

## 2022 GHSA FLAG FOOTBALL RULES EXAM STUDY GUIDE

1. Team boxes are located 2 yards off the sideline and between the 20 yard lines. T (1-2-2)
2. The TDY sized football will be used in all varsity games. T (1-3-1)
3. Teams can use composite or leather footballs. T (GHSA)
4. The Referee sees that A-1 is not wearing a flag belt after breaking the huddle and informs A1 they need a flag belt. A-1 fails to get a flag belt as the 25 second count expires. Ruling: A2 will be penalized 5 yards for delay of the game. T (1-4-3)
5. Each player must wear a quick release flag belt with two flags permanently affixed so that they fall at the hips. F (1-4-3)
6. Each player may wear pants/shorts with pockets as long as they secure the pockets with tape. F (1-6)
7. A pass caught by a player with both knees on the ground shall be ruled incomplete. F (2-3-1)
8. The initial direction determines whether a pass is forward or backward. T (2-17)
9. A backward pass or fumble that hits the ground is ruled dead at that spot. T (2-17-3)
10. If a flag belt inadvertently falls to the ground, a 1 hand tag between the shoulders and knees constitutes capture. T (2-20-1)
11. If a player's flag belt inadvertently falls to the ground while they are in possession of the ball, the runner is down at the spot where the flag comes off. F (2-20-1)
12. An opponent may not hold or impede the progress of the runner in an attempt to deflag them. T (2-20-2)
13. B's scrimmage line may extend into their end zone. T (2-23)
14. Illegal motion is the action of two or more players moving at the snap. F (2-23)
15. Playing time shall be four periods 10 minutes each. F (3-2-1)
16. Halftime will last 5 minutes. T (3-2-1)
17. The clock will run continuously for the first 19 minutes of the half except for a team time-out or official's time-out. T (3-2-5)
18. After the game is stopped for the one minute warning, the game clock will start on the snap. T (3-2-6)
19. During the last one minute of the half, the clock will stop for incomplete passes. T (3-2-7)
20. The offense gains a first down with 0:26 to go in the first half. The run ends in bounds. The game clock will start on the ready for play whistle. T (3-2-7)
21. During overtime, if the defense intercepts the ball and returns it for a touchdown, the game is over. F (3-3-2)
22. In overtime, if A's pass is intercepted, their series has ended. T (3-3-2)
23. With no penalties enforced, the first overtime period will start 1<sup>st</sup> and goal on the B 15 yard line. F (3-2-2)
24. The goal line shall always be the zone line-to-gain in overtime. T (3-3-3)
25. Successive charged time-outs may not be granted to each team during a dead ball period. F (3-4-3)
26. A player who is bleeding, has an open wound, or has any amount of blood on their uniform shall be considered an injured player. T (3-4-8)
27. Failure to snap the ball within 40 seconds after the ball is declared ready for play is a delay of game. F (3-5)

28. An injured player is allowed to return to the game if their team is charged a team time out. F (3-4-8)
29. The offense can substitute only 4 players between downs. F (3-7-1)
30. When a backward pass or fumble by a player strikes the ground, the ball remains live. F (4-1-2)
31. A runner is moving downfield when they slip and begin to fall. In order to maintain balance, they place the ball on the ground to stabilize while maintaining possession. Ruling: Dead ball. F (4-1-2)
32. Team R muffs the punt at the R 22 yard line. The ball rolls out of bounds at the R-15 yard line. The next play should be snapped from the 15 yard line. F (4-1-2)
33. The zone line-to-gain shall always be 20 yards in advance of the most forward point of the ball at the start of the series. F (5-1-3)
34. If A is guilty of pass interference on 4th down and that penalty is accepted, it will be B's ball with 1st down and zone line-to-gain whether or not the zone-line-to-gain is reached after enforcement. F (5-2-2)
35. If a penalty is declined, the number of the next down shall be whatever it would have been if that foul had not occurred. T (5-2-4)
36. A rules decision, not including a timing error, may not be changed after the ball is next legally snapped. T (5-2-5)
37. Quick kicks are legal. F (6-1-1)
38. A K player may legally punt the ball to herself or another K player. F (6-1-5)
39. K may punt the ball more than once per down. F (6-1-5)
40. On a punt, once a team R player signals for a fair catch and catches the punt, the ball is dead. F (6-3)
41. A punt may be run out of the team R's end zone. F (6-1-9)
42. Opponents may rush the kicker during a punt. F (6-1-3)
43. A punt is muffed at the R-2 yard line and lands out-of-bounds behind R's goal line. Result: Safety. F (6-1-9)
44. The players of the kicking team may move downfield after the snap. F (6-1-3)
45. The officials will retrieve the ball after a down. F (7-1-2)
46. A small towel may be placed under the ball only if weather or field conditions permit. F (7-1-2)
47. There is no limit to the number of forward passes that may be thrown during a down as long as each pass originates from behind A's scrimmage line. F (7-7-1)
48. A backward pass that touches the ground behind the spot of the pass is dead at that spot. T (7-5-5)
49. The snapper must pass the ball backward between their legs. F (7-2-3)
50. A player may hand the ball forward to a teammate at any time. T (7-4)
51. The defensive pass interference penalty includes an automatic first down and is a spot foul. F (7-10-3)
52. Contact by B which is obviously away from the forward pass is not defensive pass interference. T (7-10-4)

53. Following a safety, the team which was scored upon shall punt the ball from its own 20 yard line. F (8-8-1)
54. Runner A-1 fumbles the ball on the B 3. The ball hits in B's end zone. Ruling: A's ball on the B 3. F (8-8-2)
55. A passes the ball into B's end zone where it is intercepted and downed. Ruling: Touchback. T (8-8-2)
56. If a team is 19 or more points ahead at the 1 minute warning or less, the game shall be over. T (8-2-2)
57. If B intercepts a pass or a fumble during the Try, the ball becomes dead by Rule. T (8-5-3)
58. Unsportsmanlike conduct includes players and nonplayers using profanity, insulting or vulgar language, or gestures. T (9-1-3)
59. The runner may use an arm or hand to protect their flags from being pulled. F (9-4-2)
60. A blocker must have their hands by their sides or behind their back. T (9-3-3)
61. A player is disqualified from the game after committing 2 unsportsmanlike conduct fouls. T (9-1-4)
62. A screen blocker shall take a position so that a moving opponent can avoid contact. T (9-3-4)
63. B-3 is rushing passer A-1 after the ball is released. While A-1 is still fading back, B-3 pushes them. Ruling: Roughing the passer, 10 yards and automatic first down. T (9-3-2)
64. A player must be on their feet before, during, and after screen blocking. T (9-3-3)
65. The runner may be legally pulled forward by a lead screen blocker. F (9-4-4)
66. An opponent may not obstruct a runner's progress when removing a flag. T (9-4-5)
67. It is illegal participation when any player, replaced player, or substitute player enters during a down. T (9-6)
68. Runner A-1 is running down the sideline. B-1, attempts to deflag A-1, steps out-of-bounds intentionally to avoid the block by A-2. B-1 steps back on the field and successfully deflags A-1. Ruling: Legal. Going out of bounds pertains to a pass receiver only. F (9-6)
69. If B intercepts a pass with "clean hands" and thereafter they commit a foul, they may retain possession of the ball if they decline all live ball fouls by the opponents. T (10-3-3)
70. A-1 catches a pass for a score. B-3 commits a holding foul. Ruling: The scoring team may choose to have the foul enforced at the succeeding spot (Try) or the 14 yard line. T (10-3-11)
71. During a running play, penalties will be enforced from the end of the run when the defense fouls in advance of the end of the run. T (10-2-5)
72. The ball is at the B 15 yard line when A is guilty of illegal motion. After the play is dead, B 12 is guilty of unsportsmanlike conduct. If the fouls are accepted, they will be administered separately and in the order of occurrence. T (10-1-4)
73. It is third down and 5 on the A 35. A-1 gains 11 yards, then throws an illegal forward pass. Ruling: Penalize A 5 yards from the spot of the illegal forward pass. Since the yardage mark-off leaves the ball beyond the zone line to gain, it is 1st down. T (10-1-5)
74. Only Head Coaches are required to take the annual online GHSA rules clinic. F (GHSA)
75. Regular season games will be officiated with 3 officials. T (GHSA)