

Saint John Men's Touch Football League (www.sjmtfl.com)
RULES TO NOTE WHILE OFFICIATING (Version 1)

REFEREES:

- No alcohol allowed on the field during games and all referees are to have a whistle.
- The Middle Refs are the Head Officials of the game.
- Home Team supplies the bean bags & tee and records the stats. Winning team calls in the stats to the paper and radio.
- First and Third Quarters – 20 minutes straight time.
- Second and Fourth Quarters – at 14 minutes call 3 minutes to 5 plays. At 17 minutes – 5 plays.
- Clock stops for team time outs, official's time outs, injuries, after a delay of game penalty and after a safety. (Rule 6.3)
- Each team allowed one 60 second Time Out per Half including any Overtime Half and one 20 second Time Out which can be used any time during a game including any Overtime Game.
- Inadvertent whistle – referee gives the team that was adversely affected the option to replay the down or let it stand. If the referee cannot decide which team was inadvertently affected, the down is replayed. (Rule 9.7)
- The Offensive team must huddle after any time out, change of ends or change of possession. (Rule 2.1)
- The following involves being Ejected from the game plus subject to the Committee. The Player name(s) will be noted on the score sheet and Ken Lawrence will be notified:
 - Verbal Abuse towards a referee or player – Objectionable Conduct – 10 yard penalty – 1st occurrence will be a Warning and the 2nd time will be an ejection from the game.
 - Players engaged in a struggle – Personal Foul – 15 yard penalty.
 - Player throws a punch/kick – Major Foul – 25 yard penalty & one FULL year suspension.
- Time count violation/Illegal procedure/offside/extending the ball – 5 yard penalty.
- Center Official behind the line of scrimmage should watch for blocking the rusher and tags on the QB.
- Center Official forward of the line of scrimmage should watch for Offensive or Defensive interferences.
- Sideline Officials – one watches for Offensive offside and the other for Defensive offside then both watch for any interferences.
- NOTE – any official can call any tag or infraction which they are witness to. If there are differing calls the nearest official to the infraction should have precedence.
- No Referees intimating other Refs.
- There is no waiting period if a team does not have seven players at the designated starting time. The game will begin if both teams have a minimum of 5 players present. If either team does not have a minimum of five players, the game will be forfeited. (Rule 9.2)

KICK OFF:

- Kick Off – Ball does not have to go a minimum distance for the receiving team, however the ball must go at least 20 yards before kicking team can down the ball. (Rule 1.4)
- Kick Off is still live if muffed in a forward direction.
- Kick Off Out of Bounds – 5 yard penalty and re-kick, or offensive may scrimmage where ball went out. (Rule 1.6)
- Kick Off hits goal post in flight – Offense scrimmages from their 25 yard line. (Rule 10.1.a)

PUNTS:

- No Yards Penalty – 10 yards from where ball was first touched. (Rule 5.3)
- Punts – if muffed forward, dead once hits ground.
- Deflected Punts – (ball travels forward of the punter) – will be considered as not having been touched - no yard rule still applies. (Rule 5.6)
- Blocked Punt – (ball travels back towards the punter) – live to punting team and blocker until it hits the ground. - if hits ground, scrimmage from where tipped. (Rule 5.5)

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PASSES:

- Deliberate grounding – ball spotted back where released. (Rule 3.9)
- Control of the ball – firm enough grip to stop rotation and exhibit influence over its direction.
- Simultaneous Possession – Simultaneous catch by offense and defense goes to the offense. (Rule 3.4)
- Ball is considered dead if touched by an official. (Rule 3.8)
- Pass Interference occurs if a player takes away an opponents positional advantage. (Rule 7.1)
- Illegal use of the hands or arms to impede or redirect an opponent or using the goal post – 10 yard penalty. (Rule 11)
- Impeding the path of an opponent – Obstruction – 10 yard penalty. (Rule 11)
- Interception in the end zone and not ran out – Ball comes out to the 10 yard line. (Rule 3.10)
- Target Zone Interference – Pass Interference and ball was catchable – ball spotted at point of interference or 10 yard advance from line of scrimmage, automatic first down. (Rule 7.5)
- Remote Zone Interference – Pass Interference away from the ball or ball not catchable – 10 yard penalty. (Rule 7.5)
- Tipped Ball – if ball is tipped forward and caught by a teammate, considered a forward pass and ball placed where tipped.
- Receiver only requires one foot in bounds after catching the ball unless pushed out of bounds by defender. (Rule 3.3); However, the ball must be caught before any part of the receiver goes out of bounds. (Rule 3.2)

TAGS:

- Player is considered touched when deliberately touched by an opponent while bobbling the ball (Rule 3.5) or jumped over by opponent while on the ground (Rule 10.6) or makes no attempt to get up after falling.
- Rough tag or tag above the shoulders (unless caused so by the carrier) – 15 yard penalty
- Incidental head touch – 5 yard penalty.
- Tripping – Major Foul – 25 yard penalty. (Reg 11)

SCORING:

- Rouge – Awarded if ball is ruled dead or goes out of bounds in the end zone during a Punt. For a Kick Off, it must land in the field of play or in the end zone prior to going out of bounds. (Rule 4.8)
- After a rouge (1 point) – Team scored against scrimmages from their own 35 yard line. (Rule 4.9)
- After a safety (2 points) – Scoring team's option – scrimmage from their own 35 yard line
- opponents kick to them from their 35 yard line (Rule 4.7)

RUSHER:

- Entire body must be 5 yards from the line of scrimmage at the instant the ball is snapped or any time thereafter.
- Any defensive player is considered a rusher provided they are within 5 yards of the point of scrimmage, lining up within five yards of either side of the center's feet and they are not directly in front of the center or his feet. Otherwise there is a loss in rusher privileges. (Rule 2.4)
- The rusher will be permitted to change sides, prior to the snap, and maintain rushing privileges, when the quarterback rolls out before the ball is snapped. (Rule 2.5)
- Blocking the rusher – Obstruction – 10 yard penalty. (Reg 2.4)
- A player cannot line up within 3 yards of the center if planning to take a stationary position – 5 yard penalty. (Rule 2.6)