

- “Retain possession of the ball” (4.1.1, 8.3.9 EXCEPTION)
 - Don’t overcomplicate this. It is a 4th and 20 from A-20. It is treated like all other 4th down plays, where we enforce all Live Ball penalties before awarding a 1st down or a turnover on downs.
- “Changing declarations” (6.1.1, Case Book plays 8.3.8.A&B)
 - Team A may change their declaration (Punt, try, retain possession after a score) after a charged team time out, officials’ time out, penalty, and change of quarter. This includes changing the declaration of 1 or 2 on a PAT after a penalty.
- The officials will ask -- Punt v Play on 4th down, 1 v 2 for PAT, Retain possession or not. Do not wait too long for coaches’ declarations. Ask no more than twice, and if there is no answer, put the ball down and make it ready for play. If a coach continually delays this throughout the game, you may have a delay-of-game penalty.
- When any punt breaks the goal line of R, the play is dead, and the ball will be snapped at the 14.
- There is only one instance where K can retain possession of the ball following a punt. (6.1.6) A punt that has crossed the NZ and has not touched the ground is muffed by R and then caught by K will belong to K at that spot.
- Snap must travel 2 yards – Rule 2.35 defines a snap as a pass. This means it must be a “loose ball”. There are no direct hand-to-hand snaps allowed in NFHS Flag Football. (2-12, 2-35, 4-1-4, 7-1-4, 7-2-3)
 - When there is a direct hand-to-hand snap, it is a snap infraction because it did not meet the requirements of 2.35. Dead ball penalty.
 - When a player who is not 2 yards from the line of scrimmage receives a snap (that is a backward pass), it is a formation penalty and will be enforced as a live ball penalty. After a safety – (new rule 8.5.5)
- The rule says, “scrimmage kick”. Rule 8-5-5 requires the free kick following a safety to be a scrimmage kick. Because every scrimmage kick begins with a legal snap, the ball must first be snapped before the kick. This is no different. The ball must be snapped on the scrimmage kick following a safety. If the snap is muffed and the ball hits the ground and becomes dead, the ball belongs to the other team at that spot.
- The QB will be allowed space to complete their throwing motion. Contact to the throwing arm (even on the follow-through) should be a Roughing the Passer foul.

- **Overtime** – Each team gets a series from the 10 with PAT if their scoring attempt is successful. If still tied, it is an extra point shootout from the 3-yard line. The series change of possession will go A-B-B-A-A-B-B-A until we have a winner. One time out for all of overtime.
- In all CIF play – (differing from NFHS case play 4.2.2B)
 - **Fumbles** that become dead by touching the ground will next be put into play by the fumbling team at the spot possession was lost. (Exception 4.3.2 – a fumble that crosses a goal line and becomes dead by first touching the ground out of bounds.)
 - **Backward passes** that become dead when they touch the ground will next be put in to play by the passing team at the spot the ball becomes dead (touches the ground).
 - A fumble at B-25 that touches the ground at B-24, where it becomes dead, will next be snapped at the B-25.
 - A fumble at B-1 where the ball becomes dead by contacting the ground in the end zone will next be snapped at the B-1.
 - A fumble at B-1 that crosses the goal line in the air and first touches the ground out of bounds (beyond the goal line) will be a touchback (4.3.2). This is a 1-in-10,000 type play. Don't expect to see it but be ready for it.
 - Don't overcomplicate whether it is a backward pass or fumble. We are not asking you to judge "intent". If in your judgment the player was trying to toss or throw the ball, then it is a pass. If they simply lost control of the ball, then it was a fumble.
- **Flag belts and flags** -
 - Flag belts must be worn at the waist so that flags are on the outside of the hips. Should the belt shift through the ball carrier's own movement (it wasn't tight enough), then this player could become a 1 hand touch, or a flag-guarding penalty could be enforced (at the discretion of the official). This player is sent off the field for one play.
 - Should the belt shift because of an unsuccessful flag pull by the defense, the ball remains live until a flag is pulled or player safety is a concern.
 - Contrast means contrast. If you can see the flag against the uniform, don't overcomplicate it. We will all work to get to plain, solid flags (as CIF and NFHS have requested) for the 2028 season.