

SECTION 7 STATE ASSOCIATION ADOPTIONS

TABLE 1-7

TABLE OF STATE ASSOCIATION ADOPTIONS

1. Designate the field dimensions as official. (Flag Football Field Diagrams #1, 2 or 3) (1-1-2)

Field diagram #1, 80x40 Field will be used in Colorado, JV and jamborees can be shorten

2. Determine the number of game officials. (1-1-4 NOTE)

Regular season varsity games shall be played under the supervision of a minimum of three officials and four will be used for playoffs. Leagues or teams may authorize four officials for regular season games.

3. Determine the time for game officials to assume authority if greater than 30 minutes. (1-1-7)

The officials shall assume authority for the contest 30 minutes before the scheduled game time or as soon as they can be present.

4. Approve alteration of the team box if the same for both teams. (1-2-3e NOTE 3)

Colorado has not approved any team box alteration.

5. Authorize the use of goals. (1-2-5)

Colorado will not use goals

6. Mandate the use of a specific ball for postseason or playoff competition. (1-3-2 NOTE)

CHSAA will provide the game ball for postseason

7. Authorize the use of a kicking tee. (1-3-4)

Colorado will not allow kicking and use of tee

8. Authorize the use of supplementary equipment to aid in game administration. (1-3-7)

Colorado has not approved and supplementary equipment

9. Authorize the wearing of a commemorative/memorial patch. (1-5-1a(2) NOTE, 1-5-1a(3) NOTE)

Colorado will approve patches on an individual case basis

10. Determine the style of flag belt used and flag measurements (may not be below minimum). (1-5-1f NOTE)

Each player shall wear a one-piece quick release belt, without any knots, at the waistline with three flags permanently attached.

11. Authorize the use of a drum for rhythmic cadence for deaf or partially deaf teams. (1-6-1 NOTE)

Colorado will allow use of a drum for deaf or partially deaf teams.

12. Authorize the use of hash marks. (2-35-3 NOTE)

Colorado will not use hash marks

13. Establish a procedure to resolve games tied following the fourth period. (3-1-1 NOTE)

When overtime is required, there will be a 5-minute intermission.

During overtime there is no game clock.

Article 1. Coin Toss.

There will be a coin tossed by the Referee to determine the options as in the start of the game.

A. The visiting captain shall call the toss.

B. There will be only one coin flip during the overtime.

- If additional overtime periods are played, captains will alternate choices.

NOTE: For example, the loser of the coin toss gets first choice in the second overtime period and the winner of the coin toss gets first choice in the third overtime period, etc.

C. The winner of the toss shall be given options of offense, defense, or direction.

D. The loser of the toss shall make a choice of the remaining options.

E. All overtime periods are played toward the same goal line.

Article 2. Tie Breaker.

Unless moved by penalty, each team shall start first and goal from the opponents 10-yard line. The object will be to score a touchdown. An overtime period consists of a possession by each team consisting of a series of four (4) downs (unless a new series is awarded by rule). If the first team which is awarded possession of the ball scores, they will declare for a 1 or 2-point Try. The opponent, however, still has a chance to tie or win the game. The team which is awarded the ball second will start first and goal at the 10-YARD LINE following the Try attempt (unless moved by penalty).

If the score is still tied after one overtime period, play will proceed to a second period with first and goal from the opponents 10-yard line. If the first team awarded the ball scores, the opponent shall still have a chance to tie or win the game. If the score is still tied after the second overtime period, the overtime process will continue until a winner is decided. In any overtime period, when the defense secures possession, the ball is dead and the series is over.

NOTE: Teams may attempt either a 1 or 2 point Try after scoring a Touchdown in the first three overtime periods. Beginning in the fourth overtime period, teams must attempt a 2 point Try after scoring a Touchdown.

Each team is entitled to only one time-out throughout all overtime periods, regardless of the number of overtime periods played.

NOTE: For example, if Team A calls time-out in the first overtime and play is extended to a second overtime, Team A will have no remaining time-outs for all remaining overtime periods.

Article 3. Fouls and Penalties.

Fouls and penalties are administered similar to the regular game.

A. Any time an automatic first down foul is accepted, the team in possession shall be awarded a new series of four downs.

B. Dead ball fouls following a touchdown are penalized on the Try.

C. Dead ball fouls following a successful Try will be penalized from the succeeding spot (next team in possession's 10-yard line), if accepted.

NOTE: The goal line shall always be zone line-to-gain in overtime, regardless of the number of overtimes played.

14. Establish a point differential to terminate games or to use a running game clock when the point differential is reached. (3-1-2)

The clock will continue to run once a team is ahead by at least 30 points, except during time-outs, at the end of a quarter, and during an injury time-out.

15. Establish rules regarding continuation of interrupted games. (3-1-4)

Games can be shortened by mutual agreement of both teams and for lower levels.

16. Determine the length of halftime intermission. (3-1-6)

Colorado will have a 10-minute halftime interval

17. Determine when the coin toss is to be held. (3-2-1)

The coin toss shall be conducted three minutes prior to the scheduled starting time

18. Authorize the use of TV/radio time-out. (3-5-7j)

Colorado will use TV/radio time-out as required.

19. Establish rules regarding place kicking for field goals and trys. (2-19-5, 8-3-3 NOTE, 8-4-1)

Colorado will not allow kicking