



BEACH FOOTBALL RULES

4 on 4 / non-contact

2017 – 2018

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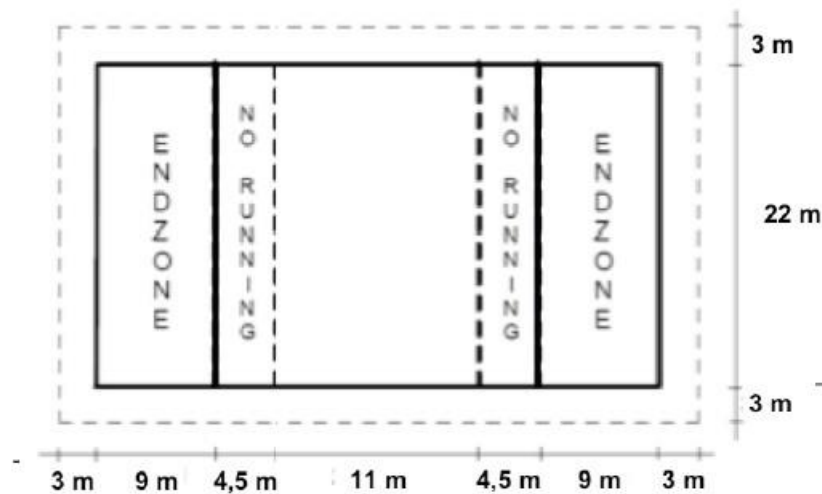
Diagram of Field

The field shall be a rectangular area with dimensions and equipment following a beach soccer field (as indicated in the diagram below).

Field dimensions:

Field of play: Length 20 m (21,9 yd), additional end zones 9 m (9,8 yd), width 22 m (24,1 yd).

Totally required space for one field including safety areas is 44 m (48,1 yd) x 28 m (30,6 yd).



Measurements shall be from the inside edges of the lines (goal line is part of end zone), width of lines 5 cm (2 inches).

Safety area is 3 m (3,3 yd) outside the side lines and the end lines, and needs to be on same level as field of play and equally condition. The safety area need not be marked.

If two fields are next to each other the minimum distance in between is 6 m (6,60 yd).

Field equipment:

Lines shall be placed according to the beach soccer field dimensions, with additional goal lines at each endzone as indicated in the diagram above.

Markers (flag or disk) shall be placed at the corners of the 4 intersections of the side lines with the end lines, at the 4 intersections of the goal lines with the side lines and at each side lines in the middle of the field to mark the spot for the 2-point-try.

Disk markers shall be placed one yard outside the side lines 5 yards from each goal line to mark the no-running zone (also being the spot for the 1-point-try).

A down indicator shall be operated 2 yards outside of one side line. A visible score board shall be operated near the field.

RULE 1 Game, Field, Ball and Equipment

SECTION 1. General Provisions

ARTICLE 1. The Game

The game shall be played between 2 teams of not more than 4 players each, on a rectangular field and with a regular ball. Details see Diagram of Field.

Team rosters consist of a maximum of 10 players (4 on the field with 6 substitutes). Teams may play with a minimum of 3 players. If less than 3 players are available, the game is forfeited by the side that is unable to field a team.

Teams can have only players of the same sex (exception; mixed team games)

ARTICLE 2. Winning Team and Final Score

Each team shall be allowed opportunities to advance the ball across the other team's goal line by running or passing it.

The teams shall be awarded points for scoring according to rule and the team having the larger score at the end of the game, including extra periods, shall be the winning team.

ARTICLE 3. Supervision

The game shall be played under the supervision by minimum two (2) officials.

ARTICLE 4. Team Captains and Coaches

Each team shall designate to the referee no more than 2 players as its field captains and no more than 2 coaches.

SECTION 2. The Ball

ARTICLE 1. Specifications

Only game balls of regular size, weight and pressure is allowed. Balls need not to be leather. Each team may use its own legal ball.

ARTICLE 2. Special Sizes

For women and youth games aged under 16 youth size balls (ex. TDY) should be used. Balls need not to be leather. Each team may use its own legal ball.

For youth games aged under 13 junior size balls (ex. TDJ) should be used. Balls need not to be leather. Each team may use its own legal ball.

SECTION 3. Equipment

ARTICLE 1. Mandatory Equipment

Players of opposing teams shall wear jerseys of contrasting colors. If the teams are using similar jerseys, the away team must change jerseys.

- a. Players of a team shall wear jerseys of the same color and design. The jerseys must be full-length and tucked into the pants with contrasting Arabic numerals at least 6 inches (15 cm) in height on back. Jerseys must not be taped or tied in any manner.
- b. Players shall wear shorts or pants of the same color and design without pockets, press studs or clips. Players cannot tape or secure their shorts or pants to meet this regulation.
- c. Tightly fixed flag belts with sockets and 2 flags (pop-flags). Every effort must be made to keep one flag on each hip of the player. These flags by a size of 2 inch (5 cm) x 15 inch (38 cm) must not be altered or cut. The sockets must not be glued or changed in any way and placed to look downwards and outside. The flags must be clearly visible, hang down freely and must not be covered in any way by the player's uniform. The flags have to be in one color different to all colors of the pants. Players, who will deliberately manipulate their flags, will be ejected from the game.
- d. All players must wear an intra-oral mouthpiece of a visible color and with no part stick out more than 0,5 inch (1,25 cm).

ARTICLE 2. Illegal Equipment

- a. Any kind of shoes.
- b. Any kind of headwear or helmets (caps, hoods, bandanas, headbands or similar).
- c. Glasses not medical prescribed and not made from nonbreaking material.
- d. Jewelry must be removed or covered up completely.
- e. Uniform attachments like towels.
- f. Adhesive material, paint, grease or any other slippery substance applied to equipment or on a player's person, clothing or attachment that affects the ball or an opponent.
- g. Any electronic, mechanical or other signal devices for the purpose of communicating with a coach.

ARTICLE 3. Coaches Certification

Before the game the head coach shall give a roster to the referee and certify that all players:

- a. Have the mandatory equipment and have been informed what constitutes illegal equipment,
- b. Have been provided the equipment mandated by rule
- c. Have been instructed to wear and how to wear mandatory equipment during the game
- d. Have been instructed to notify the coaching staff when equipment becomes illegal through play during the game
- e. Have been informed about doping, and the rules of doping including which substances are classified as doping according to WADA and IFAF, including HTC and cannabis.

RULE 2 Definitions

SECTION 1. Areas and Lines

ARTICLE 1. The Field

The field is the area within the safety area and the space above.

ARTICLE 2. Field of Play

The field of play is the area within the boundary lines (side lines and end lines) other than the end zones.

ARTICLE 3. End Zones

The end zones are the 10-yard areas at both ends of the field between the end lines and the goal lines.

ARTICLE 4. No-Running Zones

The No-Running Zones are the 5-yard areas at both ends of the field in front of the goal lines.

ARTICLE 5. Goal Lines

Goal lines, one for each team, shall be established at opposite ends of the field of play. The goal lines and goal line markers are in the end zone. Each goal line is part of a vertical plane separating an end zone from the field of play when the ball is touched or is in player possession, the plane extends beyond the side lines. A team's goal line is the one it is defending.

ARTICLE 6. Middle Line

There is no middle line in beach football. However, there is a marker at each side line dividing the beach soccer field into two halves, but these middle flags markers will only determine the spot of the 2-point-try.

ARTICLE 7. In Bounds, Out of Bounds

The area enclosed by the side lines and end lines is in bounds and the area surrounding and including the side lines and end lines is out of bounds.

ARTICLE 8. Team Area

The team area is outside the safety area and between the no-running lines along the side line.

SECTION 2. Team and Player Designations

ARTICLE 1. Offense and Defense

The offense is the team in possession or the team to which the ball belongs, the defense is the opposing team.

ARTICLE 2. Snapper

The snapper is the offensive player who snaps the ball.

ARTICLE 3. Quarterback

The quarterback is the offensive player who first gets possession of the ball after the snap.

ARTICLE 4. Passer

The passer is the offensive player who throws a legal pass.

ARTICLE 5. Runner

The runner is a player in possession of a live ball.

ARTICLE 6. Blitz

The blitz is a defensive player who is, if positioned minimum 5 yards from line of scrimmage with one hand raised before the snap, allowed to cross the line of scrimmage during play.

Legal blitzers have the right of way if the rush is immediately after the snap, quick and straight near the point where the quarterback receives the snap.

If a blitz is giving an invalid signal, rushing slow, aiming another spot or changing the direction during the rush, he loses the right of way.

ARTICLE 7. Player Out of Bounds

A player or ball is out of bounds when it touches anything out of bounds, including sidelines and end-lines.

ARTICLE 8. Disqualified Player

A disqualified player is one who is declared ineligible for further participation in the game.

ARTICLE 9. Home Team

If both teams are away from home or at tournaments (more than 2 teams), first mentioned team will be the home team, second mentioned team will be the visiting team.

SECTION 3. Down, Scrimmage and Play Classification**ARTICLE 1. Down**

A down is a unit of the game that starts with a legal snap after the ball is ready for play and ends when the ball next becomes dead. Between downs is the interval during which the ball is dead. A play is the action between the 2 teams during a down.

ARTICLE 2. Scrimmage Line

The scrimmage line for each team, when the ball is ready for play, is the yard line and its vertical plane that passes through the point of the ball nearest its own goal line and extends to the side lines. A player has crossed the scrimmage line if one part of his body has been beyond his scrimmage line.

ARTICLE 3. Forward Pass Play

A legal forward pass play is the interval between the snap and when a legal forward pass beyond the scrimmage line is completed or intercepted. Also, any forward pass from behind the scrimmage line becoming incomplete or touched by the defense is considered as forward pass play.

ARTICLE 4. Running Play

A running play is any live ball action other than that during a legal forward pass play. Passes completed behind the line of scrimmage are legal and are running plays.

SECTION 4. The Ball - Live or Dead

ARTICLE 1. Live Ball

A live ball is a ball in play. A pass or fumble that has not yet touched the ground is a live ball in flight. A player is in possession, if he is holding or controlling a live ball.

ARTICLE 2. Dead Ball

A dead ball is a ball not in play.

ARTICLE 3. When Ball Is Ready for Play

A dead ball is ready for play when the ball is placed on the ground and the referee blows his whistle.

SECTION 5. Forward, Beyond and Forward Progress

ARTICLE 1. Forward, Beyond

Forward, beyond or in advance of, as related to either team, denotes direction toward the opponent's end line. Converse terms are backward or behind.

ARTICLE 2. Forward Progress

Forward progress is a term indicating the end of advancement by the ball carrier or airborne pass receiver of either team and applies to the position of the most forward point of the player when the ball became dead between the end lines by rule.

SECTION 6. Spots

ARTICLE 1. Enforcement Spot

An enforcement spot is the point from which the penalty for a foul is enforced.

ARTICLE 2. Dead ball Spot

The dead ball spot is the point at which the ball becomes dead.

ARTICLE 3. Spot of the Foul

The spot of the foul is the point at which that foul occurs. If out of bounds, it shall be transmitted to the side line. If behind the goal line, the foul is in the end zone.

ARTICLE 4. Out-of-Bounds Spot

The out-of-bounds spot is the point at which the ball becomes dead because of being out of bounds.

SECTION 7. Foul, Penalty and Violation

ARTICLE 1. Foul

A foul is a rule infraction for which a penalty is prescribed. A flagrant foul is a rule infraction that places an opponent in danger of injury.

ARTICLE 2. Penalty

A penalty is a result imposed by rule against a team that has committed a foul and may include one or more of the following: loss of yardage, loss of down, automatic first down or disqualification. If the penalty involves loss of a down, the down shall count as 1 of the 4 in that series.

ARTICLE 3. Violation

A violation is a rule infraction for which no penalty is prescribed; it does not offset a foul.

ARTICLE 4. Loss of a down

"Loss of a down" is an abbreviation meaning "loss of the right to repeat a down".

SECTION 8. Shift, Motion**ARTICLE 1. Shift**

A shift is a simultaneous change of position by 2 or more offensive players after the ball is ready and before the snap.

ARTICLE 2. Motion

A motion is a change of position by one offensive player after the ball is ready and before the snap.

SECTION 9. Handling of the ball**ARTICLE 1. Handoff**

Handoff is successfully transferring player possession from one teammate to another without throwing.

ARTICLE 2. Pass and Fumble

A pass is any intentional act to throw the ball in any direction. A pass continues to be a pass until it is completed by a player or the ball becomes dead.

A fumble is any act other than passing or successful handing that result in loss of player possession.

A pass (or fumble) can only occur after a player gains possession of a ball.

For the status of the ball it will be no difference, if the possession is lost intentional (pass or handoff) or unintentional (fumble), a live ball in flight will be considered as pass.

ARTICLE 4. Possession

Possession means the firmly holding or controlling of a live ball.

ARTICLE 5. Batting

Batting the ball is intentionally striking it or intentionally changing its direction with the hands or arms.

ARTICLE 6. Kicking

Kicking the ball is intentionally striking the ball with the knee, lower leg or foot and is illegal.

SECTION 10. Passes**ARTICLE 1. Forward and Backward Pass**

A forward pass is determined by the point where the ball first strikes anything beyond the spot of the pass. All other passes are backward passes, even if it is lateral (parallel to the scrimmage line).

A snap becomes a backward pass when the snapper releases the ball, even if it slips from the hand of the snapper.

ARTICLE 2. Crosses Scrimmage Line

A legal forward pass has crossed the scrimmage line when it first strikes anything beyond the scrimmage line inbounds.

ARTICLE 3. Catch, Interception

A catch is an act of firmly establishing player possession of a live ball in flight. A catch of an opponent's pass or fumble is an interception. A player who leaves his feet to make a catch or interception must have the ball firmly in his possession when he first returns to the ground inbounds with any part of his body.

ARTICLE 4. Sack

A sack is a flag pull at the quarterback before he releases the ball.

SECTION 11. Holding, Blocking, Contact and Tackling

ARTICLE 1. Holding

Holding is grasping an opponent or his equipment.

ARTICLE 2. Blocking

Blocking is obstructing an opponent without contact by moving into his way. An offense player moving in the line between a defense player and the runner or in the way of a blitzer is blocking. A player standing still (with the right of place) is not blocking, even if he is in between the runner and the opponent or in the way of a blitzer.

ARTICLE 3. Contact

Contact is touching an opponent with impact. Touching without any effect is no contact.

ARTICLE 4. Flag Pull

Flag pull is taking away one or more flags of an opponent with hand(s).

ARTICLE 5. Flag Guarding

Flag guarding is an attempt of the runner to avoid a flag pull by covering the flag with any part of the body (hand, elbow or leg) or with the ball. Flag guarding is also leaning the upper body forward or stretching out a hand, with or without the ball, towards the opponent to make it more difficult for the defender to reach the flag.

SECTION 12. Jumping, Diving, Spinning

ARTICLE 1. Jumping

Jumping is an attempt of the runner to avoid a flag pull by jumping with one or both feet and leave the ground.

ARTICLE 2. Diving

Diving is an attempt of the runner to avoid a flag pull by leaning his upper body forward with or without jumping.

ARTICLE 3. Spinning

Spinning is an attempt of the runner to avoid a flag pull by turning his body at the vertical axis. Spinning is legal.

SECTION 13. Right of Place (RoP), Right of Way (RoW)

ARTICLE 1. Right of place

Right of place is given to a still standing player and opponents must avoid contact. Standing means to remain at the spot and not moving in any direction, to make a move or jump for throwing or catching a pass at this spot does not give up the right of place.

ARTICLE 2. Right of way

Right of way is given to a moving player and opponents must avoid contact. The right of place is more worth than the right of way.

RULE 3 Periods and Time

SECTION 1. Start of Each Period

ARTICLE 1. First Half

Before the game starts the referee shall toss a coin at midfield in presence of the field captains from each team, first designating the field captain of the visiting team to call the coin toss.

The winner of the toss will put the ball in play first by a snap at its own 1 yard line; the loser shall designate which goal line his team will defend.

There are no kickoffs.

ARTICLE 2. Second Half

Between the first and second period, the teams shall defend opposite goal lines. The loser of the toss will put the ball in play by a snap at its own 1 yard line.

ARTICLE 3. Extra Periods

The tiebreaker system will be used when a game is tied after 2 halves and a winner must be determined.

- a. Before the extra period starts the referee shall toss a coin at midfield in presence of the field captains from each team, first designating the field captain of the visiting team to call the coin toss.
- b. The winner of the toss shall choose Offense or Defense, with the offense to start each period. The loser shall designate which goal line the extra period shall be played towards, same for both teams, all extra periods.
- c. No charged team timeouts will be granted.
- d. An extra period shall consist of two possession series with each team putting the ball in play by a snap at the 1 yard line, except the defense scores during a period other than on the try.
- e. Each team retains the ball during a series until it scores, including extra points (1 or 2), or fails to score. The ball remains alive after a change of team possession until it is declared dead; the series is ended even if there is a second change of possession.
- f. If after a period (with 2 series) the score is still tied, a new period will be played.
- g. The team scoring the greater number of points during the regulation and extra periods shall be declared the winner.

ARTICLE 4. Tournament Tie breaker system

If 2 or more teams in a tournament have the same total percentage (win-tie-loss), the following steps will decide the order of the teams:

1. Head to head percentage.
2. Head to head net point differential.
3. Head to head gained points.
4. Total net point differential.
5. Total gained points.
6. Coin toss.

SECTION 2. Playing Time

ARTICLE 1. Length of Play and Intermission

The total playing time shall be 30 minutes, divided into 2 halves of 15 minutes each, with 2 minute intermission in between.

ARTICLE 2. Extension of Periods

A period shall be extended until a down, free from live ball fouls, has been played. When a penalty is accepted or offsetting fouls occur during a down in which time expires, the down will be repeated. No period shall end until the ball is dead and the referee declares the period ended. [S14]

ARTICLE 3. Timing Devices

Playing time and 25-Second-Clock shall be kept with a game clock that may be either a stop watch operated by an official or a game clock operated by an assistant under the direction of the appropriate official.

ARTICLE 4. When Clock Starts

When the game clock has been stopped by rule it shall be started when the ball is legally snapped. Exception: The game clock will start at the ready-for-play when it was stopped at referee's discretion.

ARTICLE 5. When Clock Stops

The game clock shall be stopped when each period ends, for a charged team timeout, for an injury timeout or at referee's discretion.

Within the last 2 minutes of each period the clock will stop when:

- a. To award a first down, also after a change of possession.
- b. To complete a penalty.
- c. A ball or runner goes out of bounds.
- d. A pass becomes incomplete.
- e. A score is made.
- f. A charged timeout is granted.

The game clock shall not run during a try within the last 2 minutes, during an extension of a period or during an extra period.

SECTION 3. Timeouts

ARTICLE 1. How Charged

The referee shall declare a timeout when he suspends play for any reason. Each timeout shall be charged to one of the teams or designated as an official timeout. [S3]

ARTICLE 2. Charged Team Timeouts

An official shall allow a charged team timeout when requested by any coach or inbound player when the ball is dead.

Each team is entitled to 2 charged team timeout during each half; they cannot be carried over to the next period.

ARTICLE 3. Injury Timeout

In the event of an injured player any official may charge an official timeout, provided the player for whom the timeout is taken is removed from the game for at least one down.

ARTICLE 4. Length of Timeouts

A charged team timeout shall not exceed 60 seconds, including 25 seconds after the ready for play.

Other timeouts shall be no longer than the referee deems necessary to fulfill the purpose for which they are declared.

ARTICLE 5. Referees Notification

The referee shall notify both teams 10 seconds before the ball is ready for play.

Unless a visual game clock is the official timepiece, the referee also shall inform all coaches when approximately 1 minute of playing time remain in each half.

RULE 4 Live Ball, Dead Ball**SECTION 1. Live Ball - Dead Ball****ARTICLE 1. Dead Ball Becomes Alive**

For the next down the ball shall be put in play at the spot midway between the side lines on the line where the ball was when it became dead, a penalty brings it or a new series will be awarded.

After a dead ball is ready for play, it becomes a live ball when it is legally snapped. A ball snapped before it is ready for play or is illegally snapped remains dead.

ARTICLE 2. Live Ball Becomes Dead

A live ball becomes dead (and an official shall sound his whistle) when:

- a. A live ball touching anything out of bounds.
- b. The ball or the runner goes out of bounds.
- c. Any part of the runner's body, except his hand or foot, touches the ground.
- d. A runner simulates placing his knee on the ground.
- e. A pass or fumble strikes the ground.
- f. A player becomes in possession of the ball with fewer than 2 flags or the flags are not positioned correctly and the player himself is responsible for it.
- g. A touchdown, touchback, safety or successful try occurs.
- h. A foul which makes the ball dead (kicking and delay of pass) occurs.

On an inadvertent whistle by an official, the ball becomes dead and the team in possession may choose to put the ball next in play where declared dead or replay the down.

RULE 5 Series of Downs

SECTION 1. A Series: Started, Broken, Renewed

ARTICLE 1. When to Award Series

A series of 4 consecutive scrimmage downs shall be awarded to the team that is next to put the ball in play by a snap at the begin of each period and after a score, safety, touchback or change of team possession. [S8]

A new series shall be awarded to the offense if:

- a. If an accepted penalty mandates a first down.
- b. A new series shall be awarded to the defense on her own 1 yard line if, after 4th down, the offense has failed to earn a first down.

A new series shall be awarded to the defense at the dead ball spot after an interception.

SECTION 2. Down and Possession after a Penalty

ARTICLE 1. Foul Before Change of Team Possession

If a penalty occurred during a down and before any change of team possession, the ball belongs to the offense and the down shall be repeated, unless the penalty also involves loss of a down or mandates a first down.

ARTICLE 2. Foul After Change of Team Possession

If a penalty is accepted for a foul incurred during a down after change of team possession, the ball belongs to the team in possession when the foul occurred. The next down shall be a first down.

ARTICLE 3. Penalty Declined

If a penalty is declined, the number of the next down shall be whatever it would have been if that foul had not occurred.

ARTICLE 4. Foul Between Downs

After a penalty incurred between downs, the number of the next down shall be the same as that established before the foul occurred, unless enforcement of the penalty mandates a first down.

ARTICLE 5. Fouls by Both Teams

If offsetting fouls occur during a down, that down shall be repeated.

RULE 6 Kicks

SECTION 1. Kicking

ARTICLE 1. Illegal Kicks

A player shall not kick a ball; this is illegal and a live ball foul that causes the ball to become dead. PENALTY - 5 yards, administer as dead ball foul [S19].

RULE 7 Snapping and Passing the Ball

SECTION 1. The Scrimmage

ARTICLE 1. Ball Ready for Play

No player shall put the ball in play before it is ready for play. [S1] PENALTY - 5 yards [S19].

The ball shall be put in play within 25 seconds after the referee has declared the ball ready for play. PENALTY - 5 yards [S21].

ARTICLE 2. Starting with a Snap

The ball shall be put in play by a legal snap in the middle between the side lines.

After the snapper touches the ball, the snapper may not lift the ball, move it forward or simulate the start.

Before the snap, the long axis of the ball must be at right angles to the scrimmage line.

A legal snap is handing or passing it backward from its position on the ground with a quick and continuous backward motion of the hand or hands and actually leaving the hand or hands in this motion.

The snap need not be between the snapper's legs.

PENALTY - 5 yards [S19].

ARTICLE 3. Offensive Team Requirements

There is no minimum number of players at the line of scrimmage.

- a. After the snapper touches the ball and before the ball is snapped all players must be inbounds and behind their scrimmage line.
- b. All players of the offensive team must come to an absolute stop and remain stationary in their positions for at least 1 full second before the ball is snapped or a motion starts.
- c. No offensive player shall make a false start or make a movement that simulates the beginning of a play.
- d. When the snap starts, one player may be in motion, but not in motion toward his opponent's goal line.
PENALTY - 5 yards [S19].
- e. The quarterback cannot run with the ball past the line of scrimmage, unless he has released the ball and it has been returned to him.
- f. When the ball is on or inside the 5-yard line going towards the opponent's end zone (no-running-zone), the offense must make a forward pass play. If the quarterback or runner get deflagged behind the scrimmage line before a forward pass play has happened, it is no penalty for a run play within the no-running-zone. PENALTY - 5 yards [S19].
- g. The quarterback has 5 seconds to throw the ball after receiving the snap. If this limit exceeded the ball becomes dead.
PENALTY - Loss of down at the scrimmage line [S21 + S9].

ARTICLE 4. Defensive Team Requirements

- a. After the snapper touches the ball and before the ball is snapped all players must be inbounds and behind their scrimmage line
- b. After the ball is declared ready for play no defense player may touch the ball.
- c. No player shall use words or signals that disconcert opponents when they are preparing to put the ball in play.
PENALTY - 5 yards [S18].

- d. At the snap, all blitzers must be 5 or more yards away from their scrimmage line. All other defensive players must stay behind their scrimmage line until the ball has been handed off, faked handed off or passed from the quarterback.
- e. A maximum of 2 blitzers can ask for the right of way. If more players raise their hand simultaneously, all of them are losing the right of way and it is an illegal signal. There is no need for them to rush, it is only a request for the right of way. On the other hand, there is no need for an ask to be allowed to rush without the right of way.
- f. A player who is less than 5 yards away from their scrimmage line cannot raise his hand to simulate being a blitzer.
PENALTY - 5 yards, spot of foul is the scrimmage line [S18].

ARTICLE 5. Handing the Ball

Offense may use multiple handoffs behind the line of scrimmage.

- a. No player may hand the ball to a teammate except an offense player who is behind his scrimmage line.
- b. No snapper may receive a forward handoff.
PENALTY - 5 yards, enforced from the basic spot [S19].

SECTION 2. Passes and Fumble

ARTICLE 1. Backward pass

A runner may pass the ball backward at any time, if he is behind his scrimmage line and there was no change of possession.

PENALTY - 5 yards, also loss of down if by offense before team possession changes, enforced from the basic spot [S35 + S9].

ARTICLE 2. Complete Pass or Fumble

Any pass caught by an eligible player touching the ground inbounds is completed and the ball continues in play unless completed in the opponent's end zone.

ARTICLE 3. Incomplete Pass or Fumble

Any pass or fumble is incomplete if the ball touches the ground when not firmly controlled by a player. It also is incomplete when a player leaves his feet and receives the pass but first lands on or outside a boundary line. [S10]

When a forward pass is incomplete, the ball belongs to the passing team at the previous scrimmage line, this is the dead ball spot.

When a backward pass or fumble is incomplete, the ball belongs to the passing team at the spot of the last possession, this is the dead ball spot.

ARTICLE 4. Illegal Touch

All inbound players (including the quarterback) are eligible to touch, bat or catch a pass or fumble. The quarterback is only allowed to catch a pass, if the ball has been touched by any other player before.

No offense player who goes out of bounds by himself during a down shall touch a pass inbounds or while airborne.

If an offense player is forced out of bounds and immediately returns to the field of play, he is still eligible.

PENALTY - Loss of down at the scrimmage line [S9].

SECTION 3. Forward Pass

ARTICLE 1. Legal Forward Pass

A player may make one forward pass during each scrimmage down before team possession changes, provided the pass is thrown from a point behind the scrimmage line.

ARTICLE 2. Illegal Forward Pass

A forward pass is illegal:

- a. If thrown by an offense player who is beyond the scrimmage line when he releases the ball.
- b. If thrown after a runner has gone beyond the scrimmage line.
- c. If it is the second forward pass by the offense during the same down.
- d. If thrown after team possession has changed during the down.

PENALTY - 5 yards, also loss of down if by offense before team possession changes, enforced from the basic spot [S35 + S9].

ARTICLE 3. Pass Interference

Pass interference rules apply only during a down in which a legal forward pass crosses the scrimmage line. Physical contact is required to establish interference.

Pass interference is contact that interferes with an opponent player when the ball is in the air. It is the responsibility of the defensive players to avoid the opponents.

It is not pass interference when 2 or more eligible players are making a simultaneous and bona fide attempt to touch, bat or catch the pass. Eligible players of either team have equal rights to the ball.

PENALTY - Offense pass interference: 10 yards from the previous scrimmage line and loss of down. [S33 + S9]

Defense pass interference: Automatic first down at the spot of foul. [S33 + S8] If the spot of foul is in the end zone of the defense, the ball will be spotted at the 2-yard line.

Note: Contact on a pass play before the pass has been thrown or if the pass does not cross the scrimmage line, is a contact foul (R 9-2-1).

RULE 8 Scoring

SECTION 1. Value of Scores

ARTICLE 1. Scoring Plays

The point value of scoring plays shall be: Touchdown - 6 Points [S5]

Successful Try from 5 yd - 1 Point [S5]

Successful Try from 11 yd (middle markers) - 2 Points [S5] Defense Touchdown on a Try - 2 Points [S5]

Safety - 2 Points (points awarded to opponent) [S6]

Safety on a Try - 1 Point (points awarded to opponent) [S6]

SECTION 2. Touchdown

ARTICLE 1. How Scored

A touchdown shall be scored when:

- a. The ball in possession of a runner advancing from the field of play penetrates the opponent's goal line (plane).
- b. A player catches a pass or fumble in the opponent's end zone.

SECTION 3. Try Down

ARTICLE 1. How Scored

- a. The points shall be scored according to the point values if the try results in what would be a touchdown or safety.
- b. If the defense scores a touchdown, after a change of possession, the value will be 2 points. If the offense scores a safety, after a change of possession, the value will be 1 point.

ARTICLE 2. Opportunity to Score

A try is an extra down with the opportunity for either team to score 1 or 2 points.

- a. The ball shall be put in play by the team that scored a 6-point touchdown. If a touchdown is scored during a down in which time expires, the try shall be attempted. The scoring team must decide if it will go for 1 or 2 points before the ready for play.
- b. The try, which is a scrimmage down, begins when the ball is ready for play.
- c. The snap will be midway between the side lines on the opponent's 5-yard (1 point) or 11-yard (2 points) line (middle markers).
- d. The try ends when either team scores or the ball is dead by rule.
- e. Penalties by will require repeating the try or results in a score or end the try.
- f. If the try will be repeated after a penalty, it is still worth the same value as before. No change of decision (1 or 2 points) will be made before the try ends.

ARTICLE 3. Next Play

After a try, the ball shall be put in play by the opponent on its own 1-yard line.

SECTION 4. Safety

ARTICLE 1. How Scored

It is a safety when:

- a. The ball becomes dead behind a goal line, except from an incomplete pass or fumble from outside the endzone, and the defending team of this goal line is responsible for the ball being there.
- b. An accepted penalty for a foul leaves the ball on or behind the offending team's goal line.

ARTICLE 2. Snap After a Safety

After a safety, the ball shall be put in play by the scoring team at its own 1-yard line.

SECTION 5. Touchback

ARTICLE 1. When Declared

It is a touchback when:

- a. The ball becomes dead behind a goal line, except from an incomplete pass or fumble from outside the end zone, and the attacking team of this goal line is responsible for the ball being there.
- A defense player intercepts a pass between his 5-meter line and the goal line and the original momentum carries him into the end zone.

ARTICLE 2. Snap After a Touchback After a touchback, the ball shall be put in play by the defending team at its own 1-yard line.

RULE 9 Conduct of Players

ARTICLE 1. Initiating Contact

- a. No player or coach shall contact an opponent or official.
- b. No player may step, jump or stand on another player.
- c. No player may hold another player.
- d. All players have the right of place. Opponents must avoid contact.
- e. The runner is in charge to avoid contact with the opponent players.
- f. All offense players have the right of way as long as the ball has been thrown or a runner crosses the scrimmage line. Defense players must avoid contact. When the ball is in the air all players have the right to play the ball, but not by targeting (playing through) the opponent.
- g. All eligible blitzers with legal signal have the right of way and offense players must avoid contact.

Note: If there is no contact, it still could be a block by the offense player.

PENALTY - 10 yards, enforced from the basic spot [S38].

ARTICLE 2. Targeting an Opponent

- a. Even with the right of way no player shall target an opponent and contact him.
- b. No player shall try to attack a ball in possession or take away the ball from the runner.

PENALTY - 10 yards, enforced from the basic spot [S38].

ARTICLE 3. Game Interference

- a. No substitute or coach may interfere in any way with the ball, a player or an official while the ball is in play.

PENALTY - 10 yards, enforced from the basic spot [S38].

SECTION 2. Noncontact Fouls

ARTICLE 1. Unsportsmanlike Acts

- a. Use of abusive, threatening or obscene language or gestures, or engage in such acts that provoke ill will or are demeaning.
- b. If a player is neither returning the ball to the next spot nor leaving it near the dead ball spot.

PENALTY - 10 yards, enforced from the basic spot [S27].

ARTICLE 2. Unfair Acts

- a. No player shall block an opponent.
PENALTY - 5 yards, enforced from the basic spot [S43].
- b. No runner shall jump or dive.
PENALTY - 5 yards, also loss of down if by offense before team possession changes, enforced from the spot of foul [S51].
- c. No runner shall commit flag guarding.

PENALTY - 5 yards, also loss of down if by offense before team possession changes, enforced from the spot of foul [S52].

- d. No player shall pull a flag from an opponent other than the runner or an opponent who fakes to be the runner.

PENALTY - 5 yards, enforced from the basic spot [S52].

- e. No player shall kick a pass. This foul does not change the status of the pass.

PENALTY - 5 yards, enforced from the basic spot [S19].

- f. Participation by 5 or more players is illegal participation.

PENALTY - 5 yards, spot of foul is the scrimmage line, enforced from the basic spot [S28].

- g. Coaches and substitutes may not be outside the team area during a down. PENALTY - 5 yards, spot of foul is the scrimmage line [S27].

- h. No player wearing illegal equipment or missing mandatory equipment shall be permitted to play. A player with a bleeding wound must leave the field. Players must leave the field immediately after ordered to do so by an official.

VIOLATION - Charged timeout [S3]. Penalty – 5 Yards, if no timeout left [S21].

SECTION 3. Substitutions

ARTICLE 1. Substitution Procedures

- a. Any number of legal substitutes for the offense team may enter the game for replacing a player after the ball is dead and before the snapper touches the ball.
- b. Any number of legal substitutes for the defense team may enter the game for replacing a player after the ball is dead and before the ball is snapped. PENALTY - 5 yards, spot of foul is the scrimmage line [S19].

RULE 10 Penalty Enforcement

SECTION 1. General

ARTICLE 1. Flagrant Fouls

A flagrant foul is a foul which endangers a player to injury and requires disqualification. [S47]

ARTICLE 2. Unfair Tactics

If a team refuses to play or repeatedly commits fouls that can be penalized only by halving the distance or commit an obviously unfair act not specifically covered by the rules, the referee may take any action he considers equitable, including assessing a penalty, disqualify a player or coach, awarding a score, or suspending or forfeiting the game.

SECTION 2. Penalties Completed

ARTICLE 1. How and When Completed

A penalty is completed when it is accepted, declined or cancelled. Any penalty may be declined by a team captain or coach, but a disqualified player must leave the game.

When a foul is committed, the penalty shall be completed before the ball is declared ready for play.

Only team captains and coaches may ask the referee questions about rule clarification.

ARTICLE 2. Simultaneous With Snap

A foul that occurs simultaneously with a snap is considered as occurring during that down, the spot of foul is the scrimmage line.

ARTICLE 3. Live Ball Fouls by the Same Team

When 2 or more live ball fouls by the same team are reported to the referee, the referee shall explain the alternative penalties to the field captain of the offended team, who then may elect only one of these penalties.

ARTICLE 4. Offsetting Fouls

a. If live ball fouls by both teams are reported to the referee, the fouls offset and the down is replayed.

Exceptions:

- When there is a change of team possession during a down, and the team last gaining possession had not fouled before last gaining possession, it may decline offsetting fouls and thereby retain possession after completion of the penalty for its foul.
- When a live ball foul is administered as a dead ball foul, it does not offset and is enforced in order of occurrence.

b. When there is a change of team possession during a down, and the team last gaining possession had fouled before last gaining possession, the foul offset the play and the down is replayed.

ARTICLE 5. Dead ball Fouls

Penalties for dead ball fouls are administered separately and in order of occurrence.

ARTICLE 6. Interval Fouls

Penalties for fouls that occur between the periods are enforced from the spot of the next series.

SECTION 3. Enforcement Procedures

ARTICLE 1. Basic Spot

The basic spot is the scrimmage line. Exceptions:

1. For offense fouls behind the scrimmage line, the basic spot is the spot of the foul.
2. For defense fouls when the dead ball spot is beyond the scrimmage line, the basic spot is the dead ball spot.
3. For fouls after a change of possession the basic spot will be the dead ball spot. Only if the foul is on the last related run from the team ending with possession and behind the dead ball spot, the basic spot is the spot of foul.

ARTICLE 2. Procedures

The enforcement spot for live ball fouls is the previous scrimmage line if not otherwise mentioned in the penalty. The enforcement spot for dead ball fouls is the next scrimmage line. Dead ball fouls by both teams offset and the down counts.

Fouls during or after a touchdown or try:

1. Fouls with 10-yard penalty by the no scoring team during a touchdown, enforced on the try. Other fouls are declined by rule.
2. Fouls after a touchdown and before the ball is ready for play on the try, enforced on the try.
3. Fouls with 10-yard penalty by the no scoring team during a try, enforced on the next snap. Other fouls are declined by rule.

ARTICLE 3. Half-Distance Enforcement

No distance penalty, including tries, shall exceed half the distance from the enforcement spot to the offending team's goal line.

Philosophy of Enforcement

Technical fouls are enforced from the scrimmage line. Illegal snap, delay of game (the ball remains dead). Delay of pass, illegal touch, encroachment, false start, illegal motion, illegal run play, offside, disconcerting signals, illegal blitz, illegal blitzer signal, side line interference, illegal substitution.

Fouls of the runner are spot fouls and includes a loss of down.

Illegal (forward and backward) pass, jumping, diving, flag guarding

An illegal kick by the runner makes the ball dead and the penalty is enforced as dead ball foul.

Fouls during the play will be enforced from the basic spot.

Illegal handoff, blocking, illegal flag pull, kicking a pass, illegal contact, targeting, game interference, illegal participation, unsportsmanlike.

The basic spot is a 2 & 1 principle of the worst spot. For offense fouls it means worst choice between scrimmage line and spot of foul. For defense fouls it means the worst choice between dead ball spot and scrimmage line.

Live ball fouls by both teams during the play will offset and the down will be replayed.

Exception: The team last in possession can decline offsetting penalties and keep the ball if it has not fouled before getting the ball. The foul of the team last in possession will be enforced. ("clean hands principle")

Fouls after a change of possession will be enforced from the dead ball spot. The worst spot principle between spot of foul and dead ball spot will be used only on the last run.

Offense pass interference is enforced from the scrimmage line and includes a loss of down. Defense pass interference is a spot foul and includes an automatic first down.

RULE 11 The Officials Duties**SECTION 1. General Duties****ARTICLE 1. Jurisdiction of Officials**

The officials jurisdiction begins one hour before the game starts and ends when the referee declares the score final. [S14]

ARTICLE 2. Number of Officials

The game shall be played under the supervision of 2 (R and FJ) or 3 (R, FJ and LM) officials

ARTICLE 3. Responsibilities

- a. Each official is responsible for knowing the number of the down, granting timeouts, declaring the ball dead, determining scores, determining fouls, using proper signals and mastering playing rules.
- b. All officials are responsible for decisions involving the application of a rule, its interpretation or enforcement.
- c. Each official shall drop a marker and record each foul he observes.
- d. Each official has specific duties prescribed in the Beach Football Officials Manual but has equal responsibility and jurisdiction in matters of judgment.
- e. All officials shall wear a uniform and equipment prescribed in the Beach Football Officials Manual.

ARTICLE 4. Equipment

Officials shall wear a uniform prescribed in the current Beach Football Officials Manual, and if currently not existing as prescribed in the current Flag Football Manual. A prescribed uniform also includes: a whistle, a marker to designate fouls, a marker to record important field locations, a game card for recording fouls and a down recorder.

Summary of Penalties

LEGEND: "O" refers to officials signal number; "R-S-A" is the rule with section and article number, E refers to the enforcement spot

AUTOMATIC FIRST DOWN (AFD)	O	R-S-A	E
Defense pass interference (at the spot of foul)	33	7-3-3	SF
LOSS OF A DOWN (LOD)			
Delay of pass	21	7-1-3	SL
Illegal touch	9	7-2-4	SL
Illegal backward pass [also 5 yards]	35	7-2-1	SF
Illegal forward pass [also 5 yards]	35	7-3-2	SF
Jumping or Diving [also 5 yards]	51	9-2-2	SF
Flag guarding [also 5 yards]	52	9-2-2	SF
Offense pass interference [also 10 yards]	33	7-3-3	SL
LOSS OF 5 YARDS			
Illegal kick by runner	19	6-1-1	DB
Illegal snap	19	7-1-1	DB
Delay of game	21	7-1-1	DB
Illegal snap	19	7-1-2	DB
Encroachment	19	7-1-3	SL
False start	19	7-1-3	SL
Illegal motion	19	7-1-3	SL
Illegal run play	19	7-1-3	SL
Offside	18	7-1-4	SL
Disconcerting signals	18	7-1-4	SL
Illegal blitz	18	7-1-4	SL
Illegal blitzer signal	18	7-1-4	SL
Illegal handoff	19	7-1-5	BS
Illegal backward pass [also LOD]	35	7-2-1	SF
Illegal forward pass [also LOD]	35	7-3-2	SF
Blocking	43	9-2-2	BS
Jumping or Diving [also LOD]	51	9-2-2	SF
Flag guarding [also LOD]	52	9-2-2	SF
Illegal Flag pull	52	9-2-2	BS



Illegal kicking a pass	19	9-2-2	BS
Illegal participation	28	9-2-2	BS
Side line interference	27	9-2-2	SL
Illegal Substitution	19	9-3-1	SL
LOSS OF 10 YARDS			
Offense Pass interference [also LOD]	33	7-3-3	SL
Illegal contact	38	9-1-1	BS
Targeting	38	9-1-2	BS
Game interference	38	9-1-3	BS
Unsportsmanlike	27	9-2-1	BS
CHARGED TIMEOUT			
Player with wearing illegal equipment not leaving field	3	9-3-2	DB
Player with missing mandatory equipment not leaving field	3	9-3-2	DB
Player with bleeding wound not leaving field	3	9-3-2	DB
LOSS OF HALF DISTANCE			
If distance penalty exceeds half the distance to the goal line	-	10-2-3	-

Officials signals

<p>S 1</p> <p>Ball ready for play</p>	<p>S 3</p> <p>Timeout</p>	<p>S 5</p> <p>Touchdown</p>	<p>S 6</p> <p>Safety</p>
<p>S 8</p> <p>First Down</p>	<p>S 9</p> <p>Loss of down</p>	<p>S 10</p> <p>Incomplete pass</p>	<p>S 14</p> <p>End of period</p>
<p>S 18</p> <p>Offside Defense Illegal Blitz</p>	<p>S 19</p> <p>False start Illegal procedure</p>	<p>S 21</p> <p>Delay of game Delay of pass</p>	<p>S 27</p> <p>Unsportsmanlike conduct</p>
<p>S 28</p> <p>Illegal participation</p>	<p>S 33</p> <p>Pass Interference</p>	<p>S 35</p> <p>Illegal forward pass Illegal backward pass</p>	<p>S 38</p> <p>Illegal contact</p>
<p>S 43</p> <p>Illegal block</p>	<p>S 47</p> <p>Disqualification</p>	<p>S 51</p> <p>Jumping Diving</p>	<p>S 52</p> <p>Flag guarding Illegal Flag pull</p>

Interpretations

A rule interpretation, or approved ruling (AR), is an official decision on a given statement of facts. It serves to illustrate the spirit and application of the rule. This section will be available within short.