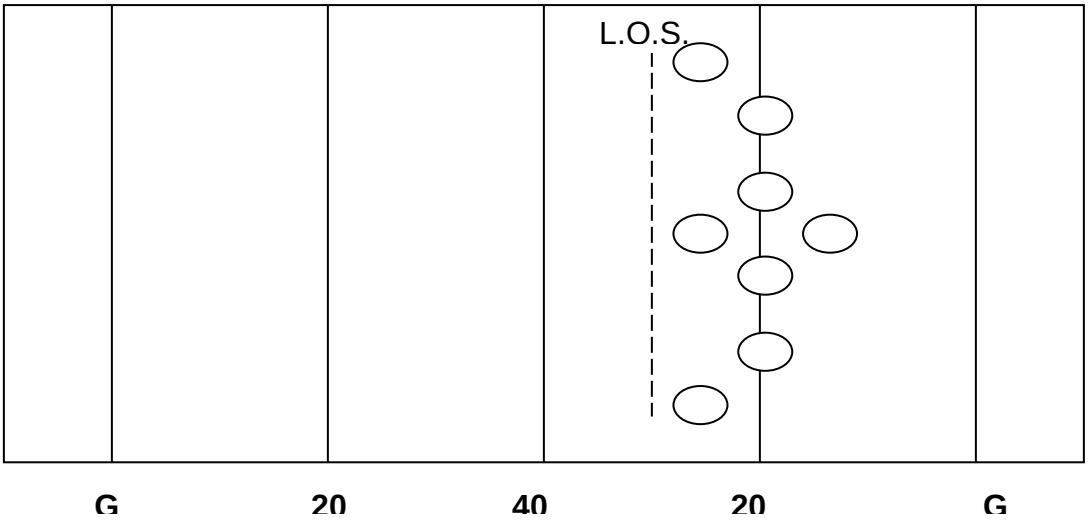
d. After the ball is snapped, watch receivers and defensive players on your side of the field. In general look for:

a) Contact by defensive backs
b) Offensive picks by receivers
c) Pass interference

e. When a long pass is thrown, the Back Judge must get as close to the action as possible in order to spot the ball, short or over a line to gain or goal line.

f. When the action is away from the Back Judge, he should open his range of vision.

Figure 1. BASIC FLAG FOOTBALL OFFICIALS' POSITIONING



SECTION 2: OFFICIALS' CREW PUNT COVERAGE

Article 1 –

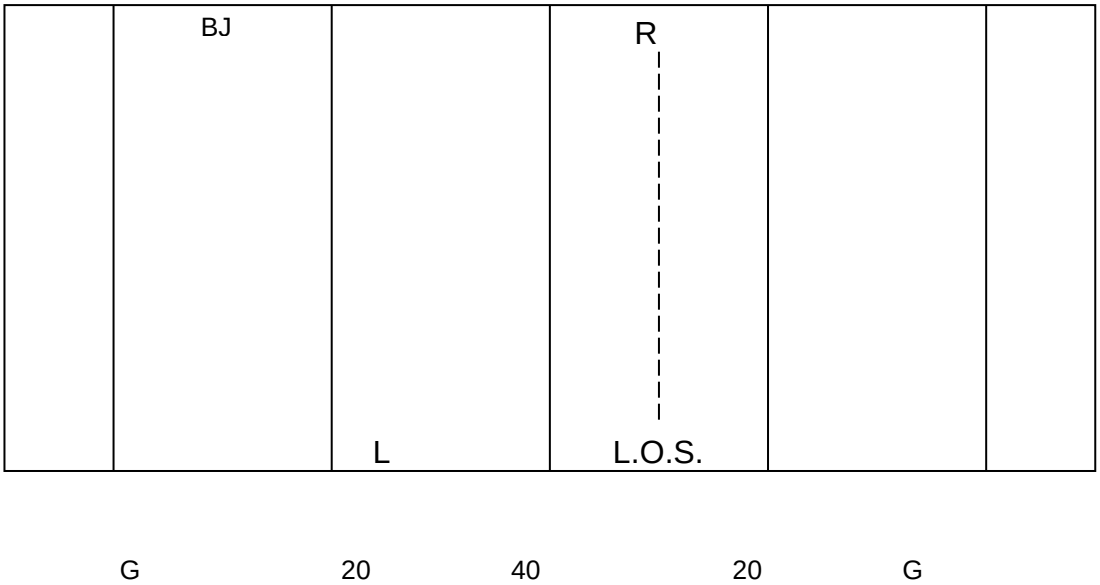
a. The basic areas of responsibilities shift by the officiating crew changes slightly for better coverage of the downfield play.

b. Line up on the L.O.S. and put the ball in play. Count the 25-second snap count.

c. Check to see that the defense has 5 players within 5 yards of the L.O.S. and that they do not attempt to screen a member of the punt team as they run through this zone to cover the punt.

d. After the punt, make sure that the 5 members of the punt team on the L.O.S. stay within the 5-yard zone until the punt returner brings the ball back into this zone.

Figure 2. Punt Coverage by Crew Members



SECTION 3: POINT AFTER TOUCHDOWN COVERAGE BY OFFICIALS CREW

Referee

Article 1 –

a. The one (1) point conversion, run or pass attempt from the 3 yard line.

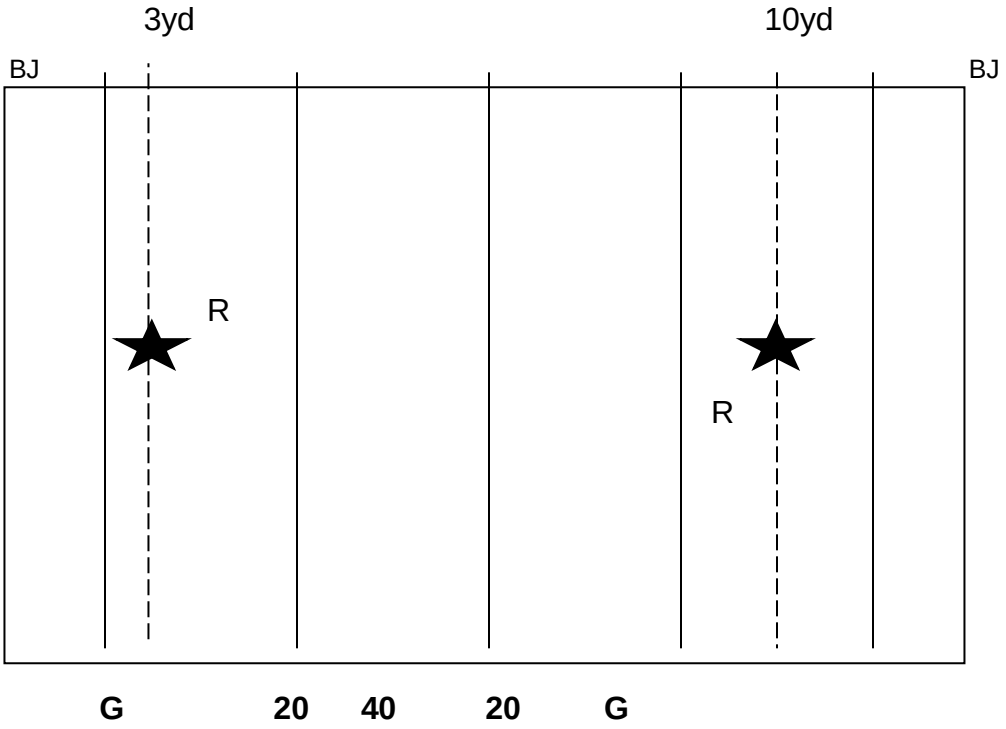
b. The two (2) point conversion, run or pass attempt from 10 yard line.

c. Teams must declare before the referee marks the ball ready for play.

d. Once the ball is marked ready for play, a team may only "re-declare" if team uses a time out first.

e. During regulation time, the game clock continues to run. During the 7-play period and overtime period, the PAT does not count as a numbered play.

Figure 3. PAT Coverage By Crew Members



RULE 6: APPROVED RULINGS AND INTERPRETATIONS

Section 1:

A rule interpretation or approved ruling is an official decision on a given statement of facts. The Approved Rulings and Interpretations Section will be used as a clarification resource in order to illustrate the purpose and application of the official rules of the game.

T.A.A.F. Manual of Procedures

ARTICLE 2 GENERAL PARTICIPATION REQUIREMENTS

No player shall be eligible to play in any T.A.A.F. sport unless the player meets all of the following rules:

2.1 Must be an amateur in said sport and shall receive no pay to play for any team. An amateur is defined as "one who engages in sport for pleasure and for the physical, mental or social benefits, which he or she derives from that sport and to whom the sport is nothing more than an avocation."

2.2 Any player who has played professional sports shall be ineligible to participate in that sport for one (1) year after his last day as a member of a professional team. This rule shall not conflict with the AABC rules in baseball.

Note: The protesting individual(s) bear the entire burden of proof regarding a player's participation as a member of a professional team. The T.A.A.F. state commissioner has the final authority to accept or reject the protesting individual(s) proof.

2.3 Meets all team qualifications in MOP Article 3.

2.4 Does not play under an assumed name.

2.5 In order to compete in any T.A.A.F. play, a foreign player must reside in the state of Texas continuously for a minimum period of one (1) year prior to being eligible to play.

Exception: Men's and women's fast pitch foreign softball players' eligibility will be determined by the national governing body of softball. To be eligible to participate in T.A.A.F. softball, a copy of any document required to be on file by the NGB for softball must also be filed with the T.A.A.F. state office. The same filing deadline applies for the NGB and T.A.A.F.

2.6 An adult player may play on more than one team within a region, but must choose one team as his/her own prior to T.A.A.F. championship play.

.01 No player may be on more than one roster, in a T.A.A.F. division, during T.A.A.F. championship play (region and state tournaments).

.02 A player must be on the sports roster by the deadline state in the participant guide.

2.7 A player forced to transfer from one region to another by his employer may participate in the new region providing the player has been employed by the firm for at least one (1) full year prior to the transfer and the player remains employed by the same firm.

2.8 Individual sport participants must reside in the state of Texas.

2.9 The team or individual attempting to qualify for state competition must attempt to qualify through the regional qualifier of the region in which they are registered. No participant in an individual sport or a team in team sports may attempt to qualify through more than one city, region or affiliate. Should any team or individual be discovered in violation of this rule, he/she/they shall be disqualified from that sport for that year.

2.10 Any region competition must take place within the established boundaries of the assigned region. If it becomes necessary to host a region competition outside of the designated boundary, prior written consent is required by the region in which the event is being held.

2.11 Player identification:

.01 A player must be prepared, at all times, to provide proof of identification. A driver's license or comparable identification, which includes a current photograph and signature, is acceptable.

.02 A player must be prepared, at all times, to provide proof of age when participating in T.A.A.F. sports categorized by age classifications or divisions. A driver's license or copy of a birth certificate from the Bureau of Vital Statistics is acceptable.

.03 A player failing to provide appropriate proof of age or identifications, when requested by a meet director, tournament director or state commissioner, may be declared ineligible and the team/player subject to disqualification.

2.12 All teams must wear like colored, non-duplicated numbered jerseys for regional and state tournaments.

2.13 All participants in adult team sports must have attained the age of sixteen (16) prior to the registration date for teams in that sport, unless specific sport regulations provide otherwise.

2.14 Age determination for youth sports

Sport	Age Determining Date
Basketball (Boy's & Girl's Winter)	September 1 of current school year
Basketball (Boy's & Girl's Summer)	September 1 of current calendar year
Boxing	Based on age as of the Games of Texas
Cheerleading	September 1 of current year
Flag Football – youth	September 1 of current year
Golf – youth	September 1 of current year
Gymnastics	January 1 of the year of competition
Inline Hockey	September 1 of current year
Kickball – Youth	September 1 of the current school year
Softball – Youth	December 31 of current year
Swimming – Summer	June 1 of current year
Swimming – Winter	Age as of the Winter Games of Texas swim meet
Tennis	Age as of Games of Texas dates
Track and Field	Based on year the athlete was born
Volleyball – Youth	September 1 of current school year

ARTICLE 3 TEAM SPORT REQUIREMENTS

3.1 Team Sports

.01 Deadline for T.A.A.F. Registration:

Sport	Deadline
Basketball - Adult	January 15
Basketball - Winter - Youth/High School	January 15
Flag Football - 8 on 8	October 15
Flag Football - 4 on 4	March 1
Flag Football - Youth	November 1
Hockey - In-line	Register at State Tournament
Kickball	Register at State Tournament
Soccer	Register at State Tournament
Softball - Spring/Summer - Adult/Youth	June 1
Softball - Fall	Register at State Tournament
Volleyball - Adult	Register at State Tournament
Volleyball - Sand	Register at State Tournament
Volleyball - Youth	April 15

3.2 Team Fees:

.01 Member Cities and Affiliate Members will pay the following registration fees to T.A.A.F.:

- All Sport Fee: $10 per team if all teams within that given sport are registered. (Example: Youth Basketball, Adult Flag Football.)
- Unattached Sports Team Fee: $25 per team if not all teams within a given sport are registered, those teams are considered unattached and will not be eligible for the lowest level of play in that sport if multiple levels of play are offered.

*Region registration fees may be added to the state team registration fees up to $2.00 per team

.02 REGION MEMBERSHIP FEES:

a. Regions that charge a fee in excess of the state fee may not exceed that fee by more than $2.00 / team.

b. Regional membership fees may not exceed $25.00

c. Any fee proposal exceeding the above limits must be approved by the executive board.

d. Any region charging a regional fee must provide the T.A.A.F. State Office proof that they have a federal tax identification number by January 2nd of the current year.

e. Regional fee schedule must be submitted to the T.A.A.F. State Office seven (7) days prior to the January 2005 board meeting and at the annual meeting in 2006 and thereafter.

.03 Insurance may be purchased for an additional fee. Contact the T.A.A.F. state office for fees and enrollment information.

.04 A late fee of five dollars ($5.00) per team may be charged to any registration after the deadline date.

3.3 Unattached Teams (adult **and youth** sports only):
The fee for an unattached team are fifty ($50) per year. This fee allows the unattached team to participate in the highest division of adult **and youth** team sports

.01 Teams playing in a T.A.A.F. league cannot register as an unattached team.

3.4 Registration Requirements

.01 Member Cities/Affiliate Members/Unattached Teams must furnish the following to the T.A.A.F. State Office by the registration deadline date:

f. One (1) copy of the league registration form, including division codes

g. One (1) copy of the team registration form

h. All registration fees

.02 Team registrations must be certified by the city where they compete, if a Member City. An Affiliate Member will mail their registrations directly to the T.A.A.F. State Office.

3.5 Team Roster Requirements

.01 To advance in T.A.A.F. championship play, each team will be required to submit a complete team roster as follows:

a. It must be written or typed on an approved T.A.A.F. team roster form. Exception: Softball rosters may be submitted on the official roster from the national organizations whose rules are governing the state tournament (i.e. ASA, USSSA)

b. Each individual listed on the roster must sign it in ink.

.02 Member Cities and Affiliate Members are required to submit team rosters for those teams advancing to championship play.

.03 It is recommended that all youth teams advancing to a state tournament have a minimum of one (1) T.A.A.F. approved national certified coach, to be listed on the team roster.

3.6 Returning Teams

.01 All T.A.A.F. team champions (except youth basketball) shall be eligible to return to the state tournament as defending champions, provided they have not been reclassified and have the following minimum returning players:

SOFTBALL SLOW PITCH	10 PLAYERS
SOFTBALL FAST PITCH	9 PLAYERS
FLAG FOOTBALL	6 PLAYERS
BASKETBALL	4 PLAYERS
VOLLEYBALL	4 PLAYERS

3.7 Region/State Tournament Participation

.01 In order to be eligible to compete for state honors, each team must have:

a. Registered with T.A.A.F. by the deadline date.

b. Fulfilled all roster requirements as specified by the Member City, or, if an Affiliate or Unattached Team, by the Regional Director.

.02 To enter a regional tournament, the local T.A.A.F. Member City representative must certify the roster. The roster must be submitted to the regional tournament director (adult men's basketball and flag football only) prior to the deadline established by the region.

.03 To enter a state tournament, the regional director must certify the roster, including if from another organization (i.e. ASA, USSSA). Note: this is NOT the regional tournament director. The roster must be submitted to the state tournament director prior to the state deadline.

a. Affiliate and Unattached teams need to check with the T.A.A.F. state office for their requirements.

.04 Each Member City will have the right to advance any team that has registered with T.A.A.F. in all team sports except the following sports/classifications:

a. Men's 8 on 8 Flag Football
b. Youth Flag Football
c. Winter Youth Basketball

.05 The state tournament director may or may not limit the number of teams that are accepted in the state tournament. The state tournament director must accept a minimum of 20 teams in each division of youth and adult basketball and youth or adult volleyball. The state tournament director must accept a minimum of 32 teams in each division of adult or youth flag football and adult or youth softball.

a. In the Men's and Youth Flag Football State Tournaments and Girls Fast Pitch Softball Tournaments each Member City member will have the right to advance one (1) T.A.A.F. registered team to participate in the T.A.A.F. State Championship Tournament. The state tournament host city will have the authority to accept additional teams, if team registrations for the state tournament from the "automatic berths" do not fill the tournament.

b. The teams in the Winter Youth State Basketball Tournament must qualify through regional tournament. The Winter Boys and Girls State Basketball Commissioners will set the number of teams that qualify for the Winter Youth State Basketball Tournament. The State Commissioners and State Tournament Directors will determine the total number of teams accepted in the Boys and Girls Winter State Basketball Tournaments.

.07 In a regional or state T.A.A.F. tournament, any team that fails to show up may be suspended from T.A.A.F. play for one year unless the team notifies their regional director and the state tournament director of their intent to be a no show. This notification must be made prior to the start of the tournament. This rule applies to every participant; all team members and all coaches, on the official team roster.