

Girls Flag Football SRI Bulletin – Week 3 review

I've heard so many great things coming in from the first couple of weeks, great job to everyone involved!!

Here are a few notes based on what I have heard from officials and coaches across the state.

Reminder: we cannot apply Tackle rules/procedures to Flag:

- One Voice is NOT a rule for flag
- Illegal equipment (i.e. jewelry) is not a foul. Send them off to correct it.
 - Including navel piercings!

Sideline Expectations:

As a reminder, not all of the flag football coaches are tackle coaches. They may not be familiar with the sideline policies.

- **Rule 1, Section 2**
 - **ART. 1, e . . .** The coaches' area is a minimum of a 2-yard belt between the front of the team box and the sideline, and becomes a restricted area when the ball is live.

Official's Uniform:

- Pants, 2" stripes, hat – clean, neat and tucked in.
- Shorts are allowed if all crew members wear them – each association can dictate the weather requirement.
- Radios are allowed
- Patches will be available/required once the sport becomes sanctioned.

Running Clock for score differential: 35+ at the start of the 2nd half.

Score differential policy game ending procedure. Because this was not adopted at the start of the season, we are sending this out as an option if agreed upon by both schools prior to the start of the contest. We recommend that it be determined by the Athletic Directors prior to the contest.

If a contest reaches the threshold of a 35+ point differential anytime after the start of the second half, you will follow the procedures below:

- Clock starts at the snap following the declaration of a running clock
- Clock starts at the snap to start the 3rd quarter.
- Clock will only stop for times-outs, injuries, or an official's time-out
- Once the running clock begins, even if the score comes back within 35, normal timing does not resume
- Clock will stop for the 2-minute warning but will resume at the snap.

Uniforms:

- Home teams wear dark, Visitors wear white – **if the visiting team does not have white jerseys and their only uniform is the same color or close, they MUST wear pinnies.** Please alert the home team in case an alternative situation can be reached.

Punting (varsity): please review Rule 6, Section 1, Arts 1-9, page 42 – Scrimmage Kicks

- **ART. 5 . . .** When a punt, that has crossed the neutral zone touches a player from either team and then hits the ground, it is dead and belongs to R at that spot.
- R can advance the ball if recovered after it hits the ground.
- The ball is dead at any point it touches K, after the ball crosses the neutral zone.

Clock stoppage for first downs: (Rule 3, Section 5 on page 35)

- **ART. 7 . . .** An official's timeout (which is not charged to either team) occurs during a dead ball.
 - a. When a first down is declared with less than two minutes remaining in either half.

Blocking is ILLEGAL / **Screen Blocking:** is LEGAL (page 21)

- **Rule 2, Section 3**
 - **ART. 1** . . . Blocking is obstructing an opponent **by contacting** them with any part of the blocker's body.
 - **ART. 2** . . . Screen blocking is taking position to obstruct the path of an opponent **without contacting** the opponent with any part of the blocker's body.
- **Rule 9, Section 3 – Blocking** (page 51)
 - **ART. 1** . . . Blocking by any player is illegal unless it is a screen block.
 - **ART. 2** . . . After assuming a legal position, a screen blocker may move to maintain legal position by moving in the same direction or path as the opponent. Screen blocking shall take place without initiating contact during the process of the block. A screen blocker shall not extend the arms, or use hands, arms, elbows or legs to initiate contact.
- **PENALTY:** Art. 1 – Illegal Blocking – (S34) – 10 yards.
 - Reminder, think of the contact in basketball terms...Block vs Charge*
 - *Did the offense charge into the defender and cause the contact?*
 - *Did the defender block the offensive person and cause the contact?*

False Starts / Encroachments: (page 44)

- **Rule 7, Section 1: Before The Snap**
 - *Notes:* the snapper cannot remove both hands from the ball after touching it.
 - *Notes:* no player shall be in the neutral zone prior to the snap

Restricted area:

- **Rule 1, Section 2, page 10**
 - **Art 3.e.** Team boxes shall be marked on each side of the field outside the coaches' area between the 20-yard lines for use of coaches, substitutes, athletic trainers, etc., affiliated with the team. The coaches' area is a minimum of a 2-yard belt between the front of the team box and the sideline and becomes a restricted area when the ball is live.
- **Rule 9, Section 8, page 55**
 - ART. 3 . . . A nonplayer shall not be outside their team box unless to become a player or to return as a replaced player. A maximum of three coaches may be in the restricted area. No player, nonplayer or coach shall be in the restricted area when the ball is live

Overtime procedure clarifications, modified Kansas plan (*note: no overtime in JV games*)

- Captains will be brought to the center of the field for a coin flip
 - Choices: offense, defense, end of field
- Possessions:
 - 1st overtime: each team: 1st and 20 on the 30-yard line
 - 2nd overtime: each team: 1st and 20 on the 30-yard line
 - 3rd+ overtime: each team: 1st and goal on the 20-yard line
- ***If the defense gains possession, the offensive series is over. If the defense scores during that possession, the game will end.***

As always, reach out to me if you have questions, comments or plays to review.

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