**SAN DIEGO COUNTY FOOTBALL OFFICIALS ASSOCIATION - THE WEEKLY BULL FOR FLAG FOOTBALL – September 8, 2025**  
   
**Punted Ball Bouncing** – How many times can a ball bounce or roll before it is ruled dead?  The rule is the same in tackle and flag, the ball can bounce and roll as many times as it takes before the ball becomes still or the defense places their hand(s) on the ball stopping it from rolling or bouncing.  The ball would be declared dead at that spot.  Now if a player, from either team, attempts to secure possession of the bouncing or rolling ball, and they muff their attempt, and the ball then hits the ground, the ball is dead when it hits the ground.  
   
**Extra Points Are From the 3-Yard Line** – One report I received was the official quoting last year’s rule that PAT are from the 5 and the 10.  Not true.  The PATs are from the 3-yard line for one point, and from the 10-yard line for to points.  
   
**The Neutral Zone is 1-Yard Plus the Length of the Ball** – The neutral zone is the length of the football PLUS one yard.  If the defense comes into this area before the snap, it is a foul for encroachment (dead ball foul) 5-yards and the down stays the same unless the 5-yards gives the offense a first down.  
   
**QB Sneaks at the Goal Line** – This is a legal offensive play UNLESS there are stationary defensive players in the way.  If so, the offense may not make contact with the defenders as they have the Right of Place.  Offensive players would have to avoid any contact with the defenders who are stationary.  
   
**Runners Initiating Contact** – In a similar manner, the runner must also avoid defensive players who have the Right of Place in front of the runner.  Runners may not just run into defenders.  Conversely, a defender may not run in front of the runner, causing contact, in an attempt to pull both flags at the same time.  Defenders must attempt to pull the flag from one side or the other side of the runner.  Choose which side of the runner and attempt your flag pull.  
   
**Play Clock Visible Count Down** – Referees are to wear a “ReadyRef” or a watch to keep track of the 25-second play clock.  It is a required mechanic that the referee will raise his arm with 5-seconds remaining, and then begin a 5-second count down signal like they do in basketball.   
   
**Jumping and Diving** – These two acts are now fully legal.  There is no penalty for diving or jumping.  
   
**Fumbling the Snap, Including on a Punt Play** – Any time a snap hits the ground, the ball is dead, and the play is over.  We’ve had very kind referees trying to be nice to the teams by allowing the punter to pick up the muffed snap off of the ground and punt it.  This is incorrect and does not help the players learn and respect the rules of the game.  As harsh as it seems, the snap hitting the ground causes the ball to be dead, and because this is occurring on 4th down, the opposing team takes over on downs.  
   
**Jump Ball on a Punt** – We had this happen his past week where a very high punt hits the ground about 15-yards downfield, and the ball bounces straight back up high into the air.  Players from both teams jump in an honest attempt to catch this “jump ball”.  As a result of the attempt, there was some contact between the players.  The referee correctly ruled that there was no foul for the contact in this case.  
 