

**Official Version - 2015**  
**San Diego C.A.P.S.E.S. Sports League**  
**Flag Football Rules**  
**\*\* Updated: 9/16/2015\*\***

***Commitment Statement***

*The San Diego CAPSES Sports League is committed to developing athletic skills and sportsmanship while providing an opportunity for students with special needs to play competitive sports. The goal of this league is for every game to be a positive experience for all players on both teams, regardless of which team is victorious in the game. As the schools involved in this league serve a wide range of individuals with special needs, coaches on both competing teams, actively work to balance the competition in the interest of keeping the game competitive. All participants, coaches and players alike, promise to play fair, treat others with respect and to always do their best.*

**A. GAME TIME *\*\*Recent Rule Implement in 2014\*\**:** 11 AM Start (Rule: a school must be onsite by 11 AM and be ready to play by not later then 11:05 PM – or a forfeit win will be award to the other team).

**B. Home Team Responsibilities:**

- Arrange (and if needed pay) for field to play on
- Contact the other school that Tuesday or Wednesday to confirm the game time & location
- If necessary, call Bruce (the League’s Officiating Chief), of a Cancellation or Rescheduling of the game
- Mark the field to the required specifications with cones
- Help keep the “Unofficial” score of the game
- Provide a person to be the “Downs Maker” *\*\*Optional if you have the equipment\*\**
- After the game, call, text or email the League Commissioner with the Results of the game (Bob Meehan: Cell #: 619-415-7785 (texts OK), Email: bmeehan@tiee.org)

**C. Away Team Responsibilities:**

- Keep the “Official” Score of the game
- If necessary, call Bruce (the League’s Officiating Chief), of a Cancellation or Rescheduling of the game

**D. OFFICIATING:**

- There shall be two paid Referees for each game Flag Football Game.
- Each Ref. will be paid \$40 (in cash). Each school will pay one of the Refs.

**E. Procedures for Notifying The Officials when a game needs to Forfeited, Cancelled or Rescheduled:**

- **Poor Weather:** The “Home” Team MUST contact “Bruce” (the Officiating Chief) by 9 AM of the day of the game. *\*\*No referee’s fees apply for weather related game cancelations.*
- **Rescheduling:** The school that is needing to reschedule, MUST contact “Bruce” (the Officiating Chief) and the League Commissioner -- Bob Meehan, by not later then 4 PM on the Monday before the scheduled game. *\*\*Both schools must agree to the rescheduling or the game will be considered a forfeit.*
- **Forfeit:** If a game is Forfeited, regardless of when or why, BOTH schools still MUST still pay the Referees. \$40.
- Officiating Crew Chief: “Bruce” (phone: 619-977-7256) (email: bcarvajal5@att.net)

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## **ROSTER:**

1. 8-Players on the field. Unlimited Roster size.

\*\*Unlimited Substitutions, but subs must be sent in before the Officials declare the ball "Set".

2. UPDATED Rule for 2015: OK to with less then 8 players – as there is NO advantage with playing with less then 8 player for flag football .

3. All Players in Uniform are encouraged, but not required, to play for at least one-set of downs.

## **FIELD:**

**4. The Dimensions of the field shall be 80 yards (240 feet) long by 40 yards (120 feet) wide with two 10-yard (30 feet) end zones.**

Note: The width of the field can be slightly narrower than 40-yards to accommodate available space, but each Team's Home field MUST be able to accommodate the field length dimensions.

5. Each 20 yards is considered a "First Down Line" (i.e., 20, 40, 20) with a first down being awarded to the Offensive Team once they cross those lines.

## **FLAG BELTS:**

6A. A "Triple Threat" aka 3-Flag" Belt MUST be worn by ALL players (i.e., the entire belt comes off when a flag is pulled) & Player Uniform Jersey must be Tucked In. \*\*See Summary of Penalties

6B. The Color of the flag belt must clearly contrast the color of the uniform pants/shorts & jersey.

Note: If a school comes to a game not wearing the proper Flag Belts, the game is Forfeit/Loss for that school. **NO** use of Velcro Flag belts or Hook Flag Belts (i.e., any flag belts where a flag will come off individually).

## **Optional Equipment:**

7. The use of a "Mouth Guard" is highly encouraged

8a. Plastic or screw-in cleats on shoes. **No metal cleats.**

8b. Football type gloves are OK to use.

## **FOOTBALL TYPE:**

9. Each school may use their own "Game Football". This game football MUST be (and say) "OFFICIAL SIZE" as used in the NFL and NCAA.

▪ Each school is only allowed use just one specific "Game Football". (e.g., NO use of a different football for punts).

▪ During the coin-toss at the beginning of the game, the Refs will confirm that each school's game ball says "Official Size" on it. If a ball does not say "Official Size," it cannot be used in the game.

Note: "Wilson" is the official ball manufacturer for both the NFL and NCAA

Official Size of the NFL & NCAA Footballs:

▪ Short Circumference: 20.75"- 21.25"

▪ Long Circumference 27.75 "- 28.5"

▪ Length Tip to Tip: 10.75"

▪ Weight: 14-15 oz

## **GAME TIME:**

10. A game consists of Four (4) 12-minute Quarters.

- Teams switch direction at the end of each Quarter.
- The clock runs consistently, except for the last 2-minutes of the 2<sup>nd</sup> & 4<sup>th</sup> Quarters. Before the 2 minutes warning, the clock will only stop for Team and Referee timeouts.

11. **2-Minute Warning** – **\*\*New for 2015\*\***

- The Game Clock will stop at the 2-minute mark, which will be a short timeout (approx. 30 seconds). The clock won't resume until the ball is snapped.
- During the last 2-minutes of the 2<sup>nd</sup> & 4<sup>th</sup> Quarters, the Clock will STOP for penalties, incomplete passes, plays that run out of bounds, change of possessions and scores (including point after attempts).
- If a team is winning by 17 or more points, the clock will continually run when under the 2-minute mark: with the only exception is for a team time-out.

**\*\* The Ref will verbally call out the Time (in a loud voice) at least every two minutes\*\*\***

12. **2 Time-Outs per team per half** – **\*\*New for 2015\*\*** - Any Player or Coach can call for a Time-Out. Unused Time-Outs do not carry over to the second half.

13. The Offensive Team has 25-seconds to put the ball in play once the Ref has “Set” the ball. The Referee shall verbally count down out loud from the 10 second mark.

## **GAME PLAY:**

14. **The Coin Toss:** A coin toss is used to decide which team is on offense first and the field direction.

- The “Away” team calls “Heads” or “Tails”.
- The Team that wins the coin-toss can choose one of the following options: 1. Offense First, 2. Defense First, 3. Field direction, or 4. Defer to the 2<sup>nd</sup> Half.
- The other team chooses the remaining options.

15. The Team on Offense gets the ball on their own 20-yard line to start the first and second half. The team on Offense gets the ball on their own 20-yard line after the other team scores a touchdown.

16. First Downs: Each time the team on Offense moves the ball across the “First Down Lines (i.e., 20, 40, 20)” they are awarded a First Down.

Note: Re-crossing the first down line due to a loss of yards on previous play, does NOT count as another first down.

## **OFFENCE:**

17A. The Team on Offense must have at least 4 players on the actual line of scrimmage.

17B. For safety, players should NOT be in any type of 3-point stance.

18. The player ‘snapping’ the ball must hike it to another player. NO sneak hikes. \*\*\* See Summary of Penalties\*\*\***NOTE: The use of a Fake Cadence OK (e.g., saying “Hike,” but not actually snapping the ball in the hopes drawing an off-sides penalty on the Defense) is legal, but excessive use of this strategy is highly discouraged.**

19. One offensive player is allowed in parallel motion (to the line of scrimmage) before the ball is snapped.

20. The team on Offense shall move the ball by running or passing the ball.

21. Any player on Offense can run, pass, or catch the ball – however if an offensive player block

down field and a pass is thrown in their direction, offensive pass interference may be called.

22A. The Offensive Team may throw as many forward passes as they like, however the pass must be thrown from behind the original line of scrimmage.

22b. Backward laterals of the ball is OK. Forward laterals (throwing the ball forward after crossing the line of scrimmage) is illegal and will result in a penalty \*\*\* See Summary of Penalties\*\*\*

23. No Offensive Player can hold or illegally block a Defensive Player  
\*\*\*See "Blocking" section and Summary of Penalties\*\*\*

24. Spinning & Jumping while running with the ball is legal, but a Player cannot "Flag Guard" (deliberately making hand contact with the defensive player that makes it difficult to have their flag pulled).

25. The Ball Runner may NOT "Guard" his or her Flags, "Straight-Arm" or run directly into a Defensive Player. \*\*\* See Summary of Penalties\*\*\*

26a. **A Flag Unintentionally Falls Off During a Play:** *\*\*New For 2015\*\** If an Offensive Player has the ball and their flag belt unintentionally falls off (i.e., there was no contact) – the play is ended and the ball is placed at the yard line spot of where the flag belt fell off.

26b. **Delayed Flag Falling Off:** If a Defensive Player makes contact with the Flag of an Offensive Player with the ball, and the flag delays, but does eventually fall to the ground, it will be a JUDGEMENT call of the Referee as to the exact spot of the ball.

### **PUNTING:**

27. The Offensive Team can declare a "Punt" to the Refs before the ball is put in play. Once a "Punt" is declared, the Offensive team MUST Punt the ball. NO Fake Punts or Sneak Punts (i.e., punting the ball without declaring it).

28. During a declared Punt, ALL Offensive & Defensive Players MUST remain still until the ball is Punted.

29. During a declared Punt, if the snapped ball touches the ground, it still may be picked up and Punted.

30a. Teams MUST Punt with the ball that is regularly used by the Offense. A team cannot bring in a different, "special" ball to punt.

30b. No "Sneak" (aka, undeclared) Punts – See Summary of Penalties.

### **DEFENCE:**

31. The goal of a Defensive Player MUST be to pull the flag of the Offensive Player who has the ball. No Holding, pushing, tackling, striking/pulling at the ball carrier an attempt to "Strip The Ball" or intentionally hitting a quarterback's arm in an attempt to knock the ball loose.

\*\*\* See Summary of Penalties\*\*\*

32. Any Defensive Player may intercept and return a pass thrown by the Offense.

## **BLOCKING:**

33a. Any type of Blocking must be done safely & appropriately.

33b. The CAPSES League does NOT any specific blocking rules for female players. Individual concerns can be discussed among the Head Coaches & Referees on game days.

33b. No defensive player shall line up directly in front of the Offensive Center. **No “Canning”** of the Offensive Center (i.e., when a defensive player makes contact with Offensive Center before they have a chance to stand up and block – violation will be considered a 15 yard personal foul penalty (Rule #70).

34. No Forearm or Cross-Arm Blocking is allowed. \*\*\* See Summary of Penalties\*\*\*

35. NO Blocking to the head/face, below the waist, or from behind.

\*\*\*See Summary of Penalties for further examples and penalties\*\*\*

## **DEAD BALL:**

36. **No Lost Fumbles:** For this league, a “Fumble” is where a player loses control of the football and it touches the ground. In the event of a Fumble, see rules 37a & 37b as to where the ball should be placed.

37a. If the football is “Fumbled Forward,” the ball shall be placed at the original line of scrimmage.

37b. If the ball is “Fumbled Backward,” the ball shall be placed at the spot where the football first touched the ground.

37c. In the rare event that a football pops loose from an offensive player and before it hits the ground, the defense can gain possession of the football if they can get control of the ball before it hits the ground.

## **SCORING:**

38. **Touch Down** = 6 points

39A. **Extra Points:**

- 1 Point from the 5-Yard Line
- 2 Points from the 10-Yard Line

39B. NO kicked “Field Goals” or “Extra Point Kicks.”

Note: If a Defensive Player intercepts a pass during an Extra Point Attempt, and they run the ball back to the other end zone, that team will be awarded 2 points.

40. **Safety = 2 Points**

- The scoring team will receive the ball on Offense at their Own 20-Yard Line

## **OVERTIME FORMAT ~ \*\*\* A Game cannot end in a Tie**

41. **California Tiebreaker~**

- Coin Toss, the Winner of the Toss can **choose one of the four options:**

1. The Ball Last; 2. The Ball First; 3. One Side of the Field; 4. The Other Side of the Field.

\*\*NOTE: Choosing “The Ball Last” option is most advantageous.

- The Ball is placed at the 40-Yardline (Midfield)

- The Teams will **Alternate** playing a down on Offense until both teams have run 4-downs. The Ball is placed where the other team completed their play.

- Regardless of yardage gained, no first downs in California Tiebreaker.
- All Penalty procedures & Interception Rules are the same.
- If a Team scores a TD, the point after procedures still apply. The ball is then placed back at the 40-yard line.
- After both teams have played their 4 alternating downs, the Team that has gained the Most Points and and/or gained the most Yards, is declared the Winner.
- In the very unlikely event of the Yardage & the Score are equal after each team has played 4 downs, a second California Tie-Breaker session shall be played.
- The California Tie Break should take less than 10 minutes to play.

## **SUMMARY OF PENALTIES:**

### **Offensive – Dead Ball Penalties – Loss of 5-Yards**

42. False Start
43. Illegal Formation (e.g., not enough players on the line, player stands in a 3-points stance)
44. Illegal Snap (e.g., not snapping it to another player)
45. “Sneak” or Undeclared Punt
46. A Defensive player not wearing his or her flag belt properly attached when the ball is snapped.
47. Delay of Game (e.g., Not snapping the ball within 25-seconds from when the Ref. "Sets" the ball).

\*\*These Penalties are automatically enforced and cannot be declined by the Defensive Team

### **Offensive Penalties – After Play – Marked off from the Original Line of Scrimmage – Repeat Down – Loss of 5-Yards**

48. Off-Sides
- 48B. Illegal Motion
49. Helping/Pushing a Runner
50. Too Many Players on the Field (i.e., 9 or more Players on the Field).
51. An Offensive player not wearing his or her flag belt properly attached when the ball is snapped.

\*\*The Defense may choose to accept the Penalty or the result of the play

### **Offensive Penalties – After Play – Marked off from the Original Line of Scrimmage – Repeat Down – Loss of 10-Yards**

52. Illegal Blocking & Illegal Use of the Hands/Arms \*\*see “Blocking” section
53. Holding (Safety if foul occurs in the End Zone)
54. Clipping
55. Tripping
56. Ball Runner Straight Arming opposing player
57. Ball Runner intentionally running into a Defensive Player
58. Illegal Forward Pass or Lateral pass

### **Other Offensive Penalties:**

59. Quarterback Intentional Grounding -5 yards from the Spot of Foul & Loss of Down
60. Offensive Pass Interference -15 yards from Line of Scrimmage & Loss of Down
61. Flag Guarding - Loss of 10-yards from the spot of the infraction, repeat the down.
  - **Exception:** If the result of the play and the –10 yards have been marked off, and the ball has still crossed a

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first down marker, the Offensive Team will still be rewarded a First Down.

### **Defensive Dead Ball Penalties – 5-Yards**

61. Intentional Delay of Game
62. Encroachment (A Defensive Player makes contact with an Offense Player before the Ball is Snapped).
63. Interfering with the Snap of the Ball (this includes making sounds to distract the QB from saying “Hike”)
64. Illegal Formation (e.g., a lining up in a 3-point stance, lining up directly in front of the Offensive Center).
65. A Defensive player not wearing his or her flag belt properly attached when the ball is snapped.

\*\*These Penalties are automatically enforced and cannot be declined by the Offensive Team

### **Defensive Penalties – After Play – Marked off from the Original Line of Scrimmage – Repeat Down & 5 Yards**

66. Defensive holding, pushing, tackling, striking/pulling at the ball carrier’s arms in an attempt to cause a fumble or intentionally hitting a quarterback’s arm in an attempt to knock the ball loose. \*\*Repeat The Down\*\*
67. Off-Sides
68. Too Many Players on the Field (i.e., 9 or more Players on the Field when the ball is snapped)
69. Any Defensive player not wearing his or her flag belt properly attached when the ball is snapped.

\*\*The Offense may choose to accept the Penalty or the result of the play

### **Defensive Penalties – After Play – Marked off from the Original Line of Scrimmage – Repeat Down 15 Yards**

70. Illegal Blocking/Contact & Illegal Use of the Hands/Arms \*\* See “Blocking” section
71. Tripping
72. Tackling
  
73. Roughing the Quarterback (including making contact with the throwing arm) 15 Yards and Automatic First Down.

\*The Offense may choose to accept the Penalty or the result of the play

### **Defensive Penalties – Spot of Foul – Automatic First Down**

74. Defensive Pass Interference\*
- \*If pass interference occurs in the end zone, the Ball will be placed at the 1-yard line.

\*\*The Offense may choose to accept the Penalty or the result of the play.

### **Offensive or Defensive Personal Foul Penalties – Dead Ball – 15 Yards**

75. Unnecessary Roughness (including the “Canning” of the offensive center by a defensive player).
76. The “Canning” of the Offensive Center (i.e., when a defensive player makes contact with the Offensive Center before they have a chance to stand up and block).
77. Unsportsmanlike Conduct (by Player or Coach) – this includes swearing, taunting, yelling, threatening, throwing equipment, fighting and arguing with the Referee- see page 8.

\*The Ref. may choose to also “Eject” a Player or Coach from a game for dangerous or inappropriate behavior.

\*\*These Penalties are automatically enforced and cannot be declined.

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### **Other Penalties:**

78. Any Players determined to have intentionally tied their flags so it cannot be pulled will result in a -15 Yards Unsportsmanlike penalty from the original line of scrimmage (or half the distance to the Goal-Line).

79. Coaches, Players and Fans on the sidelines must be at least 3-yards away from the out of bounds markers – and not past the 20-yard line on either side of the field. Violation of this rule could result in the Referee Calling “Too many players on the field –5 yards.”

### **SPORTSMANSHIP:**

#### **80. Unacceptable Behaviors by a Player or Coach:**

- Taunting
- Name Calling
- Teasing of Making Fun a player (from either team)
- Criticizing the other team or Excessive Criticism their own team members
- Excessive use of foul language
- Flashing Gang Signs
- Excessive intentional physical contact with another player
- Throwing/kicking objects in anger
- Complaining About Referee’s Call (audible to others)
- Arguing with the Referee or complaining out loud about the referee.
- Doing so may result in the Referee calling an “Unsportsmanlike Conduct,” 15 Yard penalty and may further result in the offending Player or Coach being ejected from the game. A **second** violation by the same individual in a game will result in an **automatic ejection** from the game and the matter will be referred to the League Commissioner to review of circumstances. **\*\*It is the judgment call of the Referee to eject a player or coach even after the first “Unsportsmanlike Conduct” call. Also, unsportsmanlike and/or inappropriate behavior before or after a game could effect playing eligibility for future games.**

*\*\*When it comes to the safety and sportsmanlike behavior of a player or coach and when trying to determine if they should continue to participate in a game, it is MUCH more desirable and appropriate for their own school personnel to be the first ones to manage problems in these areas. When evaluating if a player should participate in a future game, schools should consider the severity of the incident(s), has this occurred in previous games, and the overall safety of everyone in the league.*

#### **81. Ejection:**

- If a Player or Coach is ejected from a game, the League Commissioner will need to be notified.
- Like it says above, it is much more desirable for schools to manage behavioral issue for their own students and staff. In rare circumstances, the League Commissioner may get involved to evaluate if a full or partial suspension for the next game scheduled is warranted.
- If a full or partial game suspensions are not honored and that Player or Coach is determined to have participated in a game while under Suspension, that Team is no longer eligible for the post-season.
- Repeated violations will put the Team's participation in the League in jeopardy and will be addressed at the next San Diego CAPSES Director's meeting.

82A. **Lopsided Scores:** If a team is ahead by 17 or more points at 2-Minute Warning of the 4<sup>th</sup> Quarter, then the clock will run continuously.

82B. **Management of the Score** – While it is the goal to win the game, it is BOTH Head Coach’s responsibilities, not the Referee’s, to keep the score of the game respectable (i.e., not to have a blow-out score such as 70 to 6 or 43-0).

**The “Mercy Rule” Procedure:**

With the goal of keeping the score of a game from getting out of hand, the Head Coach of the team that is losing has the option to invoke the “Mercy Rule” procedure (at any time).

**NOTE: Point Scored For and Against have absolutely NO bearing on the standings**

Procedure for Implementing The Mercy Rule:

- a) MUST be initiated, not just assumed, by one of the Head Coaches
- b) During a stoppage in play the of game, the Two Head Coaches & Two Referees will briefly meet to talk about strategies (see below)) for implementing the Mercy Rule Procedure.
- c) Once a Mercy rule has been declared, the Team that is ahead is guaranteed the win.
- d) Also, at this point, both Coaches are expected manage their players in such a way so the game is more competitive, an opportunity to learn the game, and fun for ALL those involved.

**Possible Mercy Rule Strategies:**

- The wining team won’t rush the quarterback or backfield (when on defense)
- The winning team when on offence won’t throw long passes down field
- Give less experienced players a chance to play key positions.
- Take out players who might have difficulty holding back.

*It is expected that both Coaches will actively try to implement and enforce all aspects of this “Mercy Rule” procedure. Failure to do so on any school’s any part, will be handled on a case by case basis with the League Commissioner. It is not the Referee’s responsibility to enforce this rule.*

**83. Show Good Game Sportsmanship:**

- At the end of each game, it is expected that ALL players and Coaches will shake the hands of the other team.
- Each team will nominate a Game MVP from the other team.

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**84. PLAYOFF FORMAT:**

- **Playoff Format:** Exact Format still to be determined, but likely a top 4 team playoff format for both the National & American Conferences.
- Standings and Playoff seedings are determined by the best Winning Percentage (calculated by Games Won / (divided by) Games Scheduled). *Note: Games that are canceled due to weather, but cannot be mutually agreed upon to be rescheduled, will count as a “game scheduled” towards the standing.*
- If two or more teams are tied with the Best Winning Percentage, then Head-To-Head Results will be used as tie-breaker.
- If Head-To-Heads results cannot be used as a tie-breaker (e.g., there is a 3-way tie in head-to-head results), then a special Playoff Game(s) will be played using the California Tie Breaker procedure. **\*\*See schedule for date of special play-in game. The Teams involved are responsible for field and Referee fees. The *Special Play-In Games rule applies only if Playoff spots are at stake. If it is just a matter of playoff seeding, a coin flip will be used.***

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- ***SPECIAL FACTOR:*** *Since the number of regularly scheduled games varies from 6 or 7 for various schools, when a playoff spot is at stake and it was deemed that a particular school had an advantage or disadvantage with having an extra game or one less game on their schedule in comparison to another school, a play-in game may be needed to be played.*
- Point Scored For and Against have absolutely **NO** bearing on the standings
- Both Conference Championship Games will be held at a time & place to be announced at a later date. All schools in the championship games will be required to contribute towards the field rental fee (of approx. \$40).
- The \$40 to \$50 Referee fee for each team still applies for all playoff games. NOTE: For the Championship Game, there will likely be three referees, so the referee fee will be higher.

## **OFFICIATING:**

### **85. Rules Are Written To Be Followed**

### **86. Referees - things to keeping mind:**

- It is very hard for the Referees to see everything, especially things that happen away from the ball.
- Like our players, Referees are human too and may make mistakes from time to time.
- Everyone needs to accept that there will always be a human aspect to the games.

### **87. No arguing a Referee's Judgment Calls:**

Referee Judgment calls, such as flag guarding, holding, complete or incomplete pass, inbounds or out of bounds are considered **Judgment Calls** and CANNOT be Argued or Challenged by Players and/or Coaches. Doing so may result in an "Unsportsmanlike Conduct" Penalty being called (-15 yards) and possibly that Player or Coach being ejected from the game.

### **All Referee Judgment Calls cannot be Argued or Challenged**

### **88. Rules Clarification Conference Procedure:**

If Coach feels the Referee is incorrect or not following a **Procedural**" aspect of the rules, they will need to call for a "Time Out" (if they have any left) and request a "Rules Clarification Conference" with the Head Referee.

If the Referee agrees with the Coach, their Team's will NOT be charged a Time-Out (similar rule as in the NFL).

During the last 2-minutes of the 4<sup>th</sup> Quarter and a team is out of out of Time Outs, they can still request a "Rules Clarification Conference", but can ONLY do so during a natural stoppage of the clock (e.g., incomplete pass, a play runs out of bounds, penalties).

**NOTE:** ALL Coaches are **PROHIBITED** from having "Coaching Type Talk" to their players during this "Rules Clarification Conference"

The Coach must refer directly to this set of written rules. Procedural Topics for a "Rule Clarification Conference" may only be from the list below:

- Team Roster
- Field Dimensions
- The size of the Game Ball
- Type and Color of the Flag Belt (contrast with uniform). Uniforms Covering the Flag Belts
- Management Of The Game Clock (e.g., clock was not stopped at the correct moment, the clock was not restarted at the correct moment).

- Placement of the Ball after it hits the ground from fumble
- Yardage Enforcement of a Penalty
- Procedure for the 1 or 2-point attempt (after a touchdown)
- Placement of the Ball after a Safety
- No “sneak” or undeclared punts
- California Tie Breaker Overtime Format
- A Referee calling a penalty for something that is NOT stated in the Rules or going against the written rules because they think a rule was written wrong.

**89. Hierarchy to Settle Disputes:**

• If the League Commissioner is NOT present at a game and/or their own school is playing in the game, then the two Head Coaches from each team can consult with the Head Referee/Umpire about the enforcement of Procedural Aspects of the Rules (i.e., must be about a topic from the designated list). This consultation will be based on the interpretation of the written rules. Hopefully, after this consultation, everyone will come away agreeing. However, if needed, the Head Umpire/Referee and the two Head Coaches will vote about what should be decided. The majority wins. Then ALL Referees/Umpires and Coaches will need to abide by what was decided in that vote.

• If the League Commissioner is present at a game, and can be considered neutral (i.e., his or her school is NOT playing the game ~ mostly likely only during playoff games), this person can consult with the Referees/Umpires about the enforcement of Procedural Aspects of the Rules (i.e., must be about a topic from the designated list). This consultation will be based on the interpretation of the written rules. Hopefully, after this consultation, everyone will come away agreeing. However, if needed, the League Commissioner will make a final decision about the dispute. The Referees/Umpires and Coaches will need to abide by the League Commissioner's decision.

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