

NYSACFO Syracuse Chapter

March 16, 2026

Girls' Flag Football
NFHS Rules Highlights &
NYS Interpretation

NYS adopted NFHS for 2026

🏈 These Slides Are Highlights from the NEW NFHS Rule Book

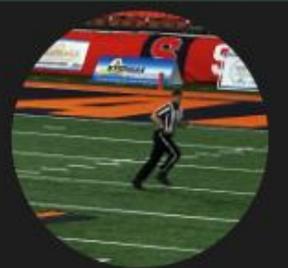
🏈 NEW rulebook, READ IT!

🏈 I can't summarize everything in 3 meetings – email, call, text (allbutoneref@gmail.com; 773/983-8535) & review slides or film after each meeting (<https://www.nyscfosyr.com/>)

🏈 **T**hrow out the old NYS "rules" PDFs from the last 2 seasons (no longer applies)

🏈 NFHS Girls Flag Football ("GFF") Rules are similar to Tackle Football Rules ("TFR"), with many important distinctions – I will highlight *major* differences

🏈 No case book or mechanics book (coming later this year for next season)

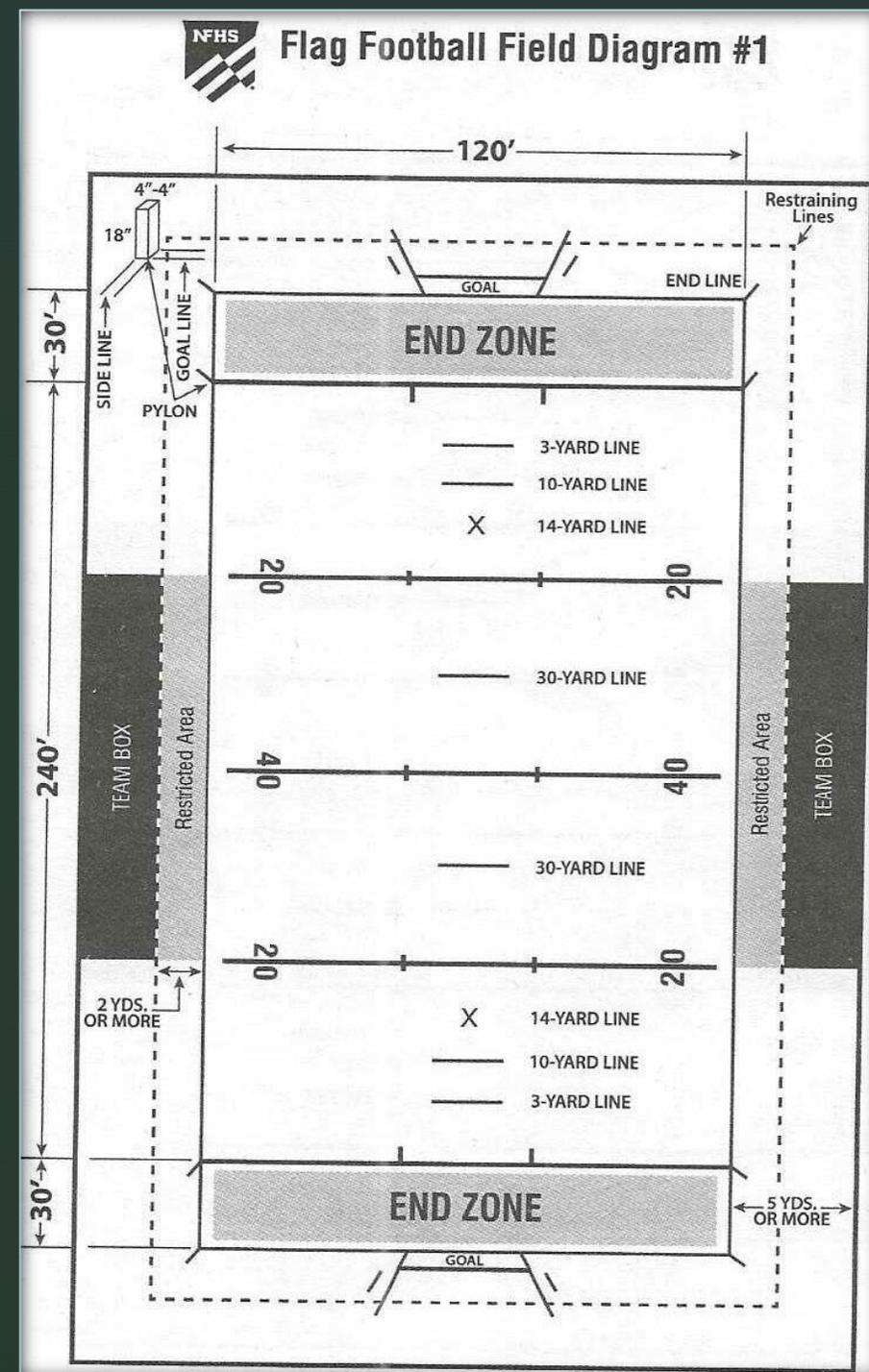


NYS adopted NFHS for 2026

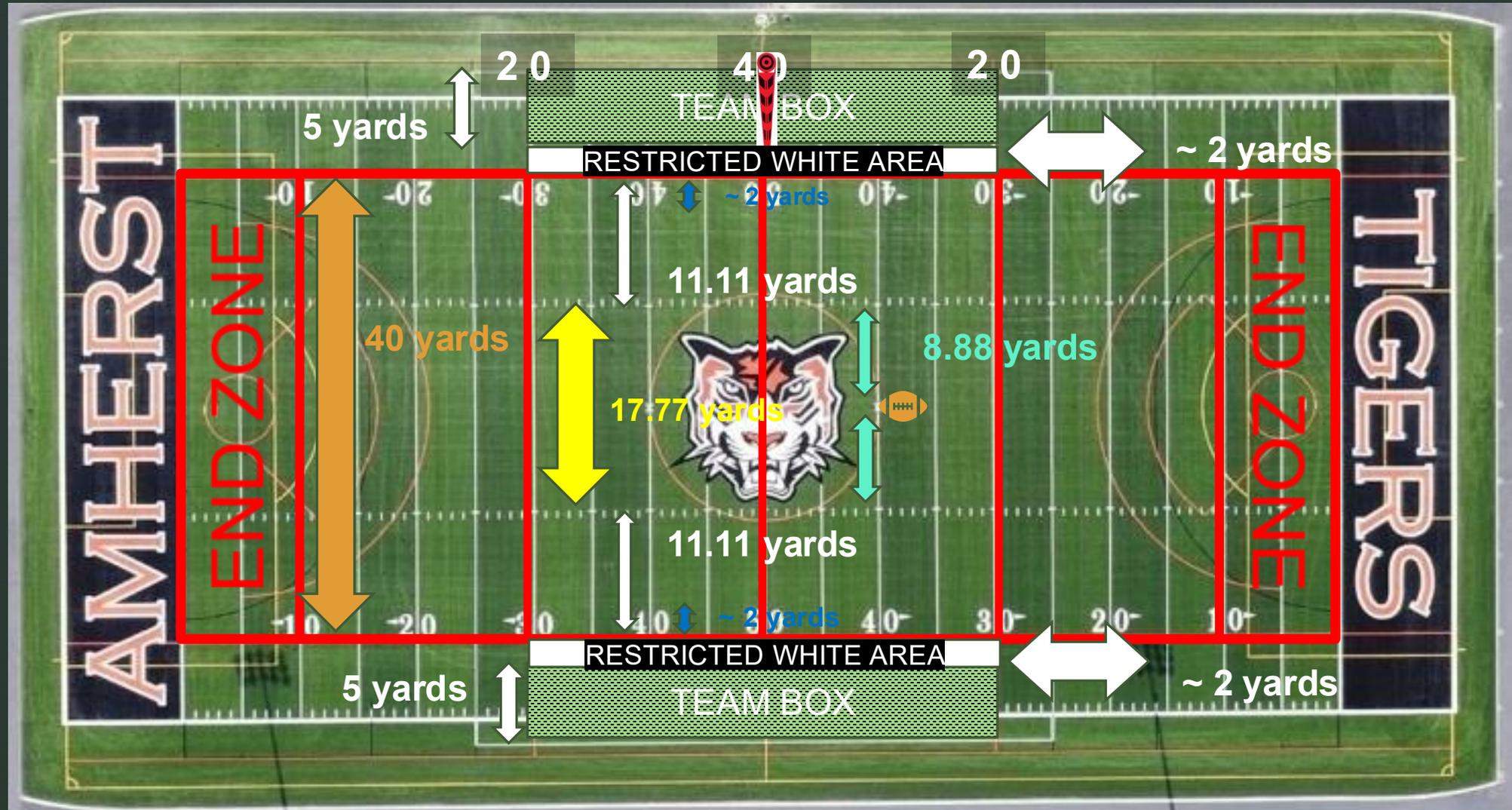
- 🏈 Waivers & Pilot Programs in NYS (R. 1-8)
 - 🏈 There are several NYS waivers in place where we will NOT follow NFHS rules:
 - 🏈 Various Equipment waivers
 - 🏈 2 v 3 flags
 - 🏈 Striped Pants are permitted
 - 🏈 “On-Side” Play
 - 🏈 Overtime (playoffs only!) (discuss week 3)
 - 🏈 No FGs or PATs, but can covert for 1 or 2 only (no 3 point in 2026 in Sec 3)
 - 🏈 Some of the Major Differences from tackle (**TFRvGFF**): (1) Kicking Game; (2) Automatic First Downs (Auto 1st) & Loss of Down (LOD); (3) no 15-yard penalties; (4) Catch / No Catch; (5) Running Clock (but same “under 2:00” rules); (6) fumbles (dead and spots); (7) blocking rules; (8) MANY MORE!

Rule 1: Field & Equipment

- Field is 40 yds x 100 yds (10 yd EZ)
 - Coaches Box: 20 to 20 – ENFORCE THE WHITE WITH UNS / AUTO 1st WHERE NEEDED!
 - Possessions begin at the 14 (R. 4-1-1)
 - Unless moved by penalty or we have an “on-side kick” (not a kickoff, more on that later)
 - Field Goal Posts: unnecessary because NYS does NOT allow FGs or PATs (must go for 1, 2, or 3-point conversion) (R. 1-7, 1-8)
 - “Pucks” (or beanbags) establish 1 yd NZ
 - Down Marker set at **LTG** not LOS (different from 2025)
 - Our fields won't look this neat and tidy . . .



KEEP THE WHITE CLEAR!



Rule 1: Field & Equipment

- Equipment Highlights (R. 1-3, 1-5)
 - Cleats ($\leq 1/2$ ") are now OK (different from 2025)
 - NYS Exception:** only requires 2 flags, not 3 (R. 1-5-1-f)
 - Flags should be any single color that clearly contrasts from leg coverings
 - Pants/shorts/skirts – should be single color contrasting from flag, no “exposed” drawstrings or belt loops
 - NYS Exception:** any stripe(s) on the pants are ok (for 2026)
 - Jerseys – basically same as TFR
 - NYS Exception:** so many that we will not worry about them (let them play)
 - Other protective gear (pads, braces, shin or thigh guards, head gear, etc.) are permitted so long as they are *unaltered, non-abrasive, not hard material*
 - Hair tie / scrunchie OK so long as not hard / abrasive (i.e. hair clips *not* permitted)
 - Play cards must be on wrist or arm
 - 1 mouthpiece only and can't have adornments or anything causing injury (same as TFR)
 - No Jewelry – same TFR (R. 1-5-3-c); religious iconography and med alert bracelets are **NOT** considered jewelry but must be taped down

Take them out for 1 Play Where possible (Same As TFR):
Important distinction between **improper** (through use)
and **illegal** equipment (e.g. flags glued in) (R. 1-5-3, 1-5-5)

Rule 2 Definition Highlights – Fumbles & Forward Progress

- Forward Progress (R. 2-13) – “foremost point of the ball” (same as TFR - no longer point of flag pull)
 - What about fumbles? Muffed snaps? They are both still **dead!** (R. 4-2-2-g-2)
 - Fumbles in Field of Play (FOP)
 - Backward in FOP: dead at spot it touches the ground! (R. 2-35-2 & 7-4-3)
 - Forward in FOP: also dead at spot it touches the ground! (R. 2-35-2 & 4-2-2-g-2)
 - Can gain a first down with a fumble in FOP! (**TFRvGFF**)
 - Intentional forward fumble in or beyond NZ might be an ILFP – judgment call (R. 7-5-2)
 - Fumbles Out of Bounds (OOB) in FOP
 - Forward & OOB in FOP: dead at spot of the fumble (white bean bag spot) (R. 4-3-1-exception)
 - Backward & OOB in FOP: dead at OOB spot (R. 7-4-4)
 - Fumble Timing Rules –same as TFR under 2:00 (covering Rule 3 on 3/30)
 - backward OOB =snap (R. 3-4-3-a)
 - forward OOB = ready/wind (stop it, set the ball/bags, then wind it) (R.3-4-2-d, 4-3-1 [exception])

Rule 2 Definition Highlights – Fumbles & Forward Progress

- ◆ Fumbles, Interceptions, and Kicks at the Goal Line
 - ◆ The Goal Lines have the same FORCE rules from TFR so if A fumbles across (A) its opponent's GL, we have a TB; (B) its own GL, we have a SAFETY (R 2-11, 8-5)
 - ◆ Dozens of permutations can change force & change the ruling – Know them! (R. 8-5-2 & 8-5-3)
 - ◆ Momentum Rule – same as TFR (R. 8-5-2-a-[exception]) – blue bean bag spot
 - ◆ Same as TFR: If the player gains possession within her own 5-yard line, and retreats through momentum into the EZ, and the ball becomes dead by rule in her own EZ, it is NOT a safety and we next snap at the momentum spot (barring penalty)

Rule 2 Definition Highlights – Catch

- ”Act Common to the Game” (R. 2-4, 7-5-5)
 - **TFRvGFF**: GFF is **DRASTICALLY** different and more akin to NFL’s rules for catch / no catch.
 - To complete the process of the catch, she must:
 - One foot: “Contacting the ground inbounds while maintaining control”
 - Act Common to the Game: “perform an act common to the game or maintain control of the ball long enough to do so” (i.e. 1 second, second foot down and tuck, turn up field, etc.)
 - Survive the Ground: “maintain complete and continuous control of the ball throughout the process of contacting the ground” (ball rotates without a hand on it, or ball is lost – no catch)
 - Interpretation: flag pull while completing process of catch does not result in incompleteness nor a foul for early flag pull (R. 9-3-3-e [exception]) – allowed to continue completing process of the catch but will be down at that spot
 - Simultaneous catch is DEAD and belongs to A/K (R. 7-5-4, 2-4-5)
 - Catch / No Catch Example:



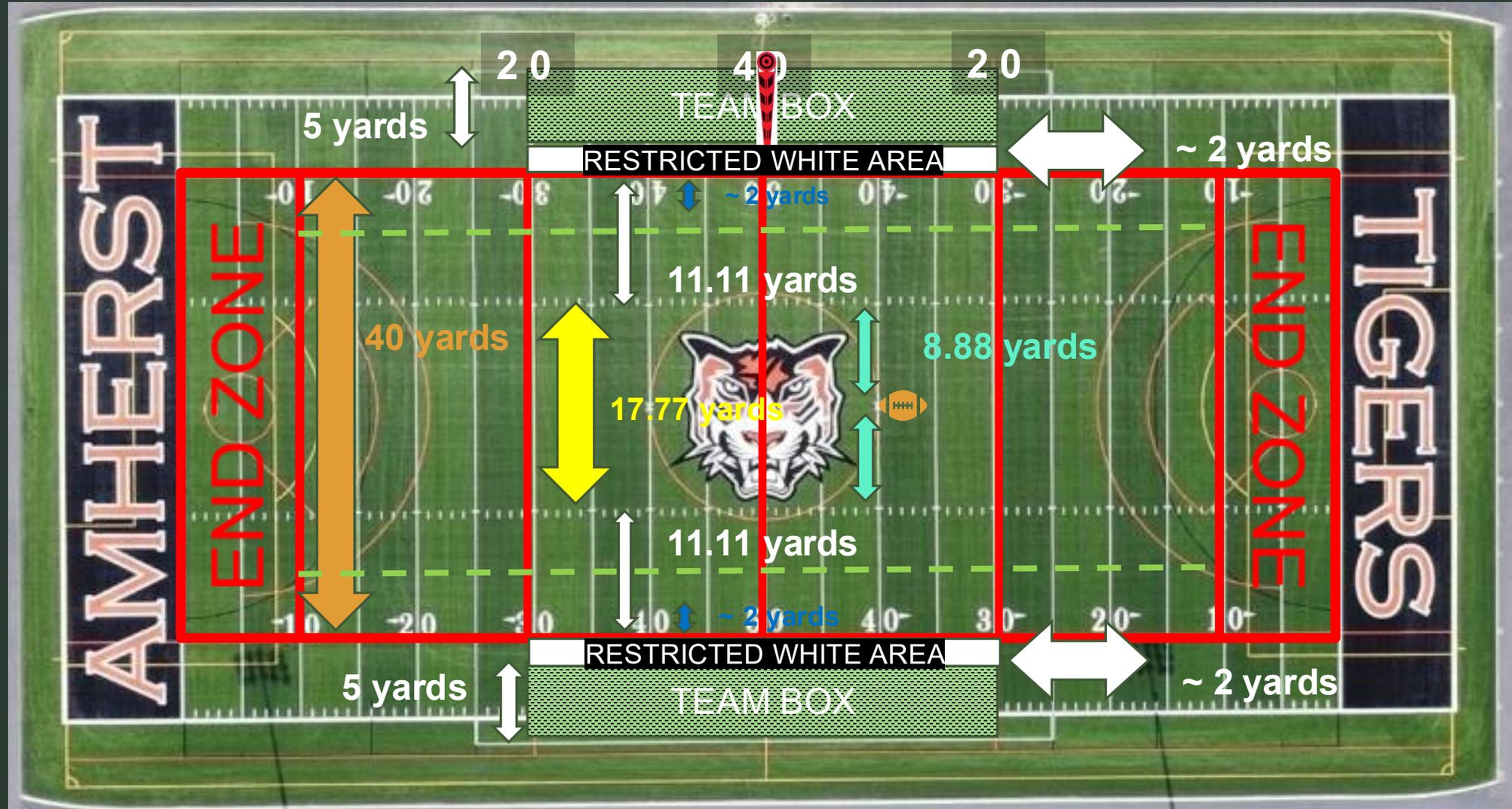
Rule 2 Definition Highlights – Miscellaneous

- Scores (R. 2-10-3, 8-2-1-c)
 - Upon scoring a TD any teammate of the scoring player must remove the flag(s) of the scoring player to demonstrate that the flags were not glued into place
 - **NYS Interpretation:** Book says this is a succeeding spot UNS and the HC is DQ'd (R. 9-8-1-h [penalty statement]) – but we are going to say instead that it is an unfair act / travesty of the game (R. 9-9-5) and enforce at the previous spot – obviously that player gets a new flag belt
 - Safety – next snap is at the A30 (instead of A14) (R. 4-1-1)
- Snapping the ball (R. 2-34, 7-1)
 - Again, no requirement snap is between the legs – rules identical to TFR – DBFs

Rule 2 Definition Highlights – Miscellaneous

- Formations (R. 2-12, 7-2)
 - Only restrictions for A: all 7 players must be on their side of the NZ, snapper over the ball, all A momentarily inside the “5s,” and the QB \geq 2yds (player receiving the snap) – no more 15 yd restriction – only snapper must be on the LOS (TFRvGFF) – LBFs
 - LOS & NZ: from A’s perspective, the LOS for A is the nearest point of the ball, and the LOS for B is 1 yard from the foremost point of the ball, and the NZ is the area between the two LOSs (i.e. 1-yard and the length of the ball), which we establish with pucks (or bags) (R. 2-20, 2-23)
 - ALERT: watch out for snap to motioning player $<$ 2 yds (LBF for ILF)

- ▶ TGFF/TFR: the “5s” replace the “9s” – **3 BIG STEPS** from the top of the numbers



Rule 2 Definition Highlights – Miscellaneous

- ◆ Motions & Shifts (R. 7-2-4, 7-2-5)
 - ◆ **TFRvGFF**: Very similar except that the motioning player does NOT have to be a back (any A / K player on the line may immediately motion so long as they satisfy all other rules) – LBFs
- ◆ Tripping (R. 2-38, 9-4-3-i) – 10-yard penalty
 - ◆ Can not use any part of your body to contact your opponent "below the knee" and this is one of many **automatic first downs** if done by the defense
- ◆ Types of Plays (R. 2-1-3, 2-28-1-d, 10-3, 10-4)
 - ◆ **TFRvGFF**: For purposes of *penalty enforcement*, a loose ball play is any play involving a kick (legal or illegal), pass (forward or backward), or fumble –and everything else is a running play (R. 2-28-2)
 - ◆ **you do not have to worry about multiple 'plays within a play' like in TFR** (i.e. run preceding the pass followed by a run)
 - ◆ Early Flag Pull – this is now illegal use of the hands or arms (S. 34) – 10 yards
 - ◆ On a pass play, this is now a previous spot penalty, which will result in A likely declining this penalty much more often (R. 9-2-3-e, 10-4-2-b); otherwise, on a run play, we enforce it like any other penalty under Rule 10 (i.e. depends on spot of foul and end of run)



Rule 9 Flag Guarding & Diving

♦ Flag Guarding (R. 9-2-2)

- ♦ Definition: Runner shall not grasp their teammate, extend hands or arms to ward off opponents (i.e. the Heisman stiff arm), or otherwise use hands, arms or the ball "where contact occurs" to deny the opponent the opportunity to pull or remove the flag.
- ♦ Contact is *required* for flag guarding foul (R. 9-2-2-c; NYS Interpretation)
 - ♦ It is NOT flag guarding to run alongside the ball carrier (until there's contact – then it still is not flag guarding, its Illegal Blocking)
 - ♦ It is NOT flag guarding for the ball or stride of the runner to make it difficult to pull the flag (unless there's contact – then it is Flag Guarding)

♦ Diving

- ♦ Is now allowed on all plays regardless of circumstance – no rule covering it
 - ♦ Last year: it was not a penalty but resulted in a deadball if the runner dove, but this year we simply allow the play to continue (until something other than a hand or foot touches down)

Rule 2 Definition Highlights – Miscellaneous

- Blocking & Holding (R. 2-3, 9-3)
 - Blocking: using any part of the body to obstruct an opponent "by contacting them" – 10 yard penalty
 - Screen blocking is the only permitted way of obstructing and it must be done "without contact[]"
 - A legal screen block must NOT extend arms or use hands, arms, elbows, or legs to initiate contact
 - Charging into or throwing opponent to the ground is a foul and automatic first down if done by the defense (R. 9-4-3-b)
- Non-Contact Sport – Pointers from NYS regarding who gets the penalty for contact
 - Defender should generally avoid contact (when in doubt, defense caused the contact)
 - Offense can move in same direction or path as defender, but once the defender "beats" them, they are no longer going in the same direction (Offense must give up the path to the flag)
 - Block/Charge Call in Basketball – if A has good position and B charges into then, foul on B (automatic first down), however, if A is "beat" to the point / path and moves into contact, foul on A

GFF is Not a Contact Sport like Tackle Football –
Incidental Contact is OK but Intentional Contact is a FOUL

Passing Game

- ❖ Roughing the Passer – ZERO contact against QB or ball while in QB's Possession!
 - ❖ RTP (R. 9-4-4): “Defensive players must make a definite effort to avoid charging into a passer or player attempting to pass the ball. Defensive players must make an effort to pull the passer's flag. Defensive players may not contact the passing arm or head of the player attempting to throw a pass. Defensive players may not bat a ball from the attempted passer's arm. No defensive player shall commit any illegal personal contact foul listed in 9-4-3 against the passer.”
 - ❖ The R. 9-4-3 prohibitions include swinging any part of the leg into the QB, tripping, chagrining into, striking with fist, locked hands, forearm or elbow, etc.
 - ❖ 10 yards, automatic first down at previous spot –or– option to “tack on” 10 yards to the end of the play (R. 9-4-4 [penalty statement])
 - ❖ QBs & Illegal Batting (R. 9-7) (TFRvGFF)
 - ❖ No player may be bat at a loose ball other than a pass or fumble *in flight* (R. 9-7-2)
 - ❖ A ball in player possession (i.e. in the QB's hands) “shall not be batted by a player of either team” (R. 9-7-4)
 - ❖ So even if B does not make contact with the QB and gets “all ball” we still have a 10-yard foul!

Passing Game

- ❖ Illegal Forward Passes (R. 7-5)
 - ❖ Must have both feet behind the neutral zone when ball released
 - ❖ QB can go beyond and then return behind the NZ and throw a legal forward pass
 - ❖ Only 1 forward pass per down, and no passes following change of possession
 - ❖ QB Spiking It is Allowed: the player in a legal position to receive the snap may conserve time by clocking it “immediately” so long they do not muff the snap or allow it to touch the ground (R. 7-5-2 [exception])
 - ❖ Intentional Grounding (**TFRvGFF**)– there is NO free blocking zone in GFF, therefore, the QB must throw the ball in the vicinity of an eligible receiver to avoid intentional grounding
 - ❖ All players are eligible (R. 7-5-6)
 - ❖ LOD, 5-yards, spot of the ILFP (R. 7-5-3, 7-5 [penalty statement])

Passing Game

- ❖ Illegal Kicking and Batting (R. 9-7)
 - ❖ Only a kicker during a scrimmage kick may kick the ball (i.e. in NY in 2026, a punter only) (R. 9-1-7)
 - ❖ Anyone can bat a punt “in flight” from “behind the neutral zone” means their own NZ (R. 9-7-2)
 - ❖ A player may not bat a backwards pass forward to a teammate – same as TFR (R. 9-7-3)
 - ❖ Any pass or fumble in flight may be batted in any direction by either team (R. 9-7-3)
 - ❖ **GFFvTFR**: No team shall bat at a ball *in player possession* (R. 9-7-4)
 - ❖ Penalty: 10 yards, previous spot if during loose ball play; 10 yards enforced according to Rule 10 if in player possession

Rules 2 & 6: Highlighting the Kicking Game

🍎 Kicks R. 2-19 & R 6

🍎 **NYS Waiver:** no field goals or PATs by kick allowed! No Place kicks! **Cross out R. 8-4!**

🍎 Punts must be declared but can be changed following TO, penalty, or end of period (R. 6-1-1)

🍎 Punter \geq 2yds back when ball is kicked (R. 6-1-1 [10-yard penalty for illegal kick]) and if Punter received the snap she must be \geq 2yds when receiving the snap (R. 2-12, 7-2-2-b [5-yard penalty for ILF]) – K must punt but *no rule requires the player receiving the snap to punt*

🍎 5 seconds to punt (R. 3-6-2-b) – DOG

🍎 **TFRvGFF:** This is the only foul in HS football that causes a LIVE ball to become DEAD!

🍎 Drop kicks are not allowed, only punts (R. 2-19-3, 2-19-4)

🍎 Interpretation: if a drop kick is attempted (or if the punter's foot just misses the ball), we could treat it like a muff or fumble, blow it dead immediately and if 4th down, it belongs to R where it contacts the ground (R. 4-2-2-a [note], 7-4-3) – or we could penalize as an illegal kick (R. 6-1-1, 9-7-1) – I STRONGLY PREFER BLOWING IT DEAD!

🍎 Illegal kicks are kicks <2 yds behind A's NZ or by R / B (R. 6-1-1, 9-7-1) – 10 yards

🍎 If punter muffs the snap and the ball touches the ground, it is dead there immediately – same for a fumble (R. 4-2-2-g-2)

Rules 2 & 6: Highlighting the Kicking Game

🏈 Kicks Continued

- 🏈 Neither K nor R may break the plane of the NZ *until after the kick leaves the Punter's foot* – LBF for encroachment (R. 7-1-7).
 - 🏈 However, *after the kick*, **R** may (1) bat at (i.e. attempt to block) a low kick from behind their own NZ (R. 6-1-8, 9-7-2); or (2) break the plane of the NZ to catch the kick, even in K's endzone for a TD (R. 6-1-2, 8-2-1-b)
 - 🏈 If K recovers or catches a kick, *behind or beyond* their LOS, they may NOT advance it, and may NOT kick it again, it is DEAD at the spot of recovery by K (NYS Pat English)
 - 🏈 If the kick is grounded in K's endzone, it is still live, and if it just sits there untouched, it is a safety (R. 6-2-2)
 - 🏈 If the kick breaks the plane of R's endzone, whether grounded or in flight, it is dead and a TB (R. 4-2-2-f, 6-2-1, 8-5-3-a), however, similar to TFR, K may bat at the ball to prevent it from going into K's endzone (i.e. bat to avoid the touchback) *so long as no one is in position to catch it* (R. 6-3-1[exception]).
- 🏈 There are no formation restrictions for B / R – so they can have all or none of their players at their LOS or set none or all of their players as “blockers” for the returner (note – most blocking remains illegal – covered in other slides)

Rules 2 & 6: Highlighting the Kicking Game

● Kicks Continued

- Punts are LIVE – R may “catch or *recover*” and advance any kick, anywhere in the FOP (R. 6-1-2)
 - We can have **first touching** by K and then a return by R with R then getting no worse than the spot of first touching (R. 6-1-7) (same as TFR)
 - Penalty supersedes first touching (same as TFR)
 - If K *catches* the kick, it is dead and belongs to R, and if K *recovers* the kick after it touches R, it is dead and belongs to K (R. 6-1-4, 6-1-6) (same as TFR)
 - **TFRvGFF**: If R (or K) muffs the kick that crossed the NZ, and it thereafter touches the ground, it is **DEAD** and belongs to R (R. 6-1-5)
- We can have PSK so **blue bean bags** for the end of the kick are important (R. 2-14-2-h, 10-4-3)
- KCI is similar to TFR (R. 6-3)
 - **Interpretation on Muff by R**: in TFR, we allow contact by K against R if R muffs catching the kick, however in GFF. where intentional contact is not permitted, this should be KCI!
 - **TFRvGFF**: there is NO FAIR CATCH for R so any such signal is just ignored but she can take a knee or slide down (and any significant contact would be KCI, UNR, or another PF)

Rules 2 & 6: Highlighting the Kicking Game

- The “On-side” Play – NYS Pilot Program for 2026 (adopted by NFHS 2027 Rules)
 - Following TD and try, the team that scored can keep possession, but only in final 5 minutes of 4th Q and only if they are the team behind in the score.
 - Ball placed at A’s 20-yard line (going out) for a *timed* down – 4th & 20 and if they convert, they keep the ball, but if they don’t, B get’s it at the deadball spot.
 - No Automatic First Down – if B commits and A accepts such a foul, asses 10 yards and replay the down
 - Can get conversion if B commits additional foul on successive replay of down
 - DBF or LBF enforced as DBF (i.e. UNS successive spot) will be enforced but would NOT result in successful conversion (Pat English ““Dead ball penalties will not be considered in determining if the line to gain was achieved.””)
 - LOD Penalty is NOT replayed (unless offsetting)

Rules 2 & 6: Highlighting the Kicking Game

- The “On-side” Play – NYS Pilot Program for 2026 (adopted by NFHS 2027 Rules)
 - If the offense does not retain the ball the defense will take possession of the ball where it became dead (end of the run or previous LOS) and the next zone-line-to-gain will be established.
 - Interceptions returned to the end zone by the defense during an onside play are worth 6 points and a PAT attempt.
 - Successful Conversion: once the team reaches the 20-yard conversion, the play is blown dead. The team will receive the ball, first and zone at their own 20-yard line.
 - Ball must be in player possession when the line to gain is made. A forward fumble would come back to the spot of the fumble (exception to the previous slides about fwd fumbles)
 - Unsuccessful Conversion: ball is spotted where the play is blown dead –first down for B.

Rules 2 & 6: Highlighting the Kicking Game

- The “On-side” Play – NYS Pilot Program for 2026 (adopted by NFHS 2027 Rules)
 - Clock Status and there is no foul on the play. Again, clock runs on the snap!
 - The clock will stop after ALL onside plays.
 - If A is successful, the clock is stopped. This gives the officials time to re-set the ball back at the A 20-yard line. Once the ball is re-set at the A 20-yard line, the clock should start on the *ready for play* (logic: clock was stopped during a live ball and so it should resume on RFP)
 - If A is *unsuccessful*, the clock is stopped and should re-start on the next *snap* (logic: this is a new series for B)

Rules 2 & 6: Highlighting the Kicking Game

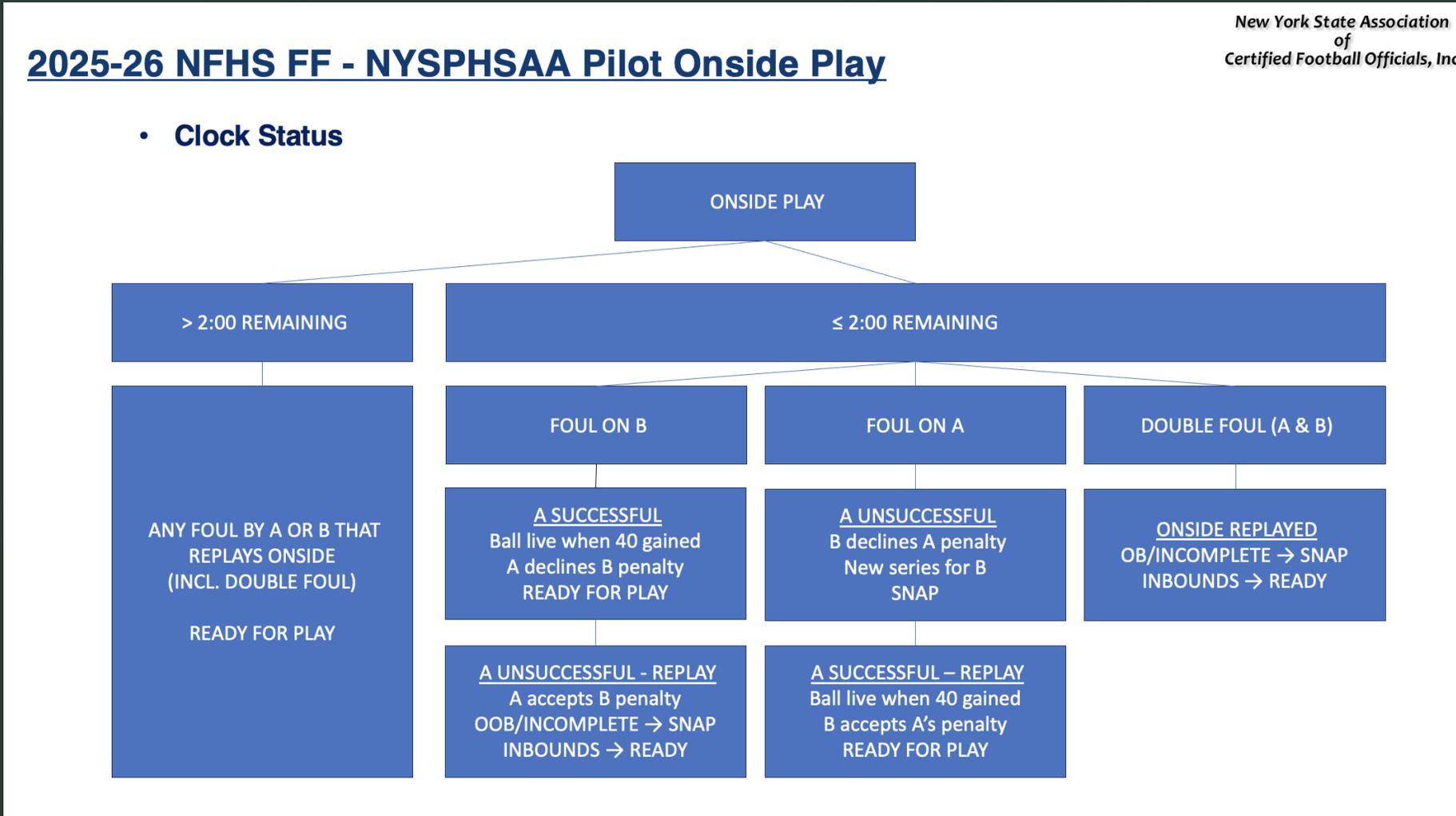
- The “On-side” Play – NYS Pilot Program for 2026 (adopted by NFHS 2027 Rules)
 - Clock Status and there ***is a foul*** on the play
 - >2:00+: a foul by A or B that results in the onside play being re-played, the clock should start on the *ready for play*. If there is a double foul (live ball fouls on both A and B), by rule the onside play is re-played with the clock starting on the *ready for play*.
 - ≤2:00: a foul by A or B, the clock will be determined by the result of the play.
 - ▲ If there is a foul on B:
 - A was successful, A would decline the B penalty. RFP.
 - A was unsuccessful, A will want to re-play the onside play and the action will determine clock status (i.e. OOB or incomplection = SNAP; Inbounds = RFP)
 - If there is a foul on A:
 - A was unsuccessful, B would decline the penalty. B new series = SNAP
 - A was successful, B will want to re-play the onside play. Since the ball was live by rule when the 40-yard line is gained, the clock would start on RFP

Rules 2 & 6: Highlighting the Kicking Game

- The “On-side” Play – NYS Pilot Program for 2026 (adopted by NFHS 2027 Rules)
 - Clock Status and there ***is a foul*** on the play
 - ≤2:00: a foul by A or B, the clock will be determined by the result of the play (**CONTINUED**)
 - If there is a double foul, (live ball fouls on both A and B), by rule the onside play is re-played.
 - If the result of the play was OOB or incomplection, the clock would start on the *snap*.
 - If the result of the play ended inbounds, the clock would start on the RFP.
 - All of the above scenarios for two minutes or less are consistent with regulation timing, i.e. **basically, apply normal “Under 2:00” rules (end of play dictates Snap or RFP)**
 - A live ball and dead ball foul does not change the above, it just changes where A or B would start the series after the above are considered.

Rules 2 & 6: Highlighting the Kicking Game

- The “On-side Kick” Play – NYS Pilot Program for 2026 (adopted by NFHS 2027 Rules)



Rule 9: Auto 1st & LODs

Rule 9, ART. 6 ... The following fouls by A include **loss of** the right to replay a **down**:

- a. Illegally handing the ball forward.
- b. Illegal forward pass.
- c. Intentional grounding.

Rule 9, ART 7... The following fouls by B give A an **automatic first down (when done by D/R)**:

- a. Illegal personal contact as in 9-4
Between players or nonplayers (*when done by D/R*): fighting, kicking / punching / kneeling opponent, tripping or throwing equipment to trip opponent, hurdling, shouldering or lifting (teammate or opponent), UNR, RTP, or “charge into or throw an opponent to the ground”
Involving Officials (when done by D): any *intentional* contact with an official or even **unintentional contact with an official in the white area**
- b. Noncontact unsportsmanlike conduct by players as in 9-5
All of our usual UNS penalties but now includes illegally kicking the ball (by D/R not A/K)
- c. Noncontact unsportsmanlike conduct by nonplayers as in 9-8-1.
Usual UNS penalties by coaches / nonplayers
- d. **Team box and restricted area violations** (third and subsequent) as in 9-8-2 and 9-8-3
In the white: 1st = warning, 2nd = 5 yards, 3rd = 10 yards & **automatic first down** (this includes running around Coaches/Non-Players)

We have a TREMENDOUS amount of authority to enforce the sidelines – keep them out of the white

NOTE: **OPI/DPI are NOT automatic first downs**; just 10 yards, previous spot (unless it’s a scoring play (R. 8-2-2& 8-3-5))

Rule 10: Penalty Enforcements

- Table 10-4 Chart in TFR Now Applies for All Penalty Enforcements (i.e. No More All But One Principle) – GFF R. 10-4 appears the same as TFR
 - Loose Ball Play (**TFRvGFF**): any run (i.e. QB or Punter scramble) that precedes a forward pass or kick is considered loose ball play and penalties are enforced accordingly (R. 2-28-1-d)
 - Again, we do not have a running play, followed by loose ball play, followed by a running play (as we do in TFR)
- No foul causes loss of possession or a live ball to become dead (different from NCAA / NFL rules) (R. 2-14-3, 2-14-4), except, it appears, live ball DOG on a scrimmage kick (i.e. 5 secs to punt)
- Philosophy on Modified Games: *work with the girls* on non-contact fouls (e.g. formations, motions, encroachment, snapping, etc.) for many of them this is the first sport they've ever played!

Table 10-4: Default Rule is Previous Spot Enforcement

This table is not intended to encompass all fouls and possible options, but to focus on certain fouls that occur during running plays.

FOUL BY	SPOT OF FOUL	END OF PLAY	BASIC SPOT	REFERENCE
A	Behind Line of Scrimmage	Behind Line of Scrimmage	Previous Spot	10-4-2d
A	Behind Line of Scrimmage	Beyond Line of Scrimmage	Previous Spot	10-4-2e
A	Beyond Line of Scrimmage	Behind Line of Scrimmage	Previous Spot	10-4-2f
A	Beyond Line of Scrimmage	Beyond Line of Scrimmage	Spot of Foul for Foul Behind End of Run or Related Run	10-4-4f
A	Beyond Line of Scrimmage	Beyond Line of Scrimmage	End of Run or Related Run for Foul Beyond End of Run or Related Run	10-4-6c
B	Behind Line of Scrimmage	Behind Line of Scrimmage	Previous Spot	10-4-2d
B	Beyond Line of Scrimmage	Behind Line of Scrimmage	Previous Spot	10-4-5f
B	Behind Line of Scrimmage	Beyond Line of Scrimmage	End of Run or Related Run	10-4-6a
B	Beyond Line of Scrimmage	Beyond Line of Scrimmage	End of Run or Related Run	10-4-6a

Must know: who fouled, the spot of the foul, and result of the play

Once we know that, we can then use the chart to tell us our basic spot enforcement for the penalties to which it applies

Generally Speaking, for Fouls by **A**, Previous Spot **UNLESS** we have BEYOND-BEYOND

Generally Speaking, for Fouls by **B**, Previous Spot **UNLESS** we have BEHIND-BEYOND or BEYOND-BEYOND

Generally Speaking, this chart **does** apply to LBFs like Holding, BIB, BBW, CLIP, CHOP, FM, etc.

Generally speaking, this chart does **NOT** apply to DBFs, KOO, KCI, nonplayer, UNS, unfair acts, fouls on try/score, roughing, Illegal batting or kicking, IFP/IG or RTP ((i.e. tack-on or spot fouls), etc. – **SPECIAL ENFORCEMENT RULES**

Generally speaking, this chart does **NOT** apply to THE OLD SAFETY RULE which remains (R. 10-5-3) - **SPECIAL ENFORCEMENT RULES**

NEXT 2 WEEKS

- 🏈 March 23 Meeting #2

- 🏈 Mechanics with some film

- 🏈 March 30 Meeting # 3

- 🏈 Rule 3 (Timing) & Overtime (Playoffs ONLY) – Clock Operators
 - 🏈 Rule 5 (series of downs), and
 - 🏈 Rule 8 (scoring & special enforcement rules)
 - 🏈 Rule 7 Revisited – Pass Interference (R. 7-5-7 through 7-5-11)
 - 🏈 FILM