

## 2021 Flag Rule Exceptions and Guidelines

1. Teams can RUN or PASS any time – an extra point at 5 yds is 1 point, an at 10 yds is 2 points. There is NO 'no run' rule for 1 pt - we got rid of the no run zone at midfield and goaline.
2. **Center** is an **eligible** ball carrier/receiver. The center must fully release the ball to the QB before receiving the handoff.
3. There is **one rusher who must start at least 7 yds off the line of scrimmage**. Referees are free to "interpret" the 7 yd distance as needed depending on age group and/or skill level, to allow the offense to get a play off.
4. There is **no seven second pass rule**. Only 1 rusher is allowed if 7 yards off line of scrimmage. Again, referees may move rush line further than 7 yards to allow offense to get a play off, especially in younger age levels.
5. Pick 6 is allowed in all age groups.
6. QB can run after handing off and receiving a second hand-off.
7. For the older players, we play on half of a standard 100 yard football field. The ball is started on the 40 yd line and offense works to the near goal. First down at the 20. There is a defensive goal line at the 45 yd line (for safeties and pick-6).
8. In the event of INT, where a flag is pulled, the ball is turned around **and placed at the same distance to the goal** when the new offense takes over. For example, if the ball is intercepted and downed on the 30 (15 yds to the DEF goal) the ball is then placed on the 15 for the intercepting team's offense. In the event of a pick 6, the team that threw the interception gets the ball again at the normal start point, the 40 on regular size fields.
9. Must have 2 receivers on the line on opposite sides of the center with everyone else one yard off the line. No player other than QB may line-up within 3 yards of center. **Look like football.**
10. If you ref the last game of the day at a park, make sure the **yard markers get put away**.

### Referee Points of Emphasis

- **After 28 points or more point advantage over another team**, starting QB/RBs (best skilled athletes) need to be either pulled or removed from throwing/carrying/receiving and not allowed to rush the opposing losing team for remainder of the game. Warn coach, then eject from game
- Each Team only has 1 30-second timeout per half, **2 timeouts per game**.
- Each Team has **only 30 seconds to call a play**. Refs will issue 1 warning, and then call delay of game penalties thereafter (5 yards from LOS and loss of down).
- **Tackling or Defensive Unnecessary Roughness needs to be called EVERY TIME** – 10 yards and automatic 1<sup>st</sup> down.
- Defensive Pass Interference **needs to be flagrant** given it results in an automatic 1<sup>st</sup> down.
- **Flag Guarding** is an offensive spot foul, resulting in 10 yards and loss of down.