**San Diego County Football Officials Association - Weekly Bulletin Flag Football 9/4/24**

**YouTube Video**– Just an FYI that there is no new video produced by the CIF State Rules Interpreter, MaryAnn Menlove this week.  She has one being developed and when it is available I will provide you the link via this Weekly Bulletin.

**Blocking Downfield** – This week I officiated a girls’ game which was that team’s first game of the season (maybe ever).  They did quite well but on two occasions late in the game, the QB ran behind a teammate and the teammate didn’t even know the QB was using her as interference (blocker) as she ran.  The same can be said if a wide receiver were to catch a pass downfield and then uses a teammate, who is standing still, as a blocker.  The teammate must get out of the way of the defender who is attempting to pursue the wide receiver.  In my case I chose to take that moment to counsel the QB about using her teammate as a blocker.  I think I just managed to confuse her, but I spoke with the coach at the end of the game and explained this inadvertent act by the QB.

**Flag Checks** – It is becoming clearer to me that flag checks must be not be sporadic, but constant.  On one run, the opposing coach indicated that the runner’s flags were not on the hips.  I check the flags and one of hers was slightly off to the side.  I should have conducted a flag check before that play as I couldn’t tell if it moved during the play, or was incorrect before the play started.

**Spinning** – I will be attaching a brief movie which was provided by Coach Charlie Tang at Scripps Ranch, which I think is an excellent example of what one might consider spinning, but, according to our CIF Rules and our State Interpreter, is example of a legal, athletic move by the ball carrier.  The spinning must be greater than 360 degrees and in a straight line.  Spinning like a top down the field is a foul, a simple spin like this is a good, athletic move.

**Forward Progress Spots** – When the flag is pulled, the ball will be spotted at the location of the ball, not at the location of the runner or the flag.  So, confirm that the flag was pulled, and then identify where the ball was when it was pulled.

**Fumbles** - When a ball is fumbled forward, the ball will be dead once it strikes the ground, but the dead ball spot is where the ball was when the player first fumbled it forward.  If the ball is fumbled backwards, the ball will be dead when it hits the ground and will be spotted at that spot.  If the ball is fumbled forward and out of bounds, the forward progress spot will be the spot where the fumble crossed the sideline.  If the ball is fumbled backwards and out of bounds, the progress spot will be the spot where the ball hits the ground out of bounds.  Rule 2-10.

**Flag Guarding** -  The runner shall not “stiff arm” a defender and the runner shall not lower their shoulder to ward off a defender. Penalty --- Flag Guarding, live ball foul, 10 yards from the spot of the foul, loss of down

**Flag Colors** - Flags must be a contrasting color to the pants or shorts.  Violations of this must be reported to me so that I can forward the report to the CIF and the Conference President.

**Spotting the Ball** - At the request of team A, the ball may be spotted no more than 4 yards to the left or right of center along the LOS. This includes the try. Requests to move the spot of the ball will not delay the start or stop the play clock.  The center of the field will be halfway between the two sidelines regardless of the field markings of the tackle football field or any other permanent field markings.

**Line to Gain** – Remember there are four permanent zones, and three permanent lines to gain on the flag football field. They do not move.  The four zones are the offense’s goal line to the 20-yardline, the 20-yardline to the 40-yardline, then the 40-yardline to the defense’s 20-yardline, and finally the 20-yardline to the defense’s goal line.  So, the permanent lines to gain are the 20-yardline, the 40-yardline, and the other 20-yardline.