



2023 OFFICIAL CHAMPIONS FLAG FOOTBALL ASSOCIATION RULEBOOK

OFFICIAL AS OF NOVEMBER 22ND, 2023

SECTION 1: PRE-GAME

I. COIN TOSS

- A. The referee will meet at mid-field with at least one (1) captain to a maximum of five (5) team captains to participate in the opening coin toss.
1. The winner will have the choice of (1) receiving the ball to begin the game, (2) kicking the ball to begin the game, (3) which end of the field to begin in, or (4) defer their choice until the second half.
- B. After the winner has elected to kick or receive, the loser elects which end to receive or kick-off in... If the winner elects to defer until the second half, the loser will choose one of the first three options given in **Section 1.I.A.1** If the winner elects any of the first three options, the loser still has the choice come the second half.
1. Example: If winner of the coin toss elects to receive in the first half, the loser has the option of receiving, kicking, or side in the second half

SECTION 2: THE FIELD AND EQUIPMENT

I. FIELD DIMENSIONS

- A. The length of the field will be 110 yards in length excluding the end zones, of which each will be 15-yards deep. Rendering the entire field 140 yards.
1. The size of the field is subject to change, depending upon the venue of where the game is being played.
- B. The width of the field will be between the range of 35-45 yards wide.
1. The size of the field is subject to change, depending upon the venue of where the game is being played.

II. GAMEPLAY LINES

- A. The field's boundary lines will be marked with yard markers placed at the 10-yard line, 20-yard line, 30-yard line, 40-yard line and 50-yard line then followed back down to the opposing end zone, to be marked the same on either side of the field.
- B. Within the yard markers, at the 5-yard line, 15-yard line, 25-yard line, 35-yard line, 45-yard line and Center line, a colored, circular pylon will be placed as a continuation of where the boundary line is.
- C. End zone posts will be placed at the front of each end zone to indicate the start of the end zone with goal line markers placed at the back of the end zone to indicate the end point of the end zone.
1. Pylons will be placed around the boarder of the end zone to mark the side boundary as well as the back line boundary of the Champions Flag Football Association's end zone.

III. EQUIPMENT

- A. Each player on the field will wear a flag belt consisting of 2 flags to sit at each side of the player's hips while on the field, as well, each team member must be wearing a Champions Flag Football Association approved team jersey.
1. Flags must be either Pop-In or Velcro. If either team believes the opposing team's player

has pop-in flags that are too difficult to pull, the referee will test the flags and use their discretion as to whether they believe the flags are suitable or not in terms of pulling ability.

2. Players not wearing a proper team jersey will not be permitted to play during the duration of the game as the league requirement is that each team must be uniformed fully to take the field.

IV. GAME BALL

A. All game balls used by either team **must be official sized footballs** and tan or black in color, that are inflated to the appropriate weight. Where an officially sanctioned Champions Flag Football League Association game ball is provided, that ball must be used during the duration of the game.

1. Youth sized footballs or smaller will not be permitted during the duration of a Champions Flag Football Association game or event.

a) Any and/or all footballs wanting to be used by a team competing in a Champions Flag Football Association game or event must be brought to and approved by the head official.

V. JERSEYS

A. All teams registering and/or participating in Champions Flag Football Association must have a complete set of league approved jerseys.

1. Jerseys that are deemed by Champions Flag Football Association to be racist, offensive, etc... will not be permitted to be worn on the field during a Champions Flag Football Association game or event and must be replaced by a set of jerseys that are approved by Champions Flag Football Association, for the team to be able to participate in their league game or event.

a) Not having a proper set of Champions Flag Football Association league approved jerseys in time for the game to begin will result in a forfeit.

B. All players participating on a team during a Champions Flag Football Association game or event must be present in a team jersey that is equal to the jersey being worn by every other player on their team.

1. Players without a jersey will not be permitted to play, nor will players who are wearing a different style of jersey from the same team.

a) The Champions Flag Football Association believes in complete uniformity when taking the field and therefore all players must have and be present in a league approved jersey to be able to compete in a game or event.

SECTION 3: REGULATION, TIMEOUTS, AUTOMATIC RUSH AND OVERTIME

I. TIME FRAMES

A. The game will consist of four (4), fifteen (15) minute quarters.

1. Stoppages of this running time will only occur on dropped passes, during referee consultation, player injury or within the final two (2) minutes of each half (via a dropped pass or a player on offence stepping out of bounds).

B. The referees will announce to both teams when there is two (2) minutes remaining in each half, by blowing their whistle and making a loud, distinct announcement, "that the half has reached the two-minute warning."

1. There will be no final play at the end of either half, if time runs out while the offence is huddling, etc.... the whistle will blow either ending the quarter, half, or the entirety of the game.

C. At the end of each of the 1st and 3rd quarters, the offence and defense will rotate the field and switch sides.

II. TIMEOUTS

A. Each team is given two timeouts per half for a total of four timeouts in the game.

1. If a team would like to use a timeout to stop the clock, the official must be informed directly either verbally or by forming a "T-Shape" with your hands, by one of the players on the team wanting to use the timeout.

a) The league official will then be able to relay the timeout request to the timekeeper allowing the clock to be stopped.

B. A timeout will last sixty (60) seconds at which time the offence or defense on the field may elect to stay on the field on their respective side or approach their teams' bench.

1. Once the timeout is over as declared by the head official, both the game clock and play clock will once again resume counting down.

2. A team may elect to not utilize the entirety of their timeout and can signal to the official that they are ready to resume play. The timeout out is still considered used and will be removed from the remaining quantity of timeouts the team had to begin with.

C. If a team ends the first half without using either of their 2 timeouts and still has both remaining, the remaining timeouts will not rollover to the second half and any count will reset to two.

III. RUSHING THE PASSER

A. After the ball has been snapped, the offence will have five (5) seconds to throw the ball or run (with a handoff) if the offence does not declare an offensive line or the defense does not send a rusher.

1. If the offence fails to make a play in five (5) seconds, the referee will blow their whistle and the play will be considered a "time sack." The line of scrimmage will be moved to the place the quarterback was standing when the whistle was blown.

B. If the offence does not declare an offensive line, nor the defense declare a rusher and the quarterback throws the ball as a lateral pass, behind him/her while still behind the line of scrimmage, the steamboat count will remain, but will be extended from five (5) to ten (10) seconds.

1. If the lateral toss occurs and the offence fails to make a play in ten (10) seconds, the referee will blow their whistle and the play will be considered a "time sack." The line of scrimmage will be moved to the place the last player with the ball was standing when the whistle was blown.

C. If the offence declares an offensive line, the play will be considered a "rush," and no steamboat count will take place.

IV. HALFTIME

A. There will be a three (3) to five (5) minute break between each half at the referee's discretion.

V. OVERTIME

A. If a game is tied at the end of the 4th quarter of regulation time during the regular season, the game will proceed to an overtime period where each team will have 2-minutes of non-stop time, to attempt one drive, consisting of 3 downs, starting from the 30-yard line.

1. Once the first offence attempts, the second offence will then have their attempt. Whichever team scores the most points on their single drive will be declared the winner. If no points are scored or the same number of points are scored the game will be considered a tie.

2. On the result of either offence scoring a touchdown, they will have a chance to score an extra point as outlined in **Section 5.II** allowing them to potentially add to their 6-point touchdown.

B. If a game is tied at the end of the 4th quarter of regulation time during playoffs, the game will proceed to an overtime period where each team will have 4-minutes of non-stop time to attempt an offensive drive starting from the 40-yard line with the opportunity to complete a first down at the 20-yard line and gain a new set of downs.

1. Once the first offence attempts, the second offence will then have their attempt. Whichever team scores the most points on their drive will be declared the winner. If no points are scored or the same number of points are scored the game will go into a sudden death period where each team will have one (1) opportunity to attempt a 1-point conversion from the 5-yard line or 2-point conversion from the 10-yard line.

2. On the result of either offence scoring a touchdown, they will have a chance to score an extra point as outline in **Section 5.II** allowing them to potentially add to their 6-point touchdown.

SECTION 4: WEATHER AND LATES/FORFEITS

I. WEATHER

A. In the case of extreme temperatures, water breaks can be called for both teams, at the referee's discretion.

B. In the case of extreme weather (ex. thunderstorms), upon the sight of lightning the time will be stopped, and the game will be suspended until it passes, and the officials deem the situation safe for all players.

II. LATE OR NO SHOW

A. If either team does not show up at their scheduled game time, the officials will wait fifteen (15) minutes and if the team still does not have the required number of players to begin, they will be forced to forfeit.

1. The waiting team has the option to play after said fifteen minutes however the game will be cut short to end at a time that accommodates the next game set to start on that week's schedule.

B. A team must have a minimum of six (6) players ready at the start of the game for the game not to be declared a forfeit. The waiting team will also have the choice whether they want to match the six (6) players on the opposing team or play with the league maximum of seven (7) players.

1. **Any team forfeiting a game will incur a fine of \$150.00** and will continue to receive forfeits and fines until the original fine is paid to Champions Flag Football Association.

SECTION 5: SCORING

I. TOUCHDOWN

- A. A touchdown scored will earn the scoring team 6 points.
 1. This will occur when the ball carrier crosses the endzone with their feet, the ball is caught within the boundaries of the end zone or the player with the ball crosses the goal line with the ball before having their flag pulled.
 - a) Players attempting to score a touchdown are permitted to attempt a reach across the goal line – however the official will have the final say on whether the ball crossed before the flag was pulled. Any player disputing the officials call has the right to be charged with a delay of game penalty by the officials (**see Section 10.1.I**).
 - b) Players attempting to score a touchdown by reaching can also do so, by touching the orange endzone pylon – however the official will have the final say on whether the ball crossed/touched before the flag was pulled. Any player disputing the officials call has the right to be charged with a delay of game penalty by the officials (**see Section 10.1.I**).
 2. A touchdown cannot be scored by diving, **as diving is prohibited** in Champions Flag Football Association, due to potential risk for injury.
 3. Once a touchdown is scored by any player, that player and/or his team have full freedom to celebrate their achievement individually or as a team in a manner that is not deemed offensive or disrespectful.
 - a) If a touchdown celebration is deemed offensive or disrespectful by our league officials, an unsportsmanlike conduct penalty (**see Section 10.III.B**) will be applied to the kick-off.
- B. If the ball is turned over by the offence, and defense causing the turnover crosses the opposing goal line, a touchdown (worth 6-points) will be awarded to that team.
- C. On a kickoff or punt return, the returning team is considered the offence. If they run the ball back and cross the opposing goal line, a touchdown (worth 6-points) will be rewarded to that team.

II. EXTRA POINTS

- A. After a touchdown is scored, the team will have the choice of going for a 1 or 2-point conversion.
 1. A 1-point attempt can be made by either attempting a single play from the 5-yard line or attempting a kick with the line of scrimmage at the 5-yard line and the place holder at the 10-yard line.
 2. A 2-point attempt can be made by either attempting a single play from the 10-yard line or attempting a kick with the line of scrimmage at the 10-yard line and the place holder at the 15-yard line.
 - a) Any extra point attempt that is intercepted by the defending team, or any kick for an extra point that is missed and returned by the defending team across the goal line of the opposing offence attempting the missed extra point, will receive the point total of the missed attempt (Example: Offence attempts a 1-point kick, and the defense returns it

back, they will receive 1-point, same ruling applies if the ball is intercepted by the defending team on a pass attempt).

III. FIELD GOAL

A. A field goal can be attempted at any time by the offence driving the ball. The result of a successful field goal, meaning it is kicked through the uprights will result in 3-points for the offence.

1. A missed field goal can be returned by the defense. If done so successfully by crossing the opposing teams' goal line, the defensive team returning the missed field goal will receive 1-point and the team who missed the field goal will kick-off the ball from their own 40-yard line.
2. If a field goal is missed and goes out through the end zone or is received by the defense and kneeled in the end zone, the result will be a rouge worth 1-point, ending the offence's drive and turning the ball over to the opposing offence to start at their 35-yard line.

IV. ROUGE

A. A rouge, worth 1-point will occur when the offensive team elects to punt or kick a field goal and the punted ball goes through the back of the end zone or downed in the end zone via a punt or a missed field goal.

1. If a rouge occurs the opposing offence will start their drive with the ball at their 35-yard line.

V. SAFETY

A. A safety, worth 2-points will occur when the offence begins their drive either inside or outside of the end zone and gets flagged within the boundaries of their end zone.

1. A safety can occur if the offence snaps the ball out of the back of the end zone, into the end zone and a player on the offensive team retrieves the ball and kneels within the boundaries of their own end zone or a player on the offence with the ball runs into the end zone and either goes out of bounds within the end zone boundaries or is flagged within the boarders of the end zone.
2. On the occurrence of a safety, the opposing offence has the choice to begin their drive at their own 35-yard line or have the opposing team kick the ball from their 45-yard line.

SECTION 6: THE GAME

I. THE LINE OF SCRIMMAGE

A. The line of scrimmage is where the ball carrier has been "tackled" or "flagged" and considered the point of play where that play has ended. The referee will mark the line of scrimmage with a marker bag (most typically will be a bean bag) as the starting point for the next play.

1. The offence must line up behind the line of scrimmage before the snap of the ball or they will be called for a false start penalty (**see Section 10.I.E**).
2. Once the center has placed one of his/her hands on the ball they cannot remove their hand from the ball, this will be considered a delay of game penalty (**see Section 10.I.I**).
3. If any opposing player crosses the line of scrimmage before the ball is snapped, that will be considered as an offside/encroachment penalty (**see Section 10.II.F**).
 - a) If there is an offside, the offence can still snap the ball and attempt their play if the official has not blown their whistle, the result of a defensive offside will be an automatic first down.

B. A referee will mark 20-yards from the line of scrimmage towards the defenses end zone with a marker of a different color as the line of scrimmage. The offence will have 3 attempts to cross this marker to gain a new set of downs.

1. On 3rd down the offence will have the freedom of choice to either go for it, punt the ball, or kick a field goal.
2. If the offence attempts to go for it and fails their attempt, the offence will turn over the ball and the line of scrimmage will now become the starting point for the opposing offence.

II. OFFENSIVE LINE AND CENTERS

A. Offences in Champions Flag Football Association must at minimum have a center.

1. The center must snap the ball to the quarterback through his/her legs. **Side tosses are an unacceptable form of snap** from the center position and will result in a delay of game penalty (**see Section 10.I.I**).

2. The offence in possession of the ball has the choice to line up a Center or a 3-Person Offensive Line. Any player on the offensive line has either the ability to block or can raise their hand and declare eligibility as a receiver, giving them freedom to block and release, block or release off the line of scrimmage.

a) The referee must confirm the eligibility of any or all linemen declaring eligibility. If a lineman does not declare eligibility and ends up catching the ball it will result in an illegal man downfield penalty (**See Section 10.I.J**).

b) Offensive linemen who are blocking may only do so by utilizing their hands and must always be blocking above the player's waist up to and only until their shoulders from the line of scrimmage up to and only until five (5) yards beyond the line of scrimmage. **All players who are not part of the offensive line are not permitted to block at any point beyond the line of scrimmage.**

(1) Hands to the Face, Blind-Side Blocks, Crack Blocks, Chop Blocks, Blocking Below the Waist or any other form of blocking that is not in line with **Section 6.II.A.2b** whereas a player may only use their hands to block above a player's waist up to and only until their shoulders. Any other type of blocking will be considered unsportsmanlike conduct and subject to a penalty (**see Section 10.III.B**) and possible ejection from the game and league suspension.

III. DEFENSIVE LINE AND THE RUSH

A. A bean bag the same color as the line of scrimmage will be utilized to set the automatic rush start point and will be placed 5-yards from the line of scrimmage, to be used **if the offence presents only a center.**

1. If the offence line up a 3-person offensive line, the defense has freedom of choice how they want to line up their personnel on the field and can line any player(s) they select right at the line of scrimmage, eliminating the five (5) yard rush marker.

a) The defense can line up right at the line of scrimmage and "rush" straight off the snap, where the offence presents a 3-person offensive line.

B. If the offence elects to utilize only a center, the opposing defense if sending a rusher will have to declare that they're rushing, the rusher will have to start at the yard marker placed 5-yards from the line of scrimmage.

1. In this instance, if the main rusher does declare they are rushing, any other defender has the freedom to also rush without declaring eligibility but must be at minimum 5-yards back from the line of scrimmage and the declared rusher has the freedom to elect not to rush but drop back into coverage.

a) If offence is only playing with a center, where no rusher declares, then no other players can rush the quarterback until the 3rd steamboat. Once the defender rushes the quarterback, the steamboat count becomes VOID.

b) In the instance of the offence only playing with a center, a rusher can declare but does not need to rush. If a rusher at the rush bag does declare and does not rush, any other player can rush, **the declaration symbolizes that a rush could be present.**

(1) A declaration of a rusher does not necessarily deem that a rush needs to happen. **If no rush occurs off the snap, the official will begin counting steamboats.**

IV. KICK-OFFS AND KICK RETURN

A. At the beginning of the game, the beginning of the second half and after a team scores a touchdown or field goal a restart will occur. The kicking team will kick the ball from their own 45-yard line.

B. If the kick-off goes out through the end zone or is kneeled in the end zone the receiving team will start their offensive drive at their own 35-yard line.

1. The defense must give the kick returner a 5-yard radius or they will be called for a no-yards penalty (**see Section 10.II.1**).

2. If the kick returner drops the ball while attempting to catch it, the return team may continue attempting to make a return, however if the ball is not picked up by the offence within five (5) seconds it will be whistled dead by the officials. During the time, the player as attempting to regain control of the ball, the defense must continue to maintain a radius distance of five (5) yards or they will be called for a no-yards penalty (**see Section 10.II.1**).

a) **The result of the play will not be considered a fumble.**

C. If a ball is live on the ground and the offence is looking to pick it up to attempt a kick return, the defense must give a 5-yard radius for the receiving team, if not a no-yards penalty will be called (**see Section 10.II.1**)

1. If the ball is live and the receiving team does not try to pick up the ball for a return, within five (5) seconds it will be whistled dead by the officials.

D. Players who are not the "Kick Returner" are not permitted to block or set picks for the returner. They can join the play once the returner has passed them in his/her attempt to continue up the field with the ball.

1. Any attempt by the receiving team to block or set a pick will result in the play being brought back to the spot of the infraction and a blocking penalty (**see Section 10.I.A**) will be enforced from the spot of the foul.

V. PUNTING AND PUNT RETURN

A. An offense can elect to punt the ball on any down during their drive and must do so without, "faking the punt." Once a punt is declared by the offence, the offence must proceed with punting the ball.

1. All offensive players must remain behind the line of scrimmage until after the ball is punted by the punter at which point, they are free to rush towards the punt returner and attempt to “tackle” or “flag” him/her.

2. The ball must be snapped by a center to a punter in the same manner mentioned in **Section 6.II.A.1**

3. The same offensive line stipulations will be in place during a punt as they are during any offensive play (**see section 6.II.A.2**) with the same stipulations in place for the defense (**see Section 6.III**)

B. If the ball is kicked directly out of bounds the ball will be spotted where the ball crossed the sideline.

1. If the ball is kicked into the end zone and goes out of bounds on either side of the end zone the play will result in a touch back and the ball will be placed on the returning teams' 25-yard line for the start of their offensive drive.

C. If the ball is kicked out, through the back of the end zone the result of the play will be rouge, worth 1-point to the score of the punting team and the receiving team will start their offensive drive on their own 35-yard line.

D. The punt returner does have the ability to waive his/her arm signaling a fair catch. The offensive drive will begin at the spot of the fair catch.

1. The defense must give the punt returner a 5-yard radius or they will be called for a no-yards penalty (**see Section 10.II.1**).

2. If the kick returner waives for a fair catch and drops the ball while attempting to catch it, the ball will be considered dead at the point where the ball stops motion, and the offensive drive will begin at that point. If the catch attempt is botched **no player on the receiving team** is allowed to recover the ball and attempt a run.

a) The result of the play will not be considered a fumble.

E. If a ball is live on the ground and the offence is attempting to pick it up to attempt a punt return, the defense must give a radius of five (5) yards at all time for the receiving team, if not a no-yards penalty will be called (**see Section 10.II.1**)

1. If the ball is live and the receiving team does not try to pick up the ball for a return, within five (5) seconds it will be whistled dead by the officials.

F. Players who are not the “Punt Returner” are not permitted to block or set picks for the returner. They can join the play once the returner has passed them in his/her attempt to continue up the field with the ball.

1. Any attempt by the receiving team to block or set a pick will result in the play being brought back to the spot of the infraction and a blocking penalty (**see Section 10.I.A**) will be enforced from the spot of the foul.

G. A punt block attempt can be made by the receiving team and follows the same rules as the defensive line and automatic rush described in **Section 6.III**.

1. On an attempted punt block, if any defender comes in physical contact with any part of the punter's body, the result of the play will be a roughing the kicker penalty (**see Section 10.II.E**) and an automatic first down for the punting team.

VI. FIELD GOAL

A. An offence can elect to kick a field goal on any down during their drive and must do so without, "faking the field goal." Once a field goal is declared by the offence, the offence must proceed with kicking the ball.

1. All offensive players must remain behind the line of scrimmage until after the ball is kicked by the kicker at which point, they are free to rush towards the returner to "tackle" or "flag" him/her, if the field goal is missed and the defending team decided to attempt to run the ball back.
2. The ball must be snapped by a center to a punter in the same manner mentioned in **Section 6.II.A.1**
3. The same offensive line stipulations will be in place during a punt as they are during any offensive play (**see section 6.II.A.2**) with the same stipulations in place for the defense (**see Section 6.III**)

B. If the ball is kicked and falls short of the goal line, the defending team can elect to return the ball by attempting to receive the missed kick attempt or by not electing to attempt a return on the missed kick, have the play result in a turnover on downs.

1. If the defensive team elects not to attempt a run back of a missed field goal the play will result in a turnover on downs and the new offensive drive will begin at the kicking team's line of scrimmage.

C. If a missed field goal return is attempted, the defense must give the returner a 5-yard radius or they will be called for a no-yards penalty (**see Section 10.II.I**).

1. If the returner drops the ball while attempting to catch it, the ball will be dead, and the play will be considered as a missed field goal and a turnover on downs with the defending team's offence taking the ball at the kicking team's line of scrimmage.

a) The result of the play will not be considered a fumble.

D. In the event of an attempted missed field goal return, players who are not the "Returner" are not permitted to block or set picks for the returner. They can join the play once the returner has passed them in his/her attempt to continue up the field with the ball.

1. Any attempt by the returning team to block or set a pick will result in the play being brought back to the spot of the infraction and a blocking penalty (**see Section 10.I.A**) will be enforced from the spot of the foul.

E. A field goal block attempt can be made by the defending team and follows the same rules as the defensive line and automatic rush described in **Section 6.III**.

1. On an attempted field goal block, if any defender comes in physical contact with any part of the kicker's body, the result of the play will be a roughing the kicker penalty (**see Section 10.II.E**) and an automatic first down for the punting team.

SECTION 7: PERSONNEL

I. TEAMS

A. Each team must have a roster minimum of 7 players to register as a team and a maximum of 25 players.

1. On game day, any player present representing their team must sign in with the head official prior to the start of the game, to confirm attendance before they are able to enter the field. The head official will then reference the number of players checked in to the number of players represented on the field, ready to play for the team.

a) If the number of players signed and confirmed does not meet the number of players present and ready to participate in the game or vice versa, the head official will further investigate before starting the game.

b) If the team misrepresented as noted in **Section 7.I.A.1a** is deliberately causing an issue or delay by not cooperating or filing false information, the head official will be given authority to deem the game a forfeit, giving the opposing, properly registered team the victory.

2. Any player attempting to play in a playoff game must be a registered team member on the team roster and have played a minimum of three (3) regular season games to be eligible to play in the playoffs.

3. Each team member must be present in a team jersey, or they will be ineligible to play for their team.

a) Champions Flag Football believes in uniformity and presenting a professional product across the board, therefore any player who is not present with a jersey representing the team they are registered to play on will not be allowed to participate in the game.

b) If the team has extra, official team jerseys the player can borrow one of those to become eligible to play.

c) Replacement jerseys can be ordered, with cost to the team through Champions Flag Football Association at the team's request.

B. Each team's roster must be set by week one (1) with the name, number and all other requested information needed from the Champions Flag Football Association.

1. Players are not allowed to represent more than one (1) team.

2. If a team is short of players, they **cannot** borrow players from another team to fill their roster on the day of the game.

a) If a team will knowingly be short players during the regular season, they are allowed **to pay a fee of \$50 payable to Champions Flag Football Association** to utilize a player on loan from another team. The team paying the fee must inform Champions Flag Football Association of the players name at the time of the fee payment. This must be done before midnight on the Friday before the game.

(1) The team that the player on loan is registered too, does not need to approve, the approval come from the player registering to play with the team needing a substitute player.

b) If a team will knowingly be short players during the regular season, they are

allowed to **pay a fee of \$25 payable to Champions Flag Football Association** to utilize a player not registered in the league or to another team. The team paying the fee must inform Champions Flag Football Association of the players name at the time of the fee payment. This must be done before midnight on the Friday of the game.

c) Any team wanting to add a player to their roster must do so by registering that player with Champions Flag Football Association and **pay a free agent signing fee of \$125** which will include the cost of a new jersey for that newly signed player.

3. During playoffs, teams are not allowed to borrow any players “on loan,” nor can they utilize any player they may have borrowed, “on loan” for 3 games.

a) A player registered to a team is a dedicated player of that team only for regular season and playoffs and will not at any point be considered as a roster player for the team that borrowed him/her.

II. ON FIELD PERSONNEL

A. Each team will field a maximum of seven (7) players on the field of play but can begin the game with six (6) players and avoid forfeiting.

1. Any team fielding more than seven (7) players on any given play will result in a too many men/women on the field penalty (**see Section 10.III.A**) if the offence snaps the ball before either side showing too many players can make the adjustment and get the extra player(s) off the field.

B. The offence can line up their seven (7) players in any formation they would like. Each play **must** have one (1) player at the quarterback position and one (1) player at the center position to snap the ball to the quarterback.

1. If the offence elects to start their play with a formation including a 3-person offensive line, then the rules as seen in **Section 6.2.A** will be in place.

C. The defense can line up their seven (7) players in any formation they would like.

1. If the offence's formation only includes a center and the defense is rushing, then the rusher must declare his/her rush by raising their hand. However, a rusher is not necessary in this scenario and is at the discretion of the defense if they wish to utilize one or not (**see Section 6.III**).

III. IN-GAME INJURIES

A. If a team starts the game with the minimum number of players to start a game, meaning six (6) to avoid forfeit and one of those players suffers an injury removing him/her from the game that team can elect to continue playing the game with five (5) players as they started within the approved player minimum requirement for the league.

1. The team suffering the injury reducing their roster to five (5) will also have the option to forfeit the game at the time of injury. If they do elect to continue with five (5) players, they cannot choose to forfeit after making that decision.

B. If a team's roster drops to five (5) players due to injury and they elect to continue playing the game, the opposing team will have the freedom of choice to continue playing with seven (7) players or drop their personnel down to five (5) or six (6). It is at that team's discretion how many players they want to use if the other team elects to continue with the game.

1. Once the team decides the number of players, ranging from five (5) to seven (7), that decision will be set for the remainder of the game.

IV. COACHES

A. Any team in Champions Flag Football Association is permitted to have a person, representing the team as the “head coach.” Said person must be registered with the team as their head coach to have the ability to discuss anything with our league officials.

1. In the instance where a team has registered someone to represent them as their head coach, at that point any disputes in terms of officiating can only be dealt with by the person deemed to be the “head coach.”

a) Any player attempting to dispute a call or argue with the referee, when the team is represented by a head coach can be flagged by the official for unsportsmanlike conduct (**see Section 10.III.B.2**).

b) Any person representing a team as their registered “head coach,” **cannot** also be a player on the team.

V. OFFICIALS

A. Every league game will be officiated by a minimum of two (2) officials up to a maximum of four (4) officials. Our league games will all be led by the league’s head official and between one (1) and three (3) other officials – depending on availability.

1. In an instance where there are only two (2) officials present at a game the line judge will be responsible for time and score keeping as well as overall statistics tracking. Whereas the head referee will oversee the overall flow of the game and have the final decision on all disputes.

2. When three (3) officials are present at the game, the head official will still be responsible for the flow of the game and have final decision on all disputes, with one referee controlling the game from the sideline as line judge and a 3rd referee in charge of timekeeping, scorekeeping and overall stat tracking. The 3rd official will be utilized where needed on the field as per the decision of the head official.

3. When four (4) officials are present at the game, the head official will still be responsible for the flow of the game and have final decision on all disputes, with one referee controlling the game from the sideline as line judge and a 3rd referee in charge of timekeeping, scorekeeping and overall stat tracking and the 4th official acting as a back judge. The 3rd official will still be utilized where needed on the field as per the decision of the head official.

B. The sideline official(s) will stand on the sideline at the line of scrimmage and have an eye for offsides or any illegal touching (**see Section 10.II.H**) from the line of scrimmage beyond five (5) yards from that line.

C. The head official has final say and complete authority over the game and can use his/her discretion as needed in terms of ejecting players and/or fans from the venue if they feel there is need due to inappropriate behavior and/or inappropriate language.

1. Champions Flag Football Association will firmly stand behind the judgement calls made during any league game by our head official as they are an appointed official by the members of Champions Flag Football Association.

VI. SPECTATORS OR NON-PLAYERS

- A. Fans are permitted and encouraged to attend all Champions Flag Football Association events and with that permitted to be vocal or loud and cheer for whichever team they have come to support.
1. Cow Bells, blowhorns, etc.... are permitted at the discretion of the head official. If the head official deems an item to be disruptive, that item **cannot** be utilized as a cheering mechanism during the duration of the game being played.
 2. Any flagrant remarks or any sort of misconduct will result in the head official asking the disruptive individual(s) to vacate the premises/venue immediately without the ability to return until the game being played has officially ended according to the time clock.
- B. Alcohol cannot be present or consumed within the vicinity of the field where the game is being played. If alcohol is present or being consumed, the person containing the alcohol or consuming it will be asked to leave the premises/venue by our head official.
1. If a player is consuming or present at the field with alcohol, that player will not be permitted to play and will be asked to leave the premises/venue by our head official.
- C. Illegal drugs cannot be present or consumed within the vicinity of the field where the game is being played. If illegal drugs are present or being consumed, the person containing the drugs or consuming them will be asked to leave the premises/venue by our head official.
1. If a player is consuming or present at the field with illegal drugs, that player will not be permitted to play and will be asked to leave the premises/venue by our head official.
 2. If illegal drugs are present at the field, it will be up to the discretion of the head official, whether **police involvement is necessary**.
- D. Any player that is a registered player of the teams playing, from a game that has finished or waiting for their game to start will be considered as a "fan" or "spectator" and must abide by the rules stated in this section of the Champions Flag Football Association Rulebook in terms of their behavior while not on the field of play.
- E. Guests and players are to use the garbage cans provided and to be respectful of the field(s) being used to host Champions Flag Football Association game, those who mistreat and misuse the field will be subject to fine.

SECTION 8: GAMEPLAY

I. OFFENCE

- A. The play begins when the ball is snapped between the legs of the center to the player receiving the snap (typically the Quarterback).
1. The receiver of this snap may pass the ball to a teammate, hand the ball off to a running back, or run the ball themselves, if permitted.
 - a) The receiver of the snap (player acting as Quarterback) can only run the ball in 2 instances: the offensive formation is a 3-person offensive line, or they line up a center and the defense declare a rusher.
 - (1) If the defense declares a rusher in the instance that only a center is

lined up by the offence, the Quarterback can only run once a rusher has passed the line of scrimmage.

B. The offence has three (3) attempts to cross the first down marker, once this is achieved, the down count will reset until a turnover occurs, the end zone has been reached or a field goal attempt is converted.

1. If third down occurs the offense has the option to try to convert the first down, to punt the ball away or attempt a field goal.

a) Fake punts or field goals are not permitted by the Champions Flag Football Association. If a punt or field goal attempt is declared by the offence, they must follow through with this action or utilize a timeout to be able to reset their desired choice.

b) Any fake attempt will result in an automatic loss of down, turning the ball over to the other team, if attempted on 3rd down.

II. RUNNING

A. The offence may use multiple handoffs behind the line of scrimmage.

1. A handoff is said to be any attempt to get the ball to another player whereas the ball is behind the player tossing or handing it off to his/her teammate.

2. If the offence passes the ball to another player behind the line of scrimmage and is not deemed a forward pass, if no offensive line is utilized and no rush is made by the defense the steamboat count will expand from five (5) seconds to ten (10) seconds at which point a throw or a run must be attempted, if the ball does not cross the line of scrimmage before the tenth (10th) second, the play will be considered dead and the result will be a "time sack," with the line of scrimmage being moved to the place where the player with the ball was standing when the time sack occurred

a) If a ball is thrown laterally across the field and not deemed a forward pass, the player receiving the pass does have the ability to run the ball.

B. Once the ball leaves the quarterback's hands any defensive player can pursue the runner.

1. Once the ball leaves the quarterback's hands and is thrown in a forward motion the pass timer becomes voided where no rush is present.

C. The ball carrier can spin to avoid being flagged.

D. The ball carrier is not permitted to jump directly at a defender as it will result in the play being called dead at the point of the attempted jump and a possible suspension from the game if deemed to be intentional in aggressiveness towards the player being jumped at.

E. The ball carrier is not permitted to lower a shoulder at any defender as it will result in the play being called dead at the point of the attempted lower shouldered move and a possible suspension from the game if deemed to be intentional in aggressiveness towards the player being rushed at with the lowered shoulder.

F. The ball carrier is not permitted to dive in general or directly at a defender as it will result in the play being called dead at the point of the attempted dive and a possible suspension from the game if deemed to be intentional in aggressiveness towards the player being dived at.

G. The ball carrier is not permitted to block their flags from being grabbed by a defender as it will result in the player being called dead at the point of the attempted flag guard.

H. Once the ball carrier has been flagged, the play will end and the ball will be spotted where the ball carrier's feet were, not where the ball is. Unless it is a play involving the goal line at which point it is at the discretion of the official(s) if the ball crossed the line before the players flag was pulled.

III. PASSING

A. The quarterback has five (5) seconds to throw the ball after it has been snapped, if they do not, the play becomes dead at the last spot where the Quarterback is standing and down will be lost.

1. This will only occur if the offensive team does not utilize an offensive line, or if a rusher on the defense does not rush where no offensive line is used.

2. If the offensive player receiving the snap throws a lateral pass behind the line of scrimmage that is not forward motion, the steamboat count will expand from five (5) to ten (10) seconds, if the offensive team does not utilize an offensive line, or if a rusher on the defense does not rush where no offensive line is used.

B. Rushers must declare that they are pass rushers by raising one arm in the air until the referee has confirmed the rush, in any instance when no offensive line is being used by the offence.

C. If the quarterback is flagged before throwing the ball, a sack will be awarded to the defense and the ball will be spotted at the point of flag.

1. If quarterback is flagged during the throwing motion it is up to the officials to decide whether the quarterback has been sacked or not.

a) The officials will deem it a sack if the quarterback is in the initial stages of a throw.

b) The officials will deem it a pass if the quarterback is in the final stages of a throw. For a throw to count the quarterback must release the ball before the line of scrimmage.

(1) If the Quarterback throws the ball beyond the line of scrimmage the play will be blown dead and it will be a loss of down for the offence.

D. If the quarterback passes the ball and the ball connects with the ground before a receiver, the play is dead as an incomplete pass has occurred.

E. If the pass is completed to a defensive player, it is deemed an interception, and the play remains alive, and the defense immediately becomes the offense until a flag is pulled.

IV. RECEIVING

A. All offensive players are eligible to receive a forward or lateral pass. Once a forward pass has been made, another forward pass is not permitted – if a forward pass is attempted after the initial forward pass, the play will be blown dead, and the ball will be spotted at the spot of the second forward pass.

1. After the ball has been snapped, the center can stand up and become an eligible receiver.

- a) In the instance where the offence is just utilizing a center, the center does not need to declare eligibility as a receiver, it is automatically understood.
 2. If the offence is utilizing a 3-person offensive line, all 3 players can declare eligible by raising one arm in the air until the official confirms eligibility.
- B. In the situation of a ball being caught on the sideline, the receiver must have full possession of the ball and have one foot in bounds before it is called complete.
- C. If a receiver steps out of bounds and then comes back in bounds they are deemed as an ineligible receiver and any catch made by that player will be considered as an incompleteness and a loss of down.
- D. If a player receives the ball behind the Quarterback (behind the line of scrimmage) they can throw the ball still and the rule extending the steamboat count from five (5) to ten (10) seconds comes into place where no offensive line or declared rusher is present.
- E. After a player receives the ball all the above rules for running in **Section 8.II** automatically apply.
- F. A receiver must control the ball all the way to the ground for the ball to be considered a catch or to gain possession of the ball and begin a forward progression without the ball coming loose and falling to the ground.
- G. Any play where the ball appears to be caught by both the offensive and defensive player, the ball will be considered a completion by the offence if there is no clear indication that the defensive player should be considered the player who caught the ball.
1. In this instance, the head official, after debate with all officials, will make a final ruling on the play.
- H. Only 1 receiver can be in stride toward the line of scrimmage before the snap. Whereas, up to 2 receivers can be in motion along the line before the snap.

V. DEFENSE

- A. A flag pull is equivalent to a tackle and ends the play once done.
1. In the process of reaching for the flag, if a shirt or pants is grabbed instead, players are to immediately let go and try again or subject to a holding penalty (**see Section 10.II.A**).
- B. Press coverage is permitted within the first five (5) yards of the line of scrimmage, any hands on passed the five (5) yard line will be deemed illegal contact or pass interference and subject to penalty as ruled by the officials depending on what they see (**see Section 10**).
- C. If a defensive player catches the ball from the quarterback directly or catches a bobbled pass an interception occurs and immediately becomes an offensive runner.
1. If an interception occurs on a conversion try, it can be returned for the designated number of points.

D. Attempting to strip the ball from receiver to create a fumble is not permitted and will result in an unsportsmanlike conduct penalty (**see Section 10.III.B.2**).

E. Any defensive player can rush the quarterback once a single arm is raised and confirmed by the official before the snap in instances where no offensive line of two (2) or more people has been used by the offence.

F. Any defensive player who chooses to rush the quarterback must be behind the rush line prior to the snap, in instances where no offensive line of two (2) or more people has been used by the offence.

1. Players not rushing may play anywhere beyond the line of scrimmage.

2. A rusher in instances where no offensive line of two (2) or more people has been used by the offence. must stand at least five (5) yards from the line of scrimmage on either side of the center prior to rushing.

3. The rushing defender is permitted to raise their hands at the quarterback to swat a pass.

a) If the ball ends up in the raised hands of a defender this will be deemed an interception.

b) If the quarterback's flag is pulled prior to a pass a sack will be rewarded to the defense.

c) If this sack occurs in the offense's own end zone a safety, worth two (2) points will occur and will receive the ball back from a kick.

d) If the rushing player comes into contact with the quarterback while a pass is being made, the rusher will be charged with a roughing the quarterback penalty (**see Section 10.II.D**) and the offence will receive an automatic first down.

VI. DEADBALLS

A. A play is ruled 'dead' when:

1. Any official blows his/her whistle.

2. Any incomplete pass is made.

3. The ball carrier's flags are pulled or become illegal.

4. The ball carrier steps out of bounds.

5. A touchdown, safety or field goal is scored.

6. When any part of the ball carrier's body, other than the hand or foot touches the ground.

7. If the ball carrier's flag falls off, the play will continue until the players are simply touched by a single hand.

8. Player substitutions are permitted on any dead ball.

SECTION 9: CODE OF CONDUCT

I. SPORTSMANSHIP / ROUGHING

A. Sportsmanship on the field comes down to the discretion of the referee and what he/she deems to be unsportsmanlike and offensive to another player, team or spectator.

1. Player safety is important, and any degree of intentional roughing will not be tolerated, and the player will be suspended from the game and asked to leave the premises.

a) If the intentional roughing is of a more violent and threatening nature, the player will be reviewed by Champions Flag Football Association and our head official to determine the player's eligibility to return for the remainder of the season.

B. Penalties and ejections will be decided on by the officials with the final decision being made by the head official according to the degree of the incident in terms of violence, threats, racist or sexist commentary or anything else of this nature.

C. Champions Flag Football Association has a zero-tolerance policy when it comes to players, officials or spectators/fans acting out in violence, threats towards other players, officials or spectators, voicing racial slurs, voicing sexist commentary, sexual harassment and sexual assault, etc....

1. It will be the decision of the head official and/or any league representatives present whether **police involvement is necessary** in the instance that an occurrence happens during the duration of a Champions Flag Football league game or event.

II. LEAGUE ADMINISTRATION

A. Champions Flag Football Association's administrative team will handle any suspensions or further disciplines, when players are unsportsmanlike to a degree and/or when players are unnecessarily rough.

1. The league officials will discuss and the team "owner," or captains will be called in to understand disciplinary actions taken by Champions Flag Football Association.

SECTION 10: PENALTIES

I. OFFENSIVE PENALTIES

A. BLOCKING AND SETTING PICKS

1. If the defender's path is impeded by an offensive player who is not the ball carrier, a penalty of five (5) yards from the spot of the foul will occur and a loss of down.

B. FLAG GUARDING

1. The direct pathway from the defender's hand to ball carriers' flag, is intentionally or unintentionally blocked by the ball carrier a penalty of five (5) yard from the spot of the foul will occur and a loss of down.

C. ILLEGAL FORWARD THROW

1. If the ball is thrown in a forward motion after the ball was originally thrown in a forward motion, the ball will be considered dead, and the play will end at the spot of the second forward pass and a loss of down will occur.

2. If the Quarterback passes the line of scrimmage before throwing the ball on the defensive side of the line of scrimmage the play will be considered dead and a loss of down will occur.

D. INTENTIONAL GROUNDING

1. If the ball is thrown away or into the ground before hitting the line of scrimmage a penalty of ten (10) yards from the place where the ball was thrown will occur and a loss of down.

E. FALSE START

1. Any offensive player who passes the line of scrimmage before the ball is snapped and is still beyond the line of scrimmage when the ball is snapped or offensive lineman (where 2 or 3 players are used) that make a forward movement before the ball snapped a penalty of five (5) yards from the spot of the foul will occur and the down will be replayed.

a) If a player steps across the line of scrimmage and the ball is not snapped, they can step back before so to avoid the penalty.

2. Receivers can stride toward the line of scrimmage before the snap, but any receiver who passes the line of scrimmage before the ball is snapped and is still beyond the line of scrimmage after the ball is snapped a penalty of five (5) yards from the spot of the foul will occur and the down will be replayed.

3. If there is forward movement made by the offensive line before the ball is snapped a penalty of five (5) yards from the spot of the foul will occur and the down will be replayed.

F. HOLDING / ILLEGAL HANDS TO THE FACE

1. Any offensive player representing the team as an offensive lineman in a situation of strictly a center, or a 3-player line, if a player holds their opponent by grabbing the opposing players shirt from the front or behind, their pants or close their fist while holding the player by their shoulders a penalty of five (5) yards will occur and the down will be replayed.

2. Any offensive player representing the team as an offensive lineman in a situation of strictly a center, or a 3 player line, if a player attempting to block place their hands above the defenders' shoulders (and into their face) a penalty of (10) yards from the line of scrimmage will occur and the down will be replayed.

G. OFFENSIVE PASS INTERFERENCE

1. Offensive and defensive player both have rights to the ball, if the offensive player makes any motion that is not considered a non-football move towards the ball to catch (ex. A blatant push off) a penalty of ten (10) yards from line of scrimmage will occur, and the down will be replayed.

a) If the play results in a catch, the catch will not be considered as the above rule comes into play.

H. ROUGHING

1. If an offensive player jumps directly at, drops their shoulder towards or stiff arm any defensive player a penalty between five (5) and fifteen (15) yards will occur from the spot of the foul.

a) Depending on the severity of the roughing attempt as deemed by the officials the ruling regarding the distance of the penalty will be made. Officials do have the right to eject players from the game, if the roughing is deemed to be violent by the league officials.

b) These penalties can lead to further discipline from the Champions Flag Football Association.

I. DELAY OF GAME

1. If the offence runs out the time clock before snapping the ball a penalty of five (5) yards from the line of scrimmage will occur, and the down will be replayed.

2. If any player delays the game by arguing with a league official over his/her call, at the discretion of the officials the team being represented by the player will receive a penalty of five (5) yards.

a) If the delay of game occurs in this instance, the penalty will occur five (5) yards from the line of scrimmage if it is an incomplete pass or five (5) yards from the last spot of the ball if the play is completed by the offence.

(1) If the penalty is charged to the offence the ball will be pushed back in favor of the defense, whereas if the penalty is charged to the defense the ball will be promoted forward in favor of the offence.

II. DEFENSIVE PENALTIES

A. HOLDING

1. If a defensive player fails to grab a flag and slows the momentum of the offensive player by holding their clothing or a body part a penalty of five (5) to ten (10) yards from the spot of the foul will occur.

a) League officials will determine the distance of the penalty based off the severity of the hold by the defensive player.

B. DEFENSIVE PASS INTERFERENCE

1. Offensive and defensive player both have rights to the ball, if the defensive player makes any motion that is not considered a non-football move towards the ball to catch (ex. A blatant push off) a penalty occurs from the spot of the foul and the play will result in an automatic first down.

C. ILLEGAL RUSH

1. If a defensive player does not declare a rush, rushes the Quarterback and crosses the line of scrimmage a penalty of five (5) yards will occur from the end of the play. If the play ends as an incomplete pass or the illegal rusher sacks the quarterback, the five (5) yards will be moved up from scrimmage and the play will result in an automatic first down.

D. ROUGHING THE PASSER

1. If a defensive player rushes the quarterback whether as a defensive lineman or a declared rusher and makes any contact with the quarterback impeding the throwing motion of the quarterback or makes, contact with the throwing arm of the quarterback a penalty of ten (10) yards will occur and the play will result in an automatic first down.

E. ROUGHING THE KICKER

1. If a defensive player rushes the kicker/punter whether as a defensive lineman or a declared rusher and makes any contact with the kicker/punter impeding the kicking motion of the kicker or makes, contact with the leg of the kicker/punter a penalty of ten (10) yards will occur and the play will result in an automatic first down.

F. OFFSIDE / ENCROACHMENT

1. If any defensive player lines up on the offensive side of the line of scrimmage a penalty of five (5) yards will occur and the offence will be granted an automatic first down.

a) If the center snaps the ball before the whistle is blown, the offence has the right to attempt the play. If the play works out for the benefit of the offence, they will have the choice of taking the result of the play or the five (5) yard penalty also resulting automatic first down.

b) If the center snaps the ball before the whistle is blown, the offence has the right to attempt the play. If the play doesn't work out for the benefit of the offence, they will have the choice of taking the result of the play or the five (5) yard penalty also resulting automatic first down.

c) If the officials blow the whistle before the snap takes place, the offence will automatically take the five (5) yards and there will be no attempt at the play also resulting automatic first down.

G. ROUGHING

1. Any defensive player who makes a non-flag football move toward an offensive player that risks the player's safety, not committing to the ball carrier's flags (ex. Wrap or shoulder bump) a penalty between five (5) and fifteen (15) yards will occur from the spot of the foul.

a) Depending on the severity of the roughing attempt as deemed by the officials the ruling regarding the distance of the penalty will be made. Officials do have the right to eject players from the game, if the roughing is deemed to be violent by the league officials.

b) These penalties can lead to further discipline from the Champions Flag Football Association.

H. ILLEGAL PRESS

1. Any defensive player who continues to press beyond the five (5) yard cushion will be considered illegal; or any defensive player who grabs an offensive player's shirt to impede their offensive momentum a penalty of five (5) yards will occur and the down will be repeated.

I. NO YARDS

1. If any defender covering a kick or punt return does not give the kick or punt returner a radius of five (5) yards to pick up the ball a penalty of ten (10) yards will occur from the spot of the foul and will become the new line of scrimmage for the offence for first down.

III. OTHER MISCONDUCT (OFFENSIVE / DEFENSIVE)

A. TOO MANY PLAYERS ON THE FIELD

1. This may occur during substitution or regular play, whenever there are more than seven (7) players on the field at the snap of the ball, the play will be whistled dead and a penalty of five (5) yards will occur and the down will be repeated.

B. SPORTSMANSHIP/UNSPORTSMANLIKE CONDUCT

1. All players and participants are to maintain a level of sportsmanship which adheres to this, the official rulebook of Champions Flag Football Association

a) Any players, officials or spectators not adhering to the rules within this rulebook can and/or will be ejected from the game and/or premises.

b) Any further action potentially needed will be discussed by the Champions Flag Football Association Board of Directors.

2. Any player committing an act that is deemed to be unsportsmanlike by the league officials will receive a penalty of fifteen (15) yards will occur from the spot of the foul and a loss of down.

a) If the unsportsmanlike penalty is called due to a touchdown celebration deemed offensive, the penalty yards will be applied to the kick-off.

b) Any form of blocking as outlined in Section 6.II that is deemed to be an illegal form of blocking will be considered unsportsmanlike and charged as a penalty under this section's ruling.

c) Any players, officials or spectators not adhering to the rules within this rulebook can and/or will be ejected from the game and/or premises and face possible suspension.

C. HARRASSMENT

1. Any form of harassment **will not be tolerated in Champions Flag Football Association** and may lead to severe discipline.

a) This may occur, verbally, physically, sexually etc.

DISCRETION OF THE OFFICIALS

WE BELIEVE THAT PERFECTION IS ALWAYS AN ATTRIBUTE THAT PEOPLE ASPIRE TO ACHIEVE, WITHOUT EVER ACHIEVING IT.

“Perfection is not attainable, but if we chase perfection, we can catch excellence.”

- Vince Lombardi

WITH THAT SAID, WE UNDERSTAND THAT AT TIMES OUR OFFICIAL'S MAY NOT AGREE, OR MAY BE UNSURE OF THE SCENARIO THEY FIND THEMSELVES IN. BUT KNOW AND BELIEVE THAT THEY WILL ALWAYS USE THEIR BEST JUDGEMENT IN THE SPIRIT OF SPORTSMANSHIP AND IMPARTIALITY TOWARDS BOTH TEAMS. THIS SECTION OF OUR RULEBOOK IS FOR THE SAFETY OF OUR OFFICIALS. WHEREAS WE RECOMMEND THAT IF THERE IS UNCERTAINTY IN A DECISION THEN THEY SHOULD MAKE THE DECISION THEY FEEL IS RIGHT AND THAT, WE, CHAMPIONS FLAG FOOTBALL ASSOCIATION WILL BACK THEIR DECISIONS.