



JC PARKS Chiefs Flag Football League with JC Parks **2025 Points of Emphasis.**

Rushers (XIII-1,3) - Rushers (max 2) must line up 7 yards from the line of scrimmage and cannot be moving toward the line of scrimmage until the ball is snapped. Rushers also must raise their hands above their shoulders and hold them up until the ball is snapped. When the ball is snapped, rushers must immediately move toward the line of scrimmage and not act in a delayed, deceptive manner.

Rushers (XIII-5) - They are allowed a clear line to where the QB receives the snap only if a QB rolls out and a rusher's path crosses the path of a receiver, blocking will not be called. Also, if an offensive player does not change their position on the field (stands still after the snap), that player will not be called for blocking.

Flag belts - Flag belts cannot be the same color as the players shorts or pants. This includes the vertical stripe on the side of the shorts/pants.

Game timing (VI) - Games run on a 40-minute continuous clock (not 48 minutes) with 2 20-minute halves.

Timeouts (VI) - Teams have a max of (1) 60-second time out per half. Timeouts cannot be transferred if not used.

Play is dead (IX-6a) - The ball is marked dead when it is dropped from a legal transfer. The ball will be marked where the ball hits the ground from a legal hand-off, lateral, backwards pass, and ball snap. For teams lined up in a shotgun formation, if the ball is snapped over the quarterback's head, the ball is marked where it lands on the ground even if the QB touches the ball on the way by. This could result in a safety if the ball lands in the end-zone.

Official rule interpretation challenges (IX-9) - There are NO challenges allowed during the game. If a coach believes an official is misinterpreting a rule, they are recommended to send an email to Steve or Rob. It will not change the outcome of the game where the call was made but can be used to help clear up any rules disagreements before the next week's game.

Offensive players running with ball carrier (X-9) - When the ball crosses the line of scrimmage, all offensive players will stay clear of the ball carrier until the play is blown dead. Running with the ball carrier can be considered as "blocking" if the other offensive players put themselves between the defense and the ball carrier. This does not get negated just because of proximity.

Forward Pass (XI) - Forward passes must cross the line of scrimmage. This is important as there are no forward passes allowed behind the line of scrimmage. Screen passes must be thrown to a player who has moved past the line of scrimmage. Younger aged teams have a regular problem getting receivers to move forward before the pass is thrown.

Ball snap (XV-3) - Center must snap the ball through their legs - no sideways snaps. Ball snap should be continuous with no stops or restarts. Play begins when the ball moves. It is recommended that players snap the ball quickly.

Ball carriers (XVI) - It is the responsibility of ball carriers to avoid all body contact with defenders. Ball carriers must avoid running into any defender who have established their position on the field. If a carrier runs through or over a defender, Charging will be called at the discretion of the officials. This could also be upgraded to Unsportsmanlike Conduct. Depending on the severity of the play, a player could be flagged, sent off, and/or ejected from the game.

Rob Gourley-Lead Official: For rules questions, please email Rob at: robgourley@gmail.com