

## Flag Football Rules (2017)

### Game and Player Equipment

1. Jerseys - Players of opposing teams must wear contrasting colored jerseys, and/or pinnies.
2. Pants / Shorts - Each player must wear pants or shorts without any belt(s), belt loop(s), or exposed drawstrings. The pants or shorts must be a different color than the flags.
3. Flag belt - Each player must wear a one-piece belt at the waistline with three flags permanently attached, one flag on each side and one in the center of the back. **Penalty:** Dead Ball Foul - Failure to have flag belt legally attached prior to the snap, 5 yards from the succeeding spot.
4. Gloves - Players may wear gloves which must consist of a soft, pliable and nonabrasive material
5. Headwear – Players are not permitted to wear bandanas. Players may wear knit stocking caps, or elastic headbands. Hats may not have a bill.
6. Shoes – Shoes with cleats must be made of soft pliable plastic or rubber. No exposed metal cleats are permitted. (See illegal player equipment)

### Game and Player Equipment (Illegal)

Any player wearing illegal equipment shall not be permitted to play. This would apply to any equipment, which, in the opinion of the referee, is dangerous or confusing. Equipment that is always declared illegal is as follows:

- A. Headgear containing any hard, unyielding, or still materials, including billed hats
- B. Jewelry
- C. Pads or braces worn above the waste
- D. Shoes with metal, ceramic, screw-in, or detachable cleats. Any team found wearing illegal equipment will be penalized 15 yards, and the second warning results in a forfeit.
- E. Shirts or jerseys, which do not remain, tucked in. Any hood on a coat, sweatshirt, or shirt, which does not remain tucked in.
- F. Pants or shorts with any belt(s), belt loop(s), pocket(s), or exposed drawstring(s).
- G. Leg and knee braces made of hard, unyielding material, unless covered on both sides and all edges overlapped, and any other hard substance is covered with at least ½ inch of closed cell slow recovery rubber or other material of similar thickness and physical properties.
- H. Towels attached at the player's waist (flag only).

An official timeout will be called to permit prompt repair of equipment should it become illegal or defective through use (except for illegal shoes).

### Definition of playing terms

**Catch**- an act of establishing player possession of a live ball in flight

**Clipping**-running or diving into the back, or throwing or dropping the body across the back of the leg or legs of an opponent, or pushing an opponent in the back

**Encroachment**-a term to indicate that a defensive player is illegally in the neutral zone. An entering substitute is not considered a player for encroachment restrictions until her/she is on his/her team's side of the neutral zone.

**Fair Catch**-signal made by the receiving person of a punt in which the receiver cannot run after catching the ball and the ball is considered immediately down when caught.

**Fumble**- a loss of player possession other than by handing, passing, or kicking the ball.

**Goal Line**- a vertical plane separating the end zone from the field of play. The plane of the goal extends beyond the sideline.

**Hurdling**-an attempt by a player to jump with one or both feet or knees foremost over a player who is on his/her feet.

**Interception**-A catch of an opponent's pass or fumble in flight,

**Live Ball**-A pass or fumble, which has not yet touched the ground, is a live ball in flight and therefore can be caught and advanced by either team.

**Neutral Zone**-the area between the offensive and defensive line of scrimmage that has been established by the spot cone markers and extends to each sideline. This is established when the ball is ready for play.

**Pass (Forward and Backward)**-A forward pass is a pass thrown with its initial direction toward the opponent's end line. A backward pass is a pass thrown with its initial direction parallel with or toward the passer's end line. A pass continues to be a pass until it is caught or strikes the ground. A backward pass that hits the ground is ruled the same as a fumble. It will be dead at the spot where it strikes the ground.

**Penalty**-A loss imposed by rule upon a team that has committed a foul.

**Protective Scrimmage Kick**- a punt which prohibits either team from advancing beyond their scrimmage lines until the ball is kicked.

**Punting**-kicking the ball by a player who drops it and kicks it before it hits the ground.

**Screen Blocking**-legally obstructing an opponent without initiating contact with him/her with any part of the screen blocker's body.

**Tagging**-placing one hand anywhere between the shoulders and knees of an opponent with the ball. The tagger may leave his/her feet to make the tag. Pushing, striking, slapping, and holding are not permitted. If a player trips the runner in his/her attempt to make a diving tag, it is a penalty.

**Tripping**-use of the lower leg or foot to obstruct an opponent, including the runner, below the knee.

## **Periods, Time Factors, Substitutions**

1. Game time is forfeit time.
2. Captains Choice and Pinnies-The second team on the scoresheet will be the home team and have the choice in the first or second half (either a 20 yard line start or defense).
3. Length of game- Play time shall be 40 minutes, divided into 20 minute halves. The intermission between halves is to be 2 minutes. Should overtime be needed there will be a 3 minute intermission.
4. Shortened Periods- Before starting the game, playing time may be shortened by mutual agreement of the field captains and the referee(s). Anytime during the game, playing time of any remaining period(s) may be shortened upon mutual agreement of the captains and the referee(s).
5. Extended Periods- A half may be extended by an untimed down when, during the last timed down, one of the following occurred:
  - A. If there was a foul by either team and the penalty is accepted
  - B. If there was a double foul
  - C. If there was an inadvertent whistle and the down is to be replayed
  - D. If a touchdown was scored, the try is attempted unless the touchdown is scored during the last down of the second half and the point(s) would not affect the outcome of the game or playoff qualifying.
6. Continuous Clock- The clock will start when the ball is legally snapped. It will continuously run for the first 19 minutes unless it is stopped for:
  - a. Team timeout- clock resumes on the snap of the next play

- b. Referee's timeout- clock resumes on officials ready to play whistle
- 7. 2 Minute Warning- Approximately 2 minutes before the end of each half the Referee shall stop the clock and inform both captains of the playing time remaining in that half. The back judge will then announce to the captains the remaining time and status of the clock after every play during the final two minutes.
- 8. Stopped Clock- During the final 1 minute of each half the clock will stop for the following and resume on the snap of the next play unless otherwise noted:
  - a. Incomplete pass
  - b. Out-of-bounds
  - c. Score (touchdown or safety)
  - d. Team time-out
  - e. Fair catch
  - f. Penalty and administration
  - g. Referee's time-out-starts at his/her discretion
  - h. Touchback
  - i. Change of possession
  - j. Team attempting to conserve time illegally
- 9. Timing Errors- the referee shall have the authority to correct obvious timing errors if discovery is prior to the second live ball following the error unless the period had officially ended.
- 10. Tie Game- In the case of a playoff game ending in a tie score (regular season games do not have over time) the officials must bring all players and coaches of both teams to the center of the field. They will discuss the tiebreaker rules and answer any questions prior to the coin toss. After the meeting, the field captains will stay while the remaining players and coaches return to their prospective sidelines.
  - a. A coin will be flipped or odd/even choice by the captain will determine the options as in the start of the game. The winner of the toss shall be given the options of offense, defense, or direction. The loser of the toss shall make a choice of the remaining options. **Each overtime period will begin with a coin toss or odd/eve choice.**
  - b. All overtime periods are played toward the same goal line.
  - c. Unless moved by penalty, each team will start 1<sup>st</sup> and goal from the 20 yard line. The object is to score a touchdown. An overtime period consists of one possession by each time. If the score is still tied after one period, they go to a second period or as many as needed to determine a winner. If the first team which is awarded the ball scores, the opponent still has a chance to win the game. If the defense intercepts the pass or fumble and returns it for a touchdown, they win the game. If they do not return the interception for a touchdown, the ball will belong to the defense, as the offense did not convert their chance. They must convert to win or another period starts. Each team is entitled to one time-out per overtime period.
  - d. Penalties-The offense should be awarded a new series of 4 downs when the penalty for defensive pass interference or roughing the passer is accepted. Dead ball fouls following a successful try will be penalized from the succeeding spot.
- 11. Time outs- Each team is entitled to 2 charged timeouts per game.
  - a. The referee shall declare time-out when he/she suspends the play for any reason. Each time-out shall be charged either to the referee or one of the teams.
  - b. The referee shall declare an officials time-out when a team is illegally conserving time and administer a five-yard penalty.
  - c. The referee may declare an officials time-out for any contingency not covered elsewhere by the Rules.
  - d. Coach Referee Conferences-When a team requests a charged time-out for a misapplication or misinterpretation of the rule, the referee will confer with the IM supervisor and team captain or coach. The request must be made prior to the time the ball becomes alive following the play to be reviewed unless the period has officially

ended. At the end of the half the team has until the first snap of the second half to protest.

- e. An injured or apparently injured player, who is discovered by an official while the ball is dead and the clock is stopped, shall be replaced for at least one down unless the halftime or overtime intermission occurs. A player who is bleeding, has an open wound, or has blood on the uniform shall be considered injured.

12. Delays-

- a. Delay of Game- Ball must be put in play promptly and legally and any action or inaction by either team, which tends to prevent this, is a delay of game. This includes:
  - i. Failure to snap or free kick within 25 seconds after the ball is ready for play
  - ii. Putting the ball in play before it is declared ready for play
  - iii. Deliberately advancing the ball after it has been declared dead.
- b. Unfair Tactics- The referee may order the game clock started or stopped whenever, in his/her opinion, either team is trying to conserve or consume playing time by tactics obviously unfair. **Penalty:** Delay of Game, 5 yards from previous spot

13. Substitutions- No substitute shall enter during a down. All substitutions must enter the game during a dead ball.

### **Series of Downs, Number of Down, and the team possession after penalty**

1. Each team receives four downs to pass the zone-line-to-gain or end zone
2. The zone line-to-gain in any series shall be the zone in advance of the ball, unless distance has been lost due to penalty or failure to gain. In such case, the original zone in advance of the ball at the beginning of the series of downs is the zone line-to-gain. The most forward point of the ball, when declared dead between the goal lines, shall be the determining factor.
3. A new series of downs shall be awarded when a team moves the ball into the next zone on a play free from penalty; or a penalty against the opponents move the ball into the next zone; an accepted penalty against the opponents involves an automatic first down; or either team has obtained legal possession of a ball as a result of a penalty, free kick, protected scrimmage kick, touchback, pass interception, or failure to gain the zone in advance of the ball.
4. If offsetting fouls occur during a down, that down shall be repeated. Exception: If each team fouls during a down in which there is a change of team possession, the team last gaining possession may retain the ball, provided its foul was not prior to the final change of possession and it declines all penalties for its opponent's fouls, other than unsportsmanlike.

### **Kicking the Ball and Fair Catch**

#### Protected Scrimmage Kick

1. Prior to making the ball ready for play on fourth down, the referee must ask the offense if he/she wants a protected kick (punt). The referee must communicate this decision to the defensive captain and the other officials.
2. The offense must have all field players (typically 6) except the punter on the line of scrimmage. The defense must have at least 5 players within 1 yard of their scrimmage line. All players on the line of scrimmages must remain motionless until the kick is made. A line player may not raise his/her arms to distract the kicker or block the kick. **Penalty:** Illegal Procedure, 5 yards from the previous spot.
3. The kicker must be at least 5 yards behind the scrimmage line when receiving the snap. After receiving the snap, the kicker must kick the ball immediately and in a continuous motion.
4. Any kick caught by the kicking team behind the line of scrimmage cannot be advanced.

#### Fair Catch

1. Any receiver may signal for a fair catch while any kick is in flight and is beyond the kicker's free kick line.
2. If any receiver gives a valid signal for a fair catch and catches the kick beyond the kicker's line and between the goal lines, it is a fair catch and the ball becomes dead.
3. After a valid fair catch signal by any member of the receiving team, no receiver may advance the ball. When receiving a protected kick the receiver may call for a fair catch. The player must signal intention by extending one arm above his/her head and waving laterally from side to side more than once.
4. An invalid fair catch signal is any signal by a receiver before the kick is caught or recovered that does not meet the requirements of a valid signal or after the kick has touched a receiver or the ground.

## **Snapping, Handling, Passing, Receiving, Running the Ball**

### Prior to the Snap

1. Following the ready for play and until the snap, no player on defense may encroach, touch the ball, nor may any player contact opponents or in any other way interfere with them. This includes standing in the neutral zone to give defensive signals, or shifting through the zone. After the snapper has placed his/her hands on the ball, it is encroachment for any player to break the scrimmage line place, except for the snapper's right to be over the ball. **Penalty:** Dead Ball Foul, Encroachment, 5 yards from the previous spot.
2. The snapper, once set in stance, may neither move nor change the position of the ball in a manner simulating the beginning of a play until it is snapped. An infraction of this provision may be penalized, whether or not the ball is snapped, and the penalty for any resultant encroachment or contact foul by an opponent shall be cancelled.

### Position and Action during the Snap

1. The offensive team must have at least 4 players on their scrimmage line at the snap.
2. All offensive players must be within 15 yards of the ball
3. Once offensive player may be in motion, but not in motion toward the opponent's goal line.
4. The player who receives the snap must be at least two yards behind the offensive scrimmage.
5. In the snap preceded by a huddle or shift, all offensive players must come to a complete stop and remain stationary in legal position without movement of feet, body, head, and arms for at least one full second before the snap.

**PENALTY FOR 1-5:** Illegal motion, 5 yards from the previous spot

### Passing and Receiving

1. No diving is permitted while running with the ball. A receiver may dive to catch a ball. A defensive player may dive to try and remove a flag.
2. Runner's may pass the ball backward or lose player possession by a fumble at any time except if intentionally thrown out-of-bounds to conserve time or to avoid being deflagged/tagged.
3. A backward pass or fumble that touches the ground between the goal lines is dead at the spot where it touches the ground and will belong to the team who last held possession unless it was lost on downs.
4. If a backward pass or fumble goes out-of-bounds between the goal lines it will belong to the last team that held possession at the out-of-bounds spot. If out-of-bounds is behind the goal line it is a touchback or safety.
5. If an offensive player fumbles the ball prior to reaching the end zone and the ball lands in the end zone, the offensive team will retain possession at the spot of the fumble.
6. All players are eligible to catch a pass.

7. A forward pass is illegal:
  - a. If the passer's foot is beyond the line of scrimmage.
  - b. If intentionally thrown to the ground or out-of-bounds to save loss of yardage
  - c. If there is more than one forward pass per down
8. The line of scrimmage remains throughout the play. A team may advance the ball across the line of scrimmage by lateral runs, and then lateral the ball behind the line for a forward pass attempt.
9. If a player attempts a catch or interception while in the air, the player must contact the ground inbounds with the ball in his/her possession prior to touching out of bounds, unless an opponent's contact causes him/her to first touch out of bounds.
  - a. If one foot first lands in-bounds and the receiver has possession and control of the ball, it is a catch or interception although a subsequent step or fall takes the receiver out of bounds.
  - b. A loss of ball simultaneously with returning to the ground is not a catch or interception.
10. A player can pass (tip) the ball forward when jumping in the air to attempt a catch if he/she has not touched the ground yet.
11. Pass Interference- Contact which interferes with an eligible receiver who is beyond line of scrimmage unless this action occurs when 2 or more eligible receivers make a simultaneous attempt to reach, catch, or bat a pass. Pass interference also occurs when an eligible receiver is deflagged/tagged prior to touching the ball on a pass thrown beyond the line of scrimmage.
  - a. Offensive: after ball is snapped, until receiver has touched it, there is no offensive interference beyond line of scrimmage. **Penalty**: defensive pass interference, 10 yards from previous spot, loss of down
  - b. Defensive: after pass is thrown, until it is touched, there shall be no defensive pass interference beyond line of scrimmage while ball is in flight. **Penalty**: Defensive pass interference, 10 yards from previous spot, automatic first down.
12. Roughing the passer- Defensive players must make definite effort to avoid charging into passer after it is clear the ball has been thrown. There must also be NO attempts to hit the players arm during throwing motion. **Penalty**: 10 yards, automatic first down.

### Running and Flag Belt Removal

1. Flag Belt Removal- When flag belt is clearly taken from runner in possession of ball, down shall end and ball is declared dead. When a player removes the flag belt from the runner they should immediately hold the flag belt above his/her head in order to help the official determine the spot where it occurred.
  - a. Player must have possession of the ball before they can legally be deflagged.
  - b. Should a runner lose his/her flag accidentally, inadvertently, or on purpose, play continues. The deflagging reverts to a one-hand tag of the runner between the shoulders and knees.
  - c. In circumstances where a flag belt is illegally removed, play should continue with the option of the penalty or the play.
  - d. A defensive player who intentionally pulls a flag from a belt of an offensive player without the ball is illegal. Official will warn the team and any further penalty could result in unsportsmanlike conduct.
  - e. Any sort of tampering with the flag belt in any way to gain advantage is considered illegal. (ex: tying or using foreign materials)
  - f. A player is allowed to leave their feet when trying to remove a flag
2. Contact- When attempting to remove a flag belt from a runner, the defensive players may contact the body and shoulders, but not the face, neck or any other part of the head of the an opponent with their hands. A defensive player also may not hold, push, or knock the runner down in an attempt to remove the flag belt. **Penalty**: 10 yards from the spot
3. Flag Guarding- A runner shall not guard their flag by using their hands, arms, or the ball in order to deny the opportunity for an opponent to pull or remove the flag belt. A player can use a spin

move or something similar but must keep their arms away from their flag in order to avoid flag guarding. **Penalty:** Flag guarding, 10 yards from the spot of the penalty.

4. Face guarding- A defensive player is unable to use their arms and hands to intentionally obstruct the receivers view of the ball. **Penalty:** Face guarding, 10 yards, automatic first down.
5. Stiff Arm- A runner is prohibited from contacting an opponent with an extended hand or arm which includes the use of a "stiff arm: to flag guard. **Penalty:** Stiff arm, 10 yards from the spot of the penalty.
6. Helping the Runner- A player is not allowed to grasp, pull, push or aid any teammate runner. **Penalty:** helping the runner, 5 yards from spot of the penalty.

## BLOCKING

1. Offensive Blocking-Offensive blocking shall take place without contact. The blocker should have his/her hands and arms at the side of their body or behind their back. Any use of the hands, arms, elbows, legs, or body to initiate contact is considered illegal. **Penalty:** Personal Foul, 10 yards from the spot of the penalty.
2. Interlock Blocking- Teammates of a runner or passer may interfere for him/her by screen blocking but shall not grasp or encircle one another in any manner.
3. Defensive Rush and Use of Hands- Defensive players must attempt to go around the offensive blocker. Defensive players must not use any part of his/her arms, hands, elbows, or any part of the body to contact the offensive player. **Penalty:** Personal Foul, 10 yards from previous spot.

## SCORING PLAYS AND TOUCHBACKS

### Mercy Rule

1. If a team is 19 or more points ahead with 5 minutes to go in the second half, the game shall be officially called.
2. If a team scores during the last 5 minutes of the second half and that score creates the 19 point differential then the game shall end at that point.
3. The team can still play if they want.

### Touchdown

1. All touchdowns are worth 6 points.
2. A touchdown is scored when a legal forward pass is completed or a fumble or backward pass is caught behind the opponent's goal line or when a player is legally in possession of the ball and penetrates the vertical plan of the opponent's goal line.

### Extra Point Try = 1,2, or 3 Points

1. An opportunity to score 1 point from the 3-yard line or 2 points from the 10 yard line or 3 points from the 20 yard line shall be granted to the team scoring a touchdown. While time is out there shall be one scrimmage play, unless changed by penalty.
2. The Ref will ask the field captain where they would like to try the extra point from. Once the choice is made, he/she may only change the decision by taking a charged time out.
3. If there is a double foul that occurs during the down, it shall be replayed. When a distance penalty is incurred by the offense during a successful try, then it will be repeated (if accepted). If the offense penalty carries a loss of down, then the try and ended and will not be repeated.

### Safety= 2 points

1. A safety occurs when a runner carries the ball from the field of play to or across his/her own goal line, and it becomes dead there in his/her team's possession. **Exception:** Momentum Rule
2. It also occurs when an offensive player commits a foul for which the penalty is accepted and the measurement is from the spot of the foul that is in the end zone.

3. When a safety is scored, the ball belongs to the defending team, and they shall put the ball in play from the 20 yard line.

## CONDUCT OF PLAYERS AND OTHERS

### Unsportsmanlike Conduct

1. No player shall commit non-contact acts during a period or intermission. Examples: any acts of unfair play, using disconcerting acts or words prior to the snap with the intent of interfering with the offenses signals or moves, intentionally kicking any opposing player, intentionally swinging an arm, hand or fist at an opposing player, etc.
2. Dead Ball Player fouls include: intentionally kicking the ball, spike the ball into the ground, throw the ball high into the air.
3. Prohibited Acts-no unsportsmanlike conduct by players, subs, coaches, or others subject to rules. Examples: attempting to influence the decision by an official, disrespecting an official, indicating objection to the official's decision, holding unauthorized conference or being illegally in the field, holding an unauthorized conference or being on the field illegally, using profanity, insulting or vulgar language or gestures, intentionally contacting a game official physically during the game by persons subject to rules.

### Personal Fouls

1. No player shall commit a personal foul during a period or an intermission. Examples: punch, strike, strip, steal, or attempt to steal the ball from a player in possession, trip an opponent, contact an opponent who is on the ground, through the runner to the ground, hurdle any other player, contact an opponent either before or after the ball is declared dead, make any contact with an opponent that is deemed unnecessary of any nature including using fists, locked hands, elbows, or any part of the forearm or hand, except according to Flag Rules, deliberately drive or run into a defensive player, clip an opponent, tackling the runner.

## ENFORCEMENT OF PENALTIES

1. Captains Choice-When a foul occurs during a live ball, at the end of the down, the ref will notify both captains. The captain can accept or decline, the decision may not be revoked.
2. Live ball fouls-Any live ball foul is penalized according to all-but one enforcement principle, except:
  - a. A foul that occurs simultaneously with the snap or free kick is penalized from the previous spot
  - b. A non-player foul, unsportsmanlike foul, or dead ball foul is penalized from the succeeding spot.
3. Dead ball foul- When a foul occurs during a dead ball either between downs or before a snap or free kick, the officials shall not permit the ball to become live.
4. Establish Zone-line-to gain- On a live ball foul mark off the penalty yardage first, then establish the zone line to gain. However, with a dead ball foul, establish the zone line to gain first, and then mark off the penalty yardage.
5. All But One Principle- Enforcement philosophy is based on the fact that a team is given the advantage of the distance that is gained without assistance of a foul. It is assumed that the only foul that would give this aid is a foul by the offense behind the basic spot. Therefore, all fouls but this one are penalized from the basic spot. This one foul is penalized from the spot of the foul.
6. Loose Ball Play-A foul that occurs during a loose ball play has an enforcement post of the previous spot or the spot of the snap of the free kick.
7. Running Play- If a foul occurs during a running play, the basic enforcement spot is the previous spot where the related run ends.

8. Half the Distance- A measurement cannot take the ball more than half the distance from the enforcement spot to the offending team's goal line. If the penalty is greater than this, the ball is placed halfway between the enforcement spot and the goal line.
9. Safety/Goal Line- If the offensive team throws an illegal forward pass from its end zone or commits any other foul for which the penalty is accepted and measurement is from or behind its goal line which is now the basic spot, it is a safety. For a defensive team foul, if the enforcement spot that is now the basic spot is on or behind the offended teams goal line any measurement is from the goal line.
10. Foul on a Score- If there is a player foul by the offensive team other than unsportsmanlike or nonplayer, during a down which resulted in a successful touchdown or try, the acceptance of the penalty nullifies the score. If there is a player foul by the defensive team, other than unsportsmanlike or non-player, during a down which results in a touchdown or try, the penalty is automatically declined.
11. Foul Prior to a Try- When a foul occurs after a touchdown and before the ball is ready for play for the try, the enforcement is at the succeeding spot where the ball will be next snapped for the try, usually the 3 or 10 yard line.
12. Double Foul- A double foul occurs if both teams commit fouls during the same live ball period in which: there is no change in possession, there is a change in possession and the team in possession at the end of the down fouls prior to final change of possession, there is a change of possession and the team in final possession accepts the penalty for its opponents foul. In all three of these situations, the penalties cancel and the down is replayed. **EXCEPTION:** If each team fouls during a down in which there is a change of possession, the team last gaining possession may remain the ball, provided its foul is not prior o the final change of possession and it is declined the penalty for its opponents foul(s), other than unsportsmanlike or non-player.
13. Multiple Live Ball Fouls- Should 2 or more live ball fouls be committed by the same team, only one penalty may be chosen except when a foul for unsportsmanlike or nonplayer conduct occurs. In these situations, the penalty/penalties for the fouls are administered from the succeeding spot as a dead ball foul.
14. Multiple Dead Ball Fouls- Penalties for dead ball fouls are administered separately and in the order of occurrence. Dead ball fouls are not coupled with live ball fouls or other dead ball fouls to create double or multiple fouls. Penalize all unsportsmanlike and nonplayer fouls separately.

# OFFICIAL'S SIGNALS

FOOTBALL OFFICIALS' SIGNALS		
 <p>Encroachment (Follows dead ball foul signal)</p>	 <p>False Start (legal position or procedure) legal forward handling</p>	 <p>legal Shift, legal Motion</p>
 <p>legal Participation</p>	 <p>Delay of game Drawing</p>	 <p>Personal Foul</p>
 <p>Clipping</p>	 <p>Roughing the Kicker</p>	 <p>Unsportsmanlike conduct, Delay start of half</p>
 <p>illegal use of hand or arm</p>	 <p>Failure to wear required equipment</p>	 <p>legal forward pass</p>
 <p>interference with fair catch or forward pass</p>	 <p>illegal receiver down field on pass</p>	 <p>illegal kicking or batting a loose ball, Also for first touching of a kick</p>

 <p>Incomplete forward pass—penalty declined—no play or no score.</p>	 <p>Pushing, helping runner or interlocked interference.</p>	 <p>Touchback (Wave sidewise.)</p>
 <p>Touchdown or field goal.</p>	 <p>Safety.</p>	 <p>Time out.</p>
 <p>Official's time out—follows time out signal.</p>	 <p>First down.</p>	 <p>Dead Ball Foul (Follow with foul signal.)</p>
 <p>Ball ready for play.</p>	 <p>Clock starts.</p>	 <p>Loss of down.</p>
 <p>Grasping opponent's face protector.</p>	 <p>Illegal block below the waist.</p>	 <p>Invalid Fair Catch Signal.</p>