

California Girls Flag Football

Mechanics Manual CFOA

ON FIELD PRE-GAME DUTIES

- Referee will confer with coaches, check game balls and cover the specific of pregame/post touchdown flag checks.
- Be businesslike and cordial but not over friendly with the coaches.
- Head Line Judge instructs down marker on specifics of the line of scrimmage.
- Rush Line Judge meets clock operator and instructs them on specifics of clock operation.
- All check field for holes and unsafe conditions.
- Head Line and Rush Line Judges meet and get captains from respective sidelines for coin toss.

COIN TOSS PROCEDURES

- Rush Line and Head Line Judges will escort captains to the center of the field on the 40 yard line, meeting the Referee in the center of the field.
- Referee will face the game clock.
- Referee will introduce the crew.
- The Referee will remind the captains that they are responsible to prepare their teams for Equipment Checks before the teams take the field and after every score.
- The Referee will remind the captains that jewelry is not to be worn and remind them that jewelry check will be part of equipment check before their team takes the field. (See rule I-d-7)
- Referee will instruct the visiting team to call the toss. The call will be made before the toss.
- Referee will instruct the team winning the toss that they will have the choice of offense or defense to start the first half. (The team starting on defense in the first half will start on offense in the second half)
- Referee will instruct the team loosing the toss that they have the choice of which end zone they wish to defend. (The end zones will switch for the second half of play)
- After the coin toss the Referee will face the press box and indicate which team will take possession of the ball and at which end of the field.
- Immediately after the coin toss the Rush Line and Head Line Judges will return to their sidelines and begin equipment checks.

- Immediately after the coin toss the Referee will get and spot the ball of the team that is to take possession first while equipment checks are being completed.

PREGAME EQUIPMENT CHECKS

- Each team will line up shoulder to shoulder with their mouth guard in their right hand.
- The Rush Line and Head Line Judges will walk down the line of players in the front of the player first checking mouth guard, jewelry, shirts tucked in and flags on hips. Next walk down the back of the line of players checking shirts tucked in, back flags and hip flags again.
- All players and coaches will be reminded that the players are responsible to ensure that their flags are in place as designated by rule I-d-4 and their shirts tucked in at all times. Any player found in violation of this rule will be removed from the field for at least one (1) down or time out may be called and charged to the violating team. The play clock will not be adjusted to accommodate removing any player from the field for a violation of rule I-d-4.
- Flag checks after scoring plays will be conducted on all players involved in the scoring play by the official nearest the player(s).
- At the officials discretion, a flag check on the entire team may be conducted after a scoring play. These will be conducted in the same way as the pregame flag check.

TIME OUT

- Each team will have two (2) time outs per half with no carry over.
- Each team will receive one (1) time out per overtime period.
- The Head Line Judge will cover the team on their sideline.
- The Rush Line Judge will cover the team on their sideline.
- The Referee will time the timeout and give a warning whistle at 45 seconds followed by a second whistle at 60 seconds to call the players to the field.
- All Officials will record the timeout and confirm with each other the number of remaining timeouts for each team.

HALFTIME

- As soon as teams have gathered at their respective sidelines the Referee will look to the timer and wind to start the five (5) minute clock for halftime.
- The Rush Line Judge will also start a five (5) minute clock on their watch.
- All officials will meet to review the first half of play, confirm which team will begin the second half on offense and ready the ball for play at the correct end of the field.

CALLING FOULS

- Do not pick up or move a flag until it has been enforced.
- During the final two minutes of each half, the clock will stop for penalty enforcement.
- Make certain that the down indicator/line of scrimmage box does not move until the penalty has been enforced.
- The official calling the foul will relay information regarding the result of the play and the foul to the Referee.
- The Referee will relay the result of the play and the penalty to the offended team coach to accept or decline the penalty.
- The Referee will relay penalty enforcement information to the non-calling official for enforcement of the penalty.
- The non-calling official will enforce the penalty by moving the ball and line of scrimmage to the appropriate location on the field.
- The Referee will face the press box and relay the penalty and the appropriate enforcement. Use the team name, player number and proper signal for the penalty.
- All officials will confirm the down, the line to gain and the rush line set by the Rush Line judge before the ball is made ready for play and the whistle is blown to start the play clock.
- If under 2:00 minutes in the half, all officials will confirm if the clock will start on the ready for play or the snap of the ball.
- If a player is disqualified, the official making the call will accompany the Referee to the player's sideline to inform the coach of the ejection and the reason for the ejection.
- All officials will record any ejections and the calling official will make the post game report to the appropriate person(s).

Three Official Mechanics

PRE-SNAP MECHANICS

- **Referee**
 - Signal upcoming down to the Head Line Judge and the Rush Line Judge.
 - Retrieve and spot the ball on the line indicated by the Head Line Judge.
 - Make visual contact with the Rush Line Judge, to insure they are in place, before signaling the ball ready for play. The ball will not be made ready for play until the rush line has been set.
 - Signal the ball ready for play with a chop and a short whistle.
 - Start the play clock (25 seconds by rule Misc. Rules-Play Clock).
 - Verify all players equipment (flags, mouthguard and shirt tucked) are legal and send any player who is not legally equipped to the sideline.

- Count Team A player and indicate correct number of player with a closed fist arm extended from the body to the front.
 - Assume a position 10-12 yards behind the line of scrimmage to either side of the quarterback.
 - Identify quarterback and players lined up in the backfield. Watch for false starts and illegal motion from players lined up off the line off scrimmage.
 - Determine if the quarterback is eligible to run the ball and be ready to call a foul if they are not eligible and they cross the line of scrimmage with the ball during the play. (Rule II- Rushing)
 - Communicate with the Head Line Judge if the quarterback is not eligible to run to insure they are on alert for illegal quarterback run.
 - Determine if the ball is in the “No-Run Zone” and verbally remind Team A that they are in the No-Run Zone.
 - Confirm with the head line judge if the ball/line of scrimmage is in the no-run-zone.
- **Head Line Judge**
 - Signal the upcoming down to the Referee and Rush Line Judge.
 - Glance at the game clock to insure the clock is running or stopped according to the rules indicated in 2:00 Minute Timing Rules.
 - Using your down field foot, indicate the line of scrimmage for the Referee to spot the ball.
 - Move the down indicator/line of scrimmage box as necessary for the correct down and distance.
 - Assume a position straddling the neutral zone on the sideline opposite the press box, in front of the down indicator box.
 - Use a bean bag or marker to mark the line of scrimmage as necessary to allow movement off the line of scrimmage.
 - Count Team B players and indicate correct number of players on the field with a closed fist and extended arm to the Team B side of the field.
 - Verify all players equipment (flags, mouthguard and shirt tucked) are legal and send any player who is not legally equipped to the sideline.
 - Visually identify all players lined up on the line of scrimmage and be ready to watch for false start, illegal motion and identify illegal formation (Rule Penalties - Offense - Illegal Formation).
 - Head Line Judge is responsible for all motion at the line of scrimmage.

- **Rush Line Judge**

- Signal the upcoming down to the Referee and the Head Line Judge.
- Glance at the game clock to insure the clock is running or stopped according to the rules indicated in 2:00 Minute Timing Rules.
- Visually identify the line of scrimmage from the Head Line Judge's down field foot.
- From the line of scrimmage walk off 7 yards in to the defensive backfield and indicate to the defense the 7 yard rush line for legal rushers per rule II-Defense-Rushing.
- Take a position straddling the defensive rush line on the side line nearest the press box.
- Use a bean bag or a marker to mark the rush line if necessary.
- Visually identify the players behind the legal rush line that has been set and be ready to call fouls for illegal rushing.
- Count Team B players and indicate correct number of players on the field with a closed fist and extended arm to the Team B side of the field.
- Verify all players equipment (flags, mouthguard and shirt tucked) are legal and send any player who is not legally equipped to the sideline.

RESPONSIBILITIES AT THE SNAP

- **Referee**

- Observe the snap, momentarily read the action of the quarterback to determine the type of play.
- Maintain primary focus on the action with the quarterback while observing rusher(s). Watch for blocking at the line of scrimmage (Rule II - Blocking, no blocking or screening is allowed and Rule II - Defense - Rushers must avoid any offensive players)
- Watch for contact with the quarterback (Rule II - Defense - Rushers must avoid any contact with the quarterback, including the arm follow through motion).
- Move with the quarterback while continuing to observe rushers and watching for contact on the quarterback. Be alert for illegal quarterback run and communicate with the head line judge as necessary if the runner is close to crossing the line of scrimmage.
- Hustle to the end of the play to assist in retrieving the ball while maintaining a wide field of vision to watch for any contact or unnecessary roughness during and after the play.
- Referee is responsible for—
 - False Start
 - Illegal Shift
 - Illegal Motion
 - Blocking around the runner by team A

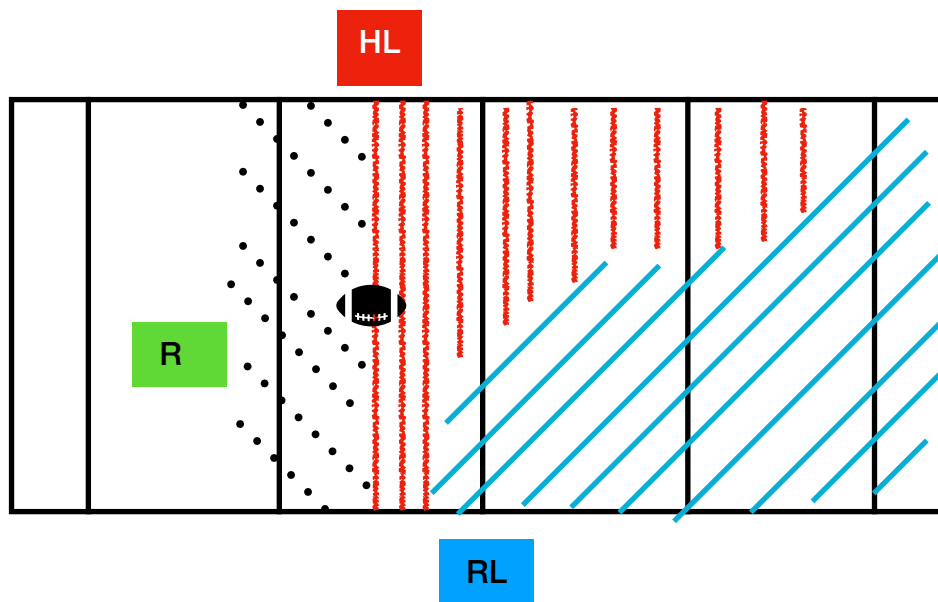
- Contact with the quarterback
- Jumping, leaping spinning with the ball
- Flag Guarding
- Illegal Flag Pulling
- Illegal Quarterback Run
- Runs inside the No Run Zone

- **Head Line Judge**

- Identify defenders that are lined up as legal rushers (Rule II - Defense - Rushing/Blitzing)
- Observe the snap
- Maintain focus on the line of scrimmage watching for contact at the line by either team. (Rule II - Defense - Rushers must attempt to avoid any offensive players and Penalties - Offense - Illegal contact/illegal screening and blocking)
- Maintain focus at the line of scrimmage watching for contact by either team as Team A receivers begin to run their routes. (Contact must be avoided by both teams, however ultimately the defense must avoid the offense.)
- Glance at the quarterback, read pass or run and be ready to react as necessary.
- The Head Line Judges' primary responsibility will be at the line of scrimmage.
- If a pass play, glance down field at the receiver(s) nearest your sideline and be ready to rule catch/no catch, DPI/OPI and other passing or down field fouls.
- After the play, hustle to the line of scrimmage and indicate the new line of scrimmage with your down field foot.
- Inside the "No Run Zone" the Head Line Judge is responsible for the line of scrimmage and being alert to the ball crossing the line of scrimmage with out a pass first being thrown.
- Head Line Judge is responsible for —
 - False Start
 - Illegal Shift
 - Illegal Motion
 - Encroachment
 - Illegal Formation
 - Illegal Rush
 - Illegal Forward Pass
 - DPI/OPI on the receiver(s) to your side of the field
 - Runs inside the No Run Zone

• Rush Line Judge

- After setting the Rush line and identifying the legal rushers, feel free to move down field as the game dictates and become a Back Judge.
- Observe the snap.
- Watch the Team B players that are not legal rushers and observe for contact with Team A as the receivers begin to run their routes.
- Glance at the quarterback and read the play (pass or run).
- If pass play, glance down field at the receiver(s) nearest your sideline and midfield and be ready to rule catch/no catch, DPI/OPI and other passing or down field fouls.
- The Rush Line Judge is responsible for most to the play down field, including away from your sideline.
- Observe the defense for Illegal Contact.
- Observe the offense for Illegal Blocking/Screening
- Rush Line Judge is responsible for —
 - Illegal Rush
 - Flag guarding
 - OPI/DPI
 - Hurdling/Spinning/Diving
 - Illegal Contact/Blocking
 - Illegal Flag Pulling
 - Defensive Holding
 - Sliding





31
Illegal batting/kicking
 (Followed by pointing toward toe for kicking)



20
Illegal shift
 (2 hands)
Illegal motion
 (1 hand)

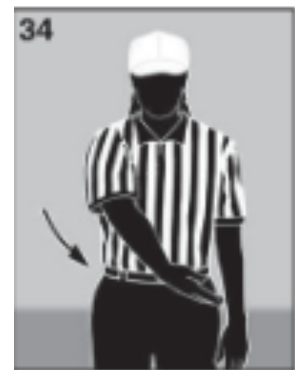
<p>S 1</p> <p>1</p> <p>Ready for play</p>	<p>S 3</p> <p>3</p> <p>Stop the clock</p>	<p>S 5</p> <p>5</p> <p>Touchdown</p>	<p>S 6</p> <p>6</p> <p>Safety</p>
<p>S 8</p> <p>8</p> <p>First Down</p>	<p>S 9</p> <p>9</p> <p>Loss of down</p>	<p>S 10</p> <p>10</p> <p>Incomplete pass</p>	<p>S 14</p> <p>14</p> <p>End of period</p>
<p>S 18</p> <p>18</p> <p>Offside Defense Illegal Blitz</p>	<p>S 19</p> <p>19</p> <p>False start Illegal procedure</p>	<p>S 21</p> <p>21</p> <p>Delay of game Delay of pass</p>	<p>S 22</p> <p>22</p> <p>Illegal participation Illegal substitution</p>
<p>S 27</p> <p>27</p> <p>Unsportsmanlike conduct</p>	<p>S 33</p> <p>33</p> <p>Pass Interference</p>	<p>S 35</p> <p>35</p> <p>Illegal forward pass Illegal backward pass</p>	<p>S 38</p> <p>38</p> <p>Illegal contact</p>
<p>S 43</p> <p>43</p> <p>Illegal block</p>	<p>S 47</p> <p>47</p> <p>Disqualification</p>	<p>S 51</p> <p>51</p> <p>Jumping Diving</p>	<p>S 52</p> <p>52</p> <p>Flag guarding Illegal Flag pull</p>



Holding/obstruction
Illegal use of
hands/arms



Stripping



Roughing passer

MAKING THE CALL —

- Flag guarding is a difficult call to make. Everyone must be vigilant in watching for it. Angles matter a lot when it come to flag guarding so when in doubt, get the crew together and discuss. Flag guarding is a live ball penalty. Use a yellow flag to mark the spot where the flag guarding occurred and allow the play to continue. This will allow the crew to make a change to the call if another official has a better angle or different information. The natural motion of the arms when running may cause a ball carrier to unintentionally commit flag guarding. This is still a foul. Flag guarding is still flag guarding even if unintentionally committed.
- Rushing and Blitzing — all defensive players can be legal rushers/blitzers. Only 2 defensive players are allowed to cross the line of scrimmage on any play. This is a blitz or rush. A legal rusher/blitzer must start at least 7 yards off the line of scrimmage. A defensive player is not considered to be a rusher/blitzer by their starting positions, but rather they are considered to be a rusher/blitzer once they cross the line of scrimmage. A rusher/blitzer who begins 7 yards off the ball however, moves forward a yard before the snap of the ball, has not committed a foul unless they cross the line of scrimmage. As long as the quarterback has possession of the ball, only 2 defensive players who start 7 yards off the line of scrimmage may cross the line of scrimmage. Be alert to this on option plays. Defenders who did not start at least 7 yards off the line of scrimmage can not move across the line of scrimmage after the quarterback who still has possession of the ball, even if the quarterback is in motion and perhaps attempting a run. Also, only 2 defenders may cross the line of scrimmage when the quarterback is in possession of the ball. If more than 2 defenders cross the line of scrimmage, regardless of where they begin, while the quarterback maintains possession it is an illegal rush/blitz foul.
- Bumping at the line of scrimmage is not allowed. It is the defenses responsibility to avoid the offense when receivers are in the act of running their passing routes. However, the offense should not be allowed to run directly in to a defensive player in an attempt to draw a foul. Be alert and know for certain who caused the contact and with whom the responsibility to avoid contact lies.

- As a general rule — it is the responsibility of the offensive player with the ball to avoid contact with the defense. Do not allow the runner with the ball to cause contact as the defense is making an attempt at de-flagging the runner. The runner with the ball can not simply “run through” a defensive player in an effort to extend forward progress of the ball.
- On all fumbles, a dead ball is called as soon as the ball hits the ground.
- Jumping, hurdling, spinning and diving are never allowed in an attempt to advance the ball. These actions end the play. A whistle should be blown and the penalty marked off from the spot where the infraction occurred. Be alert as athletic players will sidestep or “joke” a defender to avoid a flag pull. This is a judgment call as to whether the official believes the player violated the Jumping, Hurdling or Spinning rule. Please allow them to make athletic moves where they do not leave both feet or “spin” to avoid a flag pull. A spin must be a complete 360* turn without a change of direction. Any spinning motion that involves a change of direction should not be considered a spinning foul.
- Defensive holding occurs when the defender, in an effort to grasp a flag, grabs the ball carriers shirt or shorts and restricts their ability to move. There must be a restriction of movement to call defensive holding. Simply tugging on the ball carriers shirt or shorts in an effort to grasp the flag is not defensive holding. Any other restriction of movement by the defense on the offense away from the ball should be Illegal Contact
- Punting— Team A must declare they are punting prior to the related play clock expiring. The ball will be moved to Team B’s 20 yard line and a change of possession will be declared and a new play clock started. Be aware of teams huddling on the sideline as you move the ball. This is not a time out and teams should be on the field, ready for play as soon as the ball is declared ready by the Referee.
- As stated in the rules— the position of the ball at the time the players flag is pulled determines the spot of the ball. Be alert to this and spot the ball appropriately. This includes extending the ball for a score or a first down.
- A ball carrier going to the ground while a defender is attempting at their flag is not always a tackle. At the officials discretion, if the momentum of the the ball carrier takes them to the ground, there could be no foul on this play.
- Incidental contact, as a reason to not call a foul, is rare in flag football. Yes, we want to let them play, however, most of the time someone is responsible for the contact. It is at the discretion of the officials on the field as to whether the contact is a foul. Contact with a ball carrier, even in a legitimate attempt to pull a flag, can be a tackle or illegal contact foul.
- Knocking, punching, stripping or slapping at the ball in an attempt to dislodge it from the ball carrier’s grasp is against the rules. This is an illegal contact foul and/or can be considered unsportsmanlike conduct. It is always a foul and on the first offense a verbal warning should be given to the captain and the head coach. It should also be noted on the officials game card with team, player #, and game time.
- Blocking and Screening, If you are familiar with a basketball screen then this is a good rule to base illegal blocking and screening. This is a basketball definition, but good language to base illegal screen and blocking from. —An illegal screen in basketball is called when an offensive player setting a screen either moves their feet or leans into the defender. An illegal screen can also be called if the player setting the screen extends their arm or leg to inhibit a defender's progress. —

Two minute timing rules —

In the final two minutes of each half the clock will stop for — Change of Possession, Incomplete Pass, a play that finishes out of bounds, penalty enforcement, a score and point after try, safety, a team trying to conserve time illegally, and other official purposes. After the two minute warning all start and stop clock signals will come from the officials on the field. All officials need to be alert to the status of the clock in the last two minutes of each half.

Defensive Pass Interference

In addition to the rule book, actions that constitute defensive pass interference include, but are not limited to, the following six categories:

- Early contact by a defender is defensive pass interference provided the other requirements for defensive pass interference have been met, regardless of how deep the pass is thrown to the receiver.
- Playing through the back of a receiver in an attempt to make a play on the ball.
- Grabbing and restricting a receiver's arm(s) or body in such a manner that restricts their opportunity to catch a pass.
- Extending an arm across the body (arm bar) of a receiver thus restricting their ability to catch a pass, regardless of the fact of whether or not the defender is looking for the ball.
- Cutting off or riding the receiver out of the path to the ball by making contact.
- Hooking and restricting a receiver in an attempt to get to the ball in such a manner that causes the receiver's body to turn prior to the ball arriving.

Offensive Pass Interference

In addition to the rule book, actions that constitute offensive pass interference include but are not limited to the following four categories:

- Initiating contact with a defender by shoving or pushing off thus creating separation in an attempt to catch a pass.
- Driving through a defender who has established a position on the field.
- Blocking downfield during a pass that legally crosses the line of scrimmage. (This may also be Illegal Contact)
- Picking off a defender who is attempting to cover a receiver. (This may also be Illegal Contact)

Penalty Enforcements

Basic Spot for penalty enforcement

If a foul occurs during a down, the basic spot is determined by the action that occurs during the down. This is the basic spot for penalty enforcement. The basic spot is the previous spot for a foul which occurs simultaneously with the snap of the ball and incomplete passes.

All-But-One

The Enforcement philosophy based on the fact that a team is given the advantage of the distance that is gained without the assistance of the 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 (a foul by the offense behind the basic spot) are penalized from the basic spot. This one foul is penalized from the spot of the foul. From NFHS rule book — all-but-one principal : a penalty for a foul occurring during a play is enforced from the basic spot with the exception of a foul by the offense that occurs behind the basic spot. This particular foul is enforced from the spot of the foul.

For the purposes of penalty enforcement, the “down counts” and “loss of down” are the same. The enforcement of most penalties require the replay of the down, unless indicated by “down counts” or “loss of down”

- Illegal Contact — Live Ball — 10 yard penalty, previous spot or end of play for defensive foul
- False Start — Dead Ball — 5 yard penalty
- Offensive Pass Interference (OPI) — Live Ball — 10 yard penalty
- Illegal Forward Pass — Live Ball — 5 yard penalty (down counts)
- Illegal Quarterback Run — Live Ball — 5 yard penalty (down counts)
- Illegal Run (run in the no run zone) — Live ball — 5 yard penalty (down counts)
- Illegal Shift/Illegal Motion — Dead Ball — 5 yard penalty
- Flag Guarding — Live ball — 10 yard penalty from the infraction spot (down counts)
- Illegal Formation — Live ball — 5 yard penalty
- Hurdling/Spinning/Jumping/Diving — Dead Ball — 10 yard penalty from the infraction spot (down counts)
- Illegal Rush — Live Ball — 5 yard penalty
- Illegal Blocking/Screening — Live Ball — 10 yard penalty
- Illegal Flag Pulling — Live Ball — 5 yard penalty from the end of the related play, automatic first down
- Roughing the Passer — Live Ball — 10 yard penalty from the end of the related play, automatic first down
- Defensive Pass Interference — Live Ball — 10 yard penalty

- Defensive Holding — Live Ball — 10 yard penalty from the end of the related play.
- Encroachment — Dead Ball — 5 yard penalty
- Tackling — Live Ball — 10 yard penalty from the end of the related play
- Sliding (defense) — Live Ball — 10 yard penalty from the end of the related play
- Unsportsmanlike Conduct — Live Ball/Dead Ball — 10 yard penalty from the end of the related play or the previous spot. The second unsporting conduct foul will result in an ejection from the contest.
- Sideline Interference — Live Ball/Dead Ball — First occurrence = warning, second and beyond = Unsporting Conduct Foul.
- Too Many Players On The Field/Illegal Participation — Dead Ball — 5 yard penalty
- Face Guarding — (of a receiver) 10 yard penalty, automatic first down
- Flag Tampering — Live Ball — player removed from the game for one play, loss of down and ball placed at the previous spot, second infraction results in a disqualification from the contest.
- Equipment violation — any resulting score will be nullified, ball returned to the previous spot, down counts, player will be disqualified for the next play and removed to their sideline, the second violation will result in disqualification from the contest.

Uniform—

- 2 1/4 inch striped football officials shirt.
- Football official pant with white leg stripe or black official shorts. The crew must all be wearing the same, either pants or shorts.
- Black belt
- Yellow penalty flags
- Wrist or other down indicator
- Whistle
- Pen and note card

Two Official Mechanics

PRE-SNAP MECHANICS

• Referee

- Signal upcoming down to the Rush Line Judge.
- Retrieve and spot the ball on the line gained in the previous play.
- Make visual contact with the Rush Line Judge, to insure they are in place, before signaling the ball ready for play. The ball will not be made ready for play until the rush line has been set.
- Signal the ball ready for play with a chop and a short whistle.
- Start the play clock (25 seconds by rule Misc. Rules-Play Clock).
- Verify all players equipment (flags, mouthguard and shirt tucked) are legal and send any player who is not legally equipped to the sideline.
- Count Team A player and indicate correct number of player with a closed fist arm extended from the body to the front.
- Assume a position 10-12 yards behind the line of scrimmage to either side of the quarterback.
- Identify quarterback and players lined up in the backfield. Watch for false starts and illegal motion from players lined up off the line off scrimmage.
- Determine if the quarterback is eligible to run the ball and be ready to call a foul if they are not eligible and they cross the line of scrimmage with the ball during the play. (Rule II- Rushing)
- Determine if the ball is in the “No-Run Zone” and verbally remind Team A that they are in the No-Run Zone.
- Visually identify all players lined up on the line of scrimmage and be ready to watch for false start, illegal motion and identify illegal formation (Rule Penalties - Offense - Illegal Formation).
- The referee will be responsible for all motion, legal or illegal by the offense and encroachment by the defense in two official mechanics.
- The Referee may elect to officiate from a position on the side line at the line of scrimmage to give a better angle to action at the line of scrimmage during the play. It is a better position from which to call illegal rush/blitz and illegal run.

• Rush Line Judge

- Signal the upcoming down to the Referee.

- Glance at the game clock to insure the clock is running or stopped according to the rules indicated in 2:00 Minute Timing Rules.
- Visually identify the line of scrimmage from the Referee.
- From the line of scrimmage walk off 7 yards in to the defensive backfield and indicate to the defense the 7 yard rush line for legal rushers per rule II-Defense-Rushing.
- Take a position straddling the defensive rush line on the side line away from the referee or move to the middle of the field and assume a back judge position.
- Use a bean bag or a marker to mark the rush line if necessary.
- Visually identify the players behind the legal rush line that has been set and be ready to call fouls for illegal rushing.
- Count Team B players and indicate correct number of players on the field with a closed fist and extended arm to the Team B side of the field.
- Verify all players equipment (flags, mouthguard and shirt tucked) are legal and send any player who is not legally equipped to the sideline.

RESPONSIBILITIES AT THE SNAP

• **Referee**

- Observe the snap, momentarily read the action of the quarterback to determine the type of play.
- Maintain primary focus on the action with the quarterback while observing rusher(s). Watch for blocking at the line of scrimmage (Rule II - Blocking, no blocking or screening is allowed and Rule II - Defense - Rushers must avoid any offensive players)
- Watch for contact with the quarterback (Rule II - Defense - Rushers must avoid any contact with the quarterback, including the arm follow through motion).
- Move with the quarterback while continuing to observe rushers and watching for contact on the quarterback. Be alert for illegal quarterback run if the quarterback is close to crossing the line of scrimmage.
- Be alert to illegal run in side the no-run-zone.
- Hustle to the end of the play to assist in retrieving the ball while maintaining a wide field of vision to watch for any contact or unnecessary roughness during and after the play.
- Responsibilities —
 - False Start
 - Illegal Shift
 - Illegal Motion
 - Blocking around the runner by team A
 - Contact with the quarterback

- Jumping, leaping spinning with the ball
- Flag Guarding
- Illegal Flag Pulling
- Illegal Quarterback Run
- Runs inside the No Run Zone
- Illegal Rush

- **Rush Line Judge**

- After setting the Rush line and identifying the legal rushers, feel free to move down field as the game dictates and become a Back Judge.
- Observe the snap.
- Watch the Team B players that are not legal rushers and observe for contact with Team A as the receivers begin to run their routes.
- Identify any illegal rushing and be ready to help with that call.
- Glance at the quarterback and read the play (pass or run).
- If pass play, glance down field at the all receiver(s) and be ready to rule catch/no catch, DPI/OPI and other passing or down field fouls.
- The Rush Line Judge is responsible for most to the play down field, including away from your sideline.
- Observe the defense for Illegal Contact.
- Observe the offense for Illegal Blocking/Screening
- Responsibilities —
 - Illegal Rush
 - Flag guarding
 - OPI/DPI
 - Hurdling/Spinning/Diving
 - Illegal Contact/Blocking
 - Illegal Flag Pulling
 - Defensive Holding
 - Sliding

Notes—

Calling a 7vs7 game with two officials is very difficult. Please pregame responsibilities and mechanics that will work for both officials. You may elect to call from opposite sidelines, one in the head line judge position and one in the rush line judge position. Or, you may elect to call from the referee position and the back judge position. In your pregame please cover whom is responsible for the different calls that may come.

