

2017 & 2018 NIRSA Flag & Touch Football Rules & Mechanics Changes

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AGENDA:

- 1. Editorial Board
- 1. Dedication
- 1. Rules Changes
- 1. Mechanics Changes
- 1. Question & Answer



1.

EDITORIAL BOARD





Editorial Board

► Members

- ▷ Nicole Green, Chair
- ▷ Nick Brigati, Rules Editor
- ▷ Jason Gant, Officials Manual Editor
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Editorial Board

- ▶ Application Process
 - ▷ 2-year cycle
 - ▷ NIRSA leadership recruitment cycle
 - ▷ NIRSA Professional, Student, At-Large Members
- ▶ [NIRSA Website](#)
- ▶ 18th Edition Publication
 - ▷ Available June 1st, 2017 from [Human Kinetics](#)
 - ▷ Print and PDF versions

2.

DEDICATION





Ken “Murphy” Whitman



3.

RULES CHANGES





The Game (1-1-2 & 1-1-3)

- ▶ The number of players required to begin a game has been reduced.
- ▶ Men's/Women's - 4
- ▶ Co-Rec - 5
 - ▷ 3 men & 2 women
 - ▷ 3 women & 2 men





Illegal Equipment (1-6-1M)

- ▶ Types of equipment or substances that shall always be declared illegal include the following:

M. Hand warmers worn around the waist (Flag only).



Batting (2-2-1)

- ▶ Batting is intentionally slapping, striking, or redirecting the ball with the hand or arm.





Spots (2-25)

- Definitions of spots have been added.

Provides further explanation of terms used elsewhere in the Rules Book.





Illegally Conserving or Consuming Time (3-6-1)

- ▶ With less than 2 minutes remaining in the game, the offended team of any foul will have the option to start the game clock on the snap when it would have normally started on the ready.

Adopted NFHS change.





Ball Declared Dead (4-1-2P)

- ▶ A live ball becomes dead and an official shall sounds his/her whistle or declare it dead when 1 of the following occurs:

P. When the prosthetic device becomes dislodged from a player who is in possession of the ball.

Adopted NFHS change





Punt (6-1-2)

- ▶ Clarified that the Referee must obtain a new choice from K (punt or go for it) on 4th down if a foul or inadvertent whistle causes a replay of 4th down.



Formation and Snap (6-1-6)

- ▶ Clarified that K shall be awarded a new series if a punt hits an R player beyond K's scrimmage line and K gains possession.





Direct Snap (7-3-4)

- ▶ The player who receives the snap must be at least 2 yards behind A's scrimmage line (1st ball spotter-orange). The distance is determined by the point at which the ball is first touched following the snap. The snapper may not snap the ball to him/herself.





Co-Rec Rule (7-5-1D)

- ▶ An A male runner cannot advance the ball through A's scrimmage line (1st ball spotter-orange). There are no restrictions:

D. After a legal forward pass.





Co-Rec Rule (7-7-3H)

- ▶ If a male receiver catches a pass from a male passer on a closed play, it is a foul for Illegal Male Reception. Whether the penalty is accepted or declined, the next down shall remain closed.
- ▶ The penalty is 5 yards from the previous spot and loss of down.





Interference (7-10-1)

- ▶ Contact is required for pass interference to be called.
- ▶ Face guarding without contact is not a foul

Adopted NFHS change





Guarding the Flag Belt (9-4-2)

- ▶ Contact is required for flag guarding to be called.





Rule 11

- ▶ Removed from the rules book.

Gives discretion on suspensions/ expulsions and tournament organization to schools and tournaments.

NIRSA Transgender Policy relocated to Rule 1.

4.

MECHANICS CHANGES





Updated Officials' Manual

Reorganized into seven new parts:

- I. Officiating Basics
- II. Game Administration
- III. Officiating Responsibilities
- IV. Communication
- V. 3-Person Mechanics
- VI. 4-Person Mechanics
- VII. Code of Official Football Signals

(Two-Person Mechanics removed from rulebook and will be relocated to the website)



Coin Toss (II-2)

- ▶ The R can either catch the coin or let it fall to the ground. Inform both teams of the procedure prior to the flip.





Penalty Enforcement (II-7-3)

- ▶ Prior to communicating the foul, the calling official should report to the R the result of the play.
- ▶ R: Do not give a preliminary signal for delay of game, encroachment, or false start fouls. Only give the final signal and announcement.



Penalty Enforcement (11-7-4)



- ▶ If there are less than 2 minutes left in the game, ask the coach or captain if they want the clock to start on the snap, when it normally would have started on the ready. If the choice is obvious, start the clock on the snap.





Initial Position & Keys (4-person)

- ▶ LJ The snapper and blockers lined up in the immediate vicinity of the snapper (VI-1-2D)
- ▶ BJ Start approximately 20 yards deep, always deeper than the deepest DB (V-1-1G; VI-1-1I)
- ▶ BJ All wide receivers on the LJ side of the snapper (VI-1-4B)





Punt Mechanics (4-person)

- ▶ BJ Approximately 3 yards behind and 10 yards wide of deepest receiver. Start on GL when deepest receiver is on or inside R's 10-yard line. (V-2-1D; VI-2-1E)
- ▶ FJ Approximately 5 yards ahead of deepest receiver (VI-2-1D)





Reverse GL Mechanics

- ▶ Utilize reverse goal line mechanics when ball is snapped A-10 and in (V-1-7C/D/E; VI-1-7C/D/E/F)
- ▶ Referee: If offensive formations forces your initial position to be on or inside the goal line, start on the goal line and be wider than usual (V-1-7B; VI-1-7B)





Line-to-Gain Coverage (4-person)

- ▶ LJ If normal coverage of the play takes you to the line to gain, stop there. (VI-1-4B)
- ▶ FJ Start on line to gain when ball is snapped 14 yards or less from LTG. (VI-1-4C)





Goal Line Coverage (4-person)

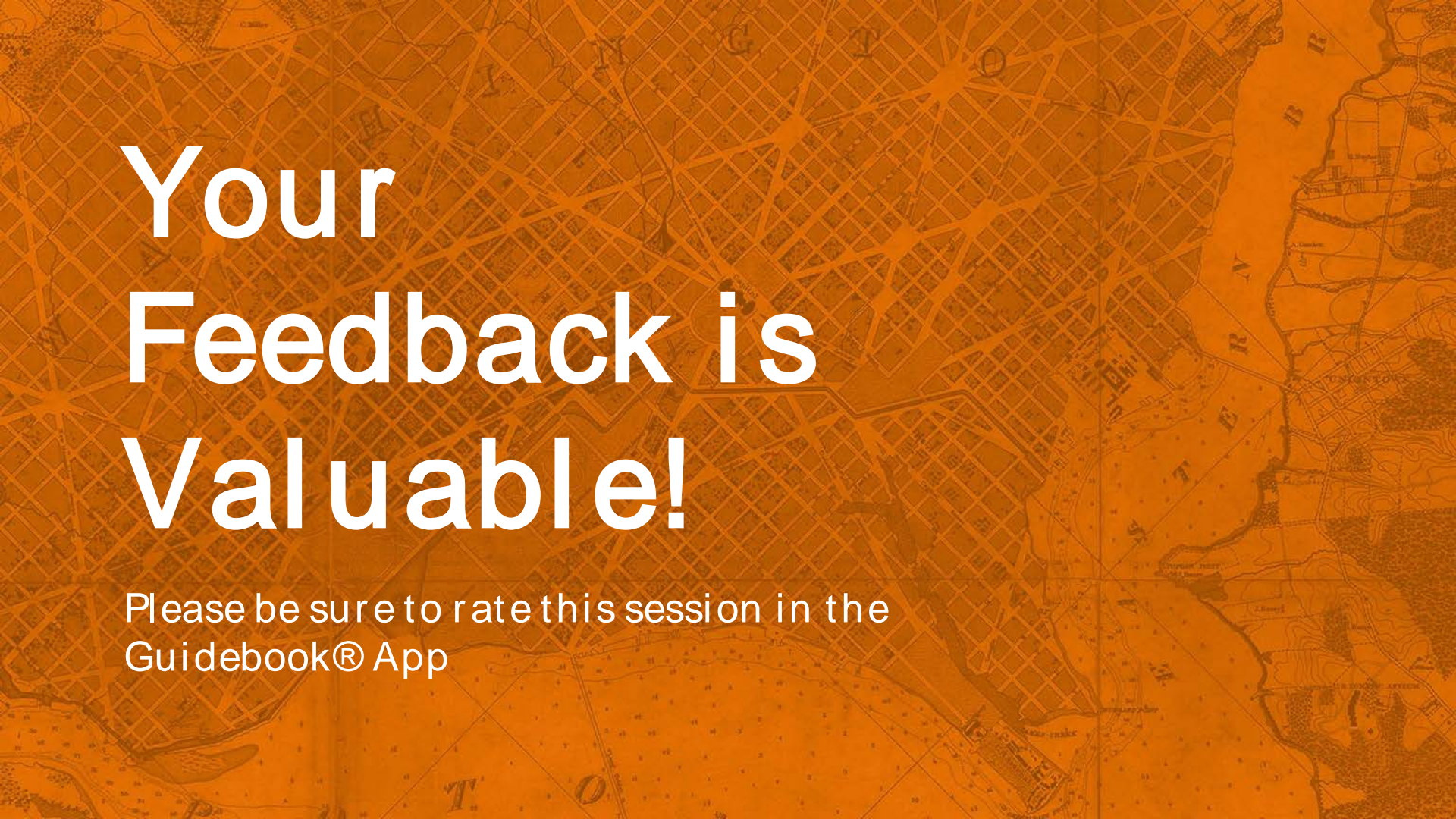
- ▶ LJ If ball is snapped 5 yards or less from B goal line, hustle to the GL immediately following snap. (VI-1-5B)
- ▶ FJ Start on goal line when ball is snapped on B-14 and in. (VI-1-5C)
- ▶ BJ Start on end line when ball is snapped on B-14 and in. (VI-1-5E)



5.

QUESTION & ANSWER

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The background of the slide is a detailed, orange-toned historical map of New York City. The map shows the city's grid system, major waterways like the Hudson River and East River, and various landmarks. The text is overlaid on this map.

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