



# OFFICIALS

# MANUAL- **SPRING '24**



2024

---

*"Always improving in all ways."*

# PRE-GAME PROCEDURES

## Arrival to Game

1. **CHECK IN:** All officials must check in with the Coordinator of Officials (roster below) at the minimum of **15 minutes** prior to the start of the scheduled shift. Failure to do so, will result in a \$15 fine. This does not mean in the parking lot, bathroom etc. This means at the designated check in area preparing to officiate your shift.
2. **SCORECARDS:** You received a physical scorecard via email as well as the team schedule. Officials will have 2 options:
  - Complete the cards at home prior to your shift or
  - Complete the cards on site by the 10-minute mark before your shift.
  - This means home team (dark colored jersey), Visiting (light colored jersey) team names, location and division.
3. **TEAM CHECK:** Officials are to conduct the cleat, uniform, mouth pieces, flags etc. check at the 10 minutes mark after scorecards are completed. This will be done by communicating with both coaches verbally i.e. "Coaches please check for all equipment". WE DO NOT NEED TO LINE EVERYONE UP AND PERSONALLY CHECK ALL THE PLAYERS.
4. **COACHES MEETING & COIN FLIP:** Officials will conduct a coaches meeting and the coin flip at the 9-minute mark.
5. **KICK OFF PREP:** Officials will set up the teams properly for the opening kick-off between the 8-6-minute mark.
6. **KICK OFF:** The goal here is to start all games on time which will assist with keeping games on schedule.

## OFFICIALS PRE-GAME CHECKLIST COUNTDOWN SHEET

<u>TIME</u>	<u>CHECK LIST</u>
15:00	Arrive and check in with Coordinator of Officials
10:00	Scorecards prepared for games
9:00	Coaches Meeting & Coin Flip
8:00-6:00	Set teams up for kick-off
0:00	Kick Off!

## OFFICIALS UNIFORM:

This will be the official uniform for this league. Any violation of this policy will result in a \$5 fine for each item.



No flag is necessary.



Fox 40 Whistle



- Blank hats only
- No FNL logoed hats



Black shorts or sweatpants are acceptable.



+



OR



## POINTS OF EMPHASIS:

POE's were created because we are in obvious need of improvement in these areas.

**ON SCHEDULE:** Start all games on time. Keep them moving. On time is HUGE. Hence why all officials must check in 15 minutes before scheduled start of shift.

**POSITIONING:** One of the most basic fundamentals of any sports official. We must always be in a "dependable" position... a believable position to make calls. You just never know who's watching.

---

**FLAG GUARDING:** Review all clinic notes and videos sent. We need more consistency in this play.

**CALLS:** Along with “On Schedule” item, comes calling the obvious. Elephants’ vs Ants. Leave the ants alone and keep the game moving.

**7-YARD BLITZ LINE:** Officials will position themselves at this line as the marker right after each play. Officials must hustle to get this done. League wants consistency. Please do not use any type of markers. Use your voice to let teams know “Here’s the blitz line” etc. **DO NOT** tell players or coaches “You should know where the blitz line is.” That is very unprofessional!

**7-SECOND THROW:** Officials should use their voice to start the count “7” and end with 4-3-2-1. Use visible count as well to make sure communication is clear.

---

**GAME FEE RAIN POLICY:**

<b>NOTIFICATION</b>	<b>GAME FEE</b>
24 Hours prior	No game fees will be paid
Game day by 2pm	1 full game fee will be paid
Game day 2 hours before scheduled start of shift	2 game fees will be paid
Start your shift	50% of game fees will be paid

**\*Full game fees shall be paid once the officials have submitted all digital scorecards.**

---

# SCORECARD EXAMPLE:



## Pylon-2-Pylon Youth Flag Football Line Up Card

Date \_\_\_\_\_

Team Name \_\_\_\_\_

Coach's Name \_\_\_\_\_

Opponent \_\_\_\_\_

Division \_\_\_\_\_

PRINT PLAYERS' NAME	Player No.	Quarters Did Not Play			
		1	2	3	4

	1	2	3	4	TOTAL
OUR SCORE					
OUR TIMEOUTS					
THEIR SCORE					
THEIR TIMEOUTS					



## Pylon-2-Pylon Youth Flag Football Line Up Card

Date \_\_\_\_\_

Team Name \_\_\_\_\_

Coach's Name \_\_\_\_\_

Opponent \_\_\_\_\_

Division \_\_\_\_\_

PRINT PLAYERS' NAME	Player No.	Quarters Did Not Play			
		1	2	3	4

	1	2	3	4	TOTAL
OUR SCORE					
OUR TIMEOUTS					
THEIR SCORE					
THEIR TIMEOUTS					

## GAME RULES:

### WHAT ARE THE RULES OF FLAG FOOTBALL?

The first rule of flag football is pretty straight forward: there's no contact allowed in 6v6 flag football. That includes tackling, diving, blocking, and screening. Instead, players wear [flags](#) that hang along their sides by a belt. To "tackle" the person in possession of the ball, the opposing team needs to pull one or both of their flags off.

While flag football rules are designed to keep players safe, you'll find that they also create an engaging, fast-paced version of football without the physical contact.

Here's a list of basic flag football rules:

Here's a quick overview of how to play flag football: Every game begins with a coin toss to determine which team will start with the ball. Games are four 10-minute quarters. Clocks only stops for timeouts (each team one per half), injuries and half-time.



Offense starts with the ball at the 5-yard line. Teams will have 3 downs with the option to go for it on 4 down to cross mid field. If a team goes for it on 4th down and doesn't convert it will be turn over on downs and the opposing team will start at that spot. We have two no run zone areas 5 yards before a team cross mid field and 5 yards before they score. Pre-K - Kinder is the only age group that can run at any time. Extra points team will have the option to go for 1 point conversion from the 5 and 2-point conversion from the 10.

- All passes must be forward and received beyond the line of scrimmage. Laterals are allowed behind the line of scrimmage
- Running plays can be a direct handoff or lateral pitches. Quarterbacks are only allowed to run if a team blitz even in the no run zones. Players in motion are allowed to receive handoff and throw.
- The quarterback has seven-second pass clock to get rid of the ball unless blitzed
- The quarterback can't run with the ball unless it was handed off first
- Offensive players must steer clear of the rusher and may not get in his/her way
- Any defensive player lined up seven yards off the line of scrimmage is eligible to rush
- If the ball is handed off, any defender may rush
- Interceptions are returnable (even on extra points. If it's an extra point it is good for 1 point)
- The ball is dead when it hits the ground, the offensive player's flag is pulled from their belt, the ball-carrier steps out of bounds, or the ball-carrier's body—outside of their hands or feet—touches the ground
- All offensive flag football penalties result in a loss of down and yardage
- All defensive flag football penalties result in an automatic first down and some are associated with yardage.

## ***Defensive spot fouls***

All flag football penalties are assessed from the line of scrimmage, except for spot fouls. Spot fouls are penalties that are assessed from the spot on the field where the foul occurred.

Here are the flag football penalties categorized as defensive spot fouls:

<b>Type</b>	<b>Description</b>	<b>Yardage</b>
Defensive pass interference	The player significantly hinders an eligible receiver's opportunity to catch the ball	Automatic first down
Holding	The player restrains another player who is not in possession of the ball	+5 yards and automatic first down
Stripping	A player smacks or grabs the football out of the ball-carrier's possession	+10 yards and automatic first down

## ***Offensive spot fouls***

Offensive spot fouls are also assessed from the spot on the field where the foul occurred. All of these flag football penalties result in a loss of down. But any loss of down on the third down results in a turnover, with the other team taking possession. Here are flag football penalties categorized as offensive spot fouls:

<b>Type</b>	<b>Description</b>	<b>Yardage</b>
Screening, blocking or running with the ball	The player uses physical attempts to gain yardage by obstructing the path of their opponent	-10 yards and loss of down
Charging	The player challenges their opponent for space without using their arms or elbows	-10 yards and loss of down
Flag guarding	The ball-carrier intentionally obstructs the defender's access to their flag	-10 yards and loss of down

## ***Defensive flag football penalties***

You'll find that many defensive flag football penalties are behavior-oriented and can take on several definitions. Unsportsmanlike conduct, for example, can include any physical acts, like intentional tackling, elbows, or cheap shots, as well as verbal, such as confrontational language. Referees can also dish out a flag football penalty to fans who aren't keeping the field safe and kid friendly. Bottom line: these flag football penalties are designed to teach youth players the importance of respect and good sportsmanship.

Type	Description	Yardage
Unnecessary roughness	Using methods beyond what is necessary to pull the flag off the opponent	+10 yards and automatic first down
Unsportsmanlike conduct	Examples include excessive celebration, using abusive language, punching or kicking an opponent	+10 yards and automatic first down
Offside	A player crosses the line of scrimmage before the ball is snapped	+5 yards from the line of scrimmage and automatic first down
Illegal rush	The rusher is not lined up at least seven yards off the line of scrimmage	+5 yards from the line of scrimmage and automatic first down
Illegal flag pull	A player pulls the flag off an opponent before they have full possession of the ball	+5 yards from the line of scrimmage and automatic first down
Roughing the passer	A player makes contact with the passer after they've thrown a forward pass	+5 yards from the line of scrimmage and automatic first down
Taunting	A type of unsportsmanlike conduct where the player purposely creates ill will between teams	+5 yards from the line of scrimmage and automatic first down

## ***Offensive flag football penalties***

Similar to defensive flag football penalties, offensive flag football penalties include infractions for unsportsmanlike behavior, whether it's physical or verbal. On offense, there are also penalties for improper movements on the line of scrimmage, such as moving before the play starts or delaying the game. For example, each time the ball is spotted, a team has 25 seconds to snap the ball. Delay-of-games penalties are enforced after one warning. Here's a list of offensive flag football penalties:

Type	Description	Yardage
Unnecessary roughness	Using methods beyond what is necessary to pull the flag off the opponent	-10 yards and loss of down
Unsportsmanlike conduct	Examples include excessive celebration, using abusive language, punching or kicking an opponent	-10 yards and loss of down



Offside/false start	A player's charges or moves in a way that indicates the start of the play before the ball is snapped	-5 yards from line of scrimmage and loss of down
Illegal forward pass	A player throws the ball forward once they are past the line of scrimmage	-5 yards from line of scrimmage and loss of down
Pass interference	The eligible receiver significantly hinders the defensive player's opportunity to intercept the ball	-5 yards from line of scrimmage and loss of down
Illegal motion	Players shifting and not coming to a complete stop before the ball is snapped	-5 yards from line of scrimmage and loss of down
Delay of game	Team fails to snap the ball and put it in play	-5 yards from line of scrimmage and loss of down
Impeding the rusher	The rusher's path or line is occupied by a moving offensive player	-5 yards from line of scrimmage and loss of down
Illegal procedure	A technical rules violation, such as illegal formation	-5 yards from line of scrimmage and loss of down

## Equal Playing time rules must be enforced

- 12 Player Teams: 1st quarter sit out 6 players. 2nd quarter sit out 6 different quarters. Open rotation in 3rd-4th quarter
- 11 Player Teams: 1st quarter sit 5 players. 2nd quarter sit 5 different players. 3rd quarter sit 1 player and rotate 10 equally. 4th quarter open rotation for all players
- 10 players: 1st quarter sit 4 players. 2nd quarter sit 4 different players. 3rd quarter sit 2 players rotate 8 players equally. 4th quarter rotate all players equally.
- 9 Players: 1st, 2nd and 3 quarter sit 3 different players. 4th quarter rotate all 9 players equally.
- 8 players: Sit 2 different players per quarter.
- 7 players: sit one player per quarter.
- 6 players: all players play the entire game.

## STAFF ROSTER

NAME	POSITION	EMAIL	MOBILE
Morgan Zacharda	League Commissioner	<a href="mailto:info@coronap2pff.com">info@coronap2pff.com</a>	951.414.5848
Carlos Padilla	Coordinator of Officials	<a href="mailto:Carlospadilla7@gmail.com">Carlospadilla7@gmail.com</a>	951.208.9427
Morgan Zacharda	CEO, Director of Operations	<a href="mailto:info@coronap2pff.com">info@coronap2pff.com</a>	951.414.5848
Martin Cota	CP2P Consultant	<a href="mailto:mcota@bealead.net">mcota@bealead.net</a>	714.231.2161

## OFFICIALS' FINE SCHEDULE

Description	1 <sup>st</sup> Offense	2 <sup>nd</sup> Offense	3 <sup>rd</sup> Offense
Late	\$15	\$30	Terminated
No Show	\$35	Terminated	N/A
Out of Uniform	\$5	\$10	\$20
Scorecard	\$5	\$10	\$15
Turn Backs (24hrs)	\$20	\$35	Terminated

**\*Full game fees shall be paid within 24 hours of the last game completed and scorecards have been submitted.**