

<p><u>HEAD REF WATCHES:</u> QB, Center & Rusher for OBSTRUCTION, ROUGHING the PASSER/PUNTER, OFFSIDE, SACKS</p> <p><u>2ND REF WATCHES:</u> ALL OTHER PLAYERS for PASS INTERFERENCE, ROUGHING & PERSONAL FOULS</p>	<p><u>PUNTS:</u></p> <p>a) negative yard punt: ball dead where it lands</p> <p>b) punter drops ball while punting: ball dead where it lands; if in EZ then safety awarded (2pt)</p> <p>c) punted ball hits post: dead: (2pt)</p> <p>d) Punted ball blocked by receiving team & knocked forward: dead ball @ pt of block</p>	<p><u>LIVE BALL PENALTIES:</u> Roughing passer/punter, offside, repeat down if penalty accepted & yards awarded.</p> <p><u>DEAD BALL PENALTIES:</u> Personal fouls. Do not repeat down, UNLESS last play of half or game & yards awarded.</p>
<p><u>SAFETY TOUCHES AWARDED:</u> 2 pt. Clock stopped: team awarded pt. can choose: scrimmage from own 30, kick to other team, have opponent kick off from its own 30</p> <p>a) Receiving team puts ball in own EZ & player is flagged or ball is dropped.</p> <p>b) QB passes from own EZ & hits post</p> <p>c) QB or any player sacked in own EZ</p> <p>d) Receiving team laterals & hits post.</p>	<p><u>BALL CARRIER INFRACTION:</u> Straight arm or push away: unnecessary ROUGHNESS; loss of 20 yd. from pt of infraction.</p> <p>No attempt to avoid contact with defender who has clearly established position: CHARGING: 10 yard loss from point of infraction</p>	<p><u>DEFENSIVE INFRACTION:</u> HOLDING: Grabbing clothing, hanging on to slow opponent to make it easier to grab flags; 10 yd. added from pt of infraction or where ball ruled dead. (Which ever is closer to defensive's team's goal line)</p> <p>BLOCKING: Defense player deliberately blocks offense's right of way – i.e. moving into line of runner or placing themselves in a blocking position. 5 yd penalty.</p>
<p><u>FIXED PENALTIES:</u> 5 YARDS:</p> <p>a) Time Count Violation</p> <p>b) Offside</p> <p>c) Minor objectionable conduct (extension)</p> <p>d) Minor Personal Foul (incidental head touch)</p> <p>e) No Yards (UNINTENTIONAL)</p>	<p><u>FIXED PENALTIES:</u> 10 YARDS:</p> <p>a) Delay of Game</p> <p>b) Illegal Re-entry</p> <p>c) Illegal Substitution</p> <p>d) Illegal use of Hands</p> <p>e) No Yards (INTENTIONAL)</p> <p>f) Objectionable Conduct</p> <p>g) Obstruction</p> <p>h) Pass Interference</p>	<p><u>KICK OFF LINE UP:</u></p> <p>a) Both teams line up 10 yd. from center.</p> <p>b) Ref on kicking line.</p> <p>c) 2nd ref in back field of receiving team.</p> <p>d) Lines person on receiving line.</p> <p><u>KICK OFFS:</u></p> <p>a) Through EZ, never playable Receiving team take ball on 10 yd line or have team re-kick with 5 yd penalty</p>
<p><u>KICK OFFS:</u></p> <p>b) Ball kicked into EZ & then it goes out or is knocked out by receiving player or receiving player is flagged in the EZ: Ball playable. Kick team gets 1 pt (known as ROUGE)</p> <p>c) Kicked ball bounces forward off receiving player: original player or other onsite player can play. If offside player plays ball, then play is dead @ original receiving player's spot. If that was in EZ kick team gets 1 pt.</p>	<p><u>KICK OFFS:</u></p> <p>d) Ball not kicked 20 yd., receiving team has option of taking ball where it landed or kick team kicks with a 5-yd. penalty.</p> <p>e) Ball hits post in flight. No points Ball dead. Receiving team scrimmages from own 25.</p> <p>f) Ball hits post bouncing. No points ball dead. Scrimmage from 10 yd.</p>	<p><u>COIN TOSS:</u></p> <p>a) Call in air</p> <p>b) Set clock(s) 20 min</p> <p>c) Call quarter change</p> <p>d) Set clock(s) 20 min</p> <p>e) @ 8 min call 5 min to half time</p> <p>f) write down who won coin toss</p> <p>g) Set clock(s) 20 min</p> <p>h) Call quarter change</p> <p>i) Set clock(s) 20 min</p> <p>j) @ 8 min call 5 min to 5 plays.</p>