**SAN DIEGO COUNTY FOOTBALL OFFICIALS ASSOCIATION - THE WEEKLY BULL FOR FLAG FOOTBALL – September 22, 2025**

**Punt Behind the Line of Scrimmage** – If a punt does not cross the line of scrimmage and lands behind the line of scrimmage, the ball is dead at that spot and the defense takes over possession of the ball at that spot (assuming it is 4th down) 1st and 10.

**Forward handing**– A player may only hand the ball forward to a teammate if both players are behind the line of scrimmage. If a player is beyond the line of scrimmage, or after controlling a punt, no player may hand the ball forward.

**Backward Handing and Backward Passing (Lateral)** – Rule 7-3-1 Any player may hand the ball backwards at any time.  “Any time” includes after possessing a punted ball and during the return, she hands the ball backwards to a teammate.  Legal.  The same is true for all backward passes (laterals).  Any player may lateral the ball backwards at any time.

**Penalty on a Scoring Play** – If the opponent of the scoring team fouls during or after the score, the scoring team may elect to have the penalty enforced on the Try or on the subsequent starting spot.  If enforced on the Try, for a 1-point attempt the ball will be placed at the 1-1/2 YL; for a 2-point attempt the ball will be placed at the 5-yard line.  If the scoring team asks that it be enforced on the subsequent spot, the opposing team will start their series on their own 7-yard line.  Finally, Rule 8-3-8, when a try is replayed, the offense may choose to move to the other try spot (3-YL or 10-YL) and any penalties will be enforced from the new spot.

**Overtime** – We’ve had a number of questions about overtime so I’m printing this again for everyone’s use!  Have a great week of flag football.
(a) If the 4th quarter ends in a tie, overtime will commence for varsity contests.
(b) For junior varsity and Freshman contests, coaches and game officials will agree before the start of the game whether overtime will be played. If an agreement is not reached prior to the start of the contest, no overtime will be played for JV and Freshman games.
(c) A coin toss shall decide which team chooses first. The visiting team will call the toss.
(d) The coin toss winner can choose to be on offense irst, defense or select the end of the ield that overtime will be played on. The loser of the toss shall exercise the remaining option for the irst extra period and have the irst choice of options for subsequent even-numbered extra periods. (e) Each team will receive one (1) timeout per extra period (offensive and defensive possession). Unused extra-period timeouts may not be carried over to other extra periods. Timeouts between periods shall be charged to the succeeding period.
(f) Each extra period shall consist of a two-possession series, with each team putting the ball in play by snapping on the designated 20-yard line (unless relocated by penalty), which becomes the opponent’s 20-yard line. The line to gain is always the goal line, regardless of whether a penalty enforcement puts the ball more than 20 yards from the goal line to start a new series of downs.
(g) Possession series: Each team retains the ball during a possession series until it scores or fails to reach the endzone. The ball remains alive after a change of team possession until it is declared dead. However, Team A may not have a irst down if it regains possession after a change of team possession.
(h) There shall be an equal number of possession series, as described in (f) above, in each extra period, unless Team B scores.
(i) By the regulation play procedures, teams may attempt a 1-point or a 2 point try after a touchdown is scored. (i) Beginning in the 3rd and subsequent overtime periods, both teams must attempt a 2-point try after a successful score.
(j) The game clock is not needed during extra periods. Regulation play procedures will keep the 25/40 second play clock in effect.
(k) The ball is live after a turnover in overtime. Team B may return the ball for a touchdown.
(l) Fouls During a Try or in Overtime After a Change of Team Possession:
(i) A score by a team committing a foul during the down is canceled. Exception: Live-ball fouls are treated as dead-ball fouls.
(ii) If both teams foul during the down and the defensive team had not fouled before the change of possession, the fouls are canceled, and the down is not repeated.
(iii) Penalties against either team are declined by rule. 1. Exception: Penalties for lagrant personal fouls, unsportsmanlike conduct fouls, dead-ball personal fouls, and live-ball fouls treated as dead-ball fouls are enforced from the succeeding spot (20-yard line)