

2019 Flag Football



2019 Flag Football

Officials Awards

2019 Flag Football

- 2017 -18 NIRSA Flag Football Rules
- fhsaa.arbitersports.com
- <https://fhsaa.arbitersports.com/front/103524/Site/Area/Flag%20Football>



Officials Central Hub

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[Association Clinics](#)

Welcome to FHSAA Central Hub!

7/16/2018

Registration for the 2018-19 season is now open. To complete your registration for the 18-19 season you can either click the "Registration" tab above or click here, 2018-2019 FHSAA Officials Registration. Online registration is required for all FHSAA officials for the 2018-2019 season. The cost of registration is \$48 for the first sport and \$27 for each subsequent sport and student officials are \$10.

****It is highly recommended that you use [Google Chrome](#) or [Firefox](#) as your web browser to complete the registration process.**

Any questions about registration can be emailed to officials@fhsaa.org.

[More >](#)

State Series Pass

7/16/2018

****NEW-** State Series Pass can now be purchased through Arbiter at the same time as you register for the upcoming sports season.

Become an Official

3/31/2018

Want to become an official? Click here today for step-by-step instructions on how to get started. You will also find a directory there where you can view a map of Florida to see which association(s) are closest to you and which counties they service.

Smitty Official's Apparel

3/30/2018

Flag Football

[Flag Football Rules](#)

Referee Articles

[6 Assigner Dos and Don'ts](#)

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[What Coaches and Referees Actually Agree Upon](#)

[30 Basics of Officiating](#)

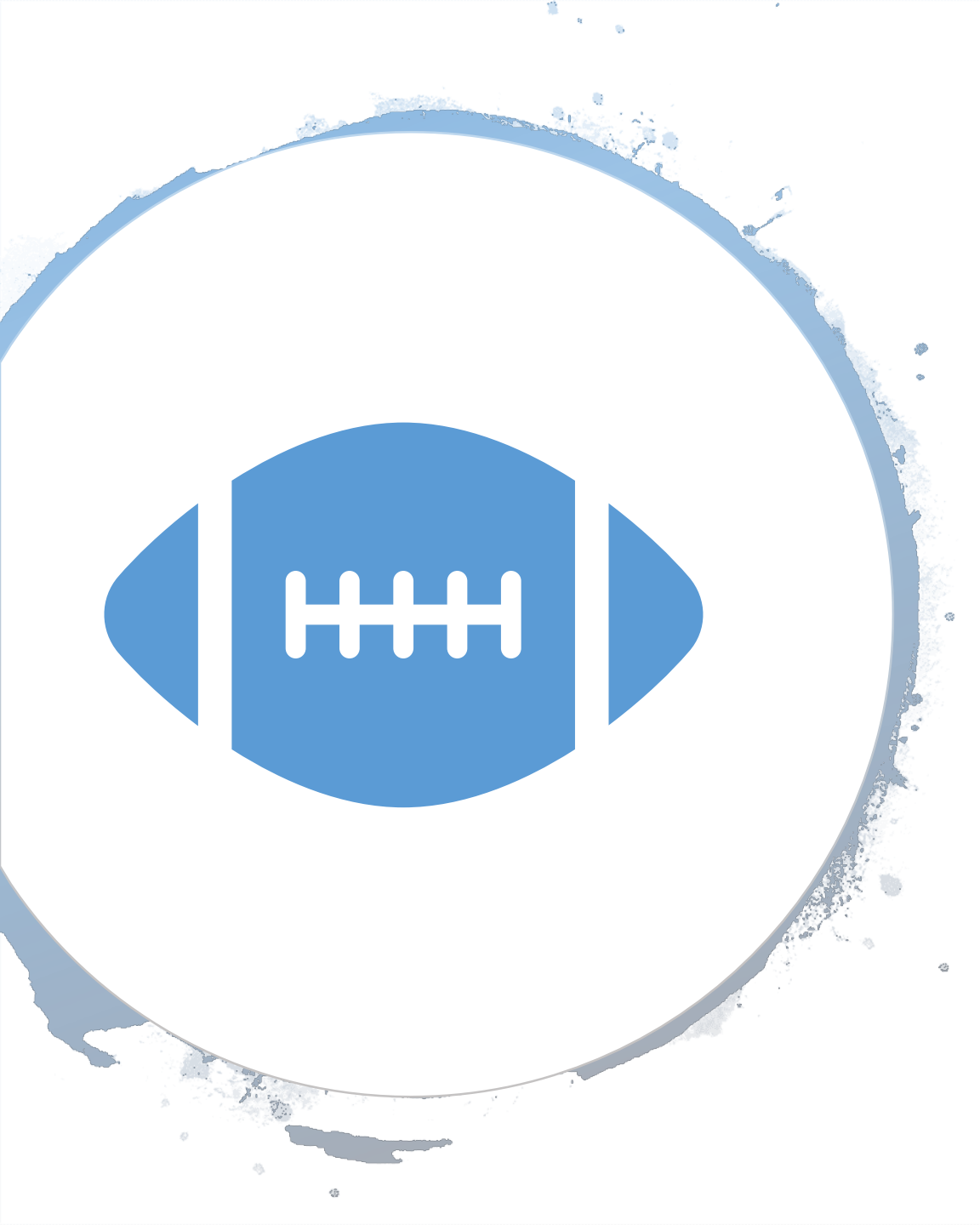
[Rules Test Tips for Takers and Givers](#)

2019 Flag Football Important Dates

- **Registration Deadline – February 22, 2019**
- **Online Rules Exam Deadline – March 1, 2019**
<http://fhsaa.arbitersports.com>
Passing Score “75”
Must pass to work games
- **On Field Training – February 23, 2019**
- **St. Petersburg High School 9am to 2pm**
- **Season – March 4 – April 20, 2019**
- **District Tournament – April 22 – 27, 2019**

2019 Flag Football Important Dates

- **Reginal Tournament**
- **May 2nd and 7th**
- **State Tournament**
- **May 11th**



2019 Flag Football

- FHSAA Policies

2019 Flag Football

- FHSAA Policies
 - Flag Football Dress
 - Collared 1" or 2" black and white striped shirt
FHSAA shield embroidered above left chest
pocket. American Flag with white border
applied on left sleeve. 1" or 2" striped shirts are
allowed provided the entire crew is dressed
alike.

2019 Flag Football

- FHSAA Policies
 - Flag Football Dress code
 - Collared 1" or 2" black and white striped shirt FHSAA shield embroidered above left chest pocket. American Flag with white border applied on left sleeve. 1" or 2" striped shirts are allowed provided the entire crew is dressed alike.
 - Black pants or shorts

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 - Black pants or shorts
 - Black socks
 - Solid black football shoes
 - Black baseball cap with white piping
 - Additional essential equipment includes a plastic whistle, penalty marker, blue or white bean bag to mark non penalty spots (crew should be consistent for uniformity), game card, pencil and rubber bands or some device to keep track of the down number. The penalty marker shall be a light gold flag (15" x 15") with a middle pouch weighted with sand, beans, etc.

2019 Flag Football Districts

Class 1A - DISTRICT 8 (10 schools)

Boca Ciega
Clearwater
Dixie Hollins
Dunedin
Gibbs
Lakewood
Largo
Northeast
Osceola
Tarpon Springs

Class 2A - DISTRICT 8 (10 schools)

Braden River
Countryside
East Lake
Lakewood Ranch
Manatee
Palm Harbor University
Palmetto
Pinellas Park
Seminole
St. Petersburg

2017- 18 Flag Football Rule Changes

CO-REC Rules do not apply

1-1-2

Men's or Women's Games. The game shall be played between 2 teams of 7 players each. Four players are required to start the game and avoid a forfeit. The game may be continued with fewer than 4 players as long as the team has a chance to win.

1-6-1M

Illegal Equipment. Hand warmers worn around the waist (flag only).

2-2-1 Batting.

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

2-25 Spots.

Section added to clarify types of spots.

3-2-3D Extension of Periods.

NOTE: The Try shall always be attempted as part of the same period as the touchdown it follows.

3-6-1 Illegally Conserving or Consuming Time.

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

4-1-2P Ball Declared Dead.

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

6-1-2 Punt. EXCEPTION:

If (a) an A or B time-out is called, (b) the period ends, (c) a foul occurs, or (d) an inadvertent whistle is blown anytime prior to or during this down after the A captain's decision that results in the kicking team having the right to repeat the down again, the Referee must ask the A captain whether or not he/she wants to punt and communicate this decision to the B captain (S43).

6-1-6 Formation and Snap.

If the ball hits an R player beyond R's scrimmage line and is then caught by K beyond R's scrimmage line, the ball is dead, belongs to K, and a new series begins for K.

7-3-4 Direct Snap.

The point at which the ball is first touched is the determining factor.

7-10-1 Interference.

Contact is required for pass interference to be called.

9-4-2 Guarding the Flag Belt.

A runner shall not flag guard by using his/her hands, arms, or the ball to cause contact between the runner and an opponent that denies the opponent the opportunity to pull or remove the flag belt.

Officials Manual Changes

Editor's Note: The *Officials' Manual* was reorganized and edited for clarity.

Although much of the information is the same, many topics have been relocated into other parts of the manual. There are now 7 parts of the manual: Officiating Basics (I), Game Administration (II), Officiating Responsibilities (III), Communication (IV), 3-Person Mechanics (V), 4-Person Mechanics (VI), and Code of Official Football Signals (VII). The part dedicated to 2-Person Mechanics has been eliminated.

GAME ADMINISTRATION

II-2 Coin Toss.

The R can either catch the coin or let it fall to the ground; however, both teams should know the procedure prior to the flip.

II-7-3 Reporting the Foul to the R.

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

GAME ADMINISTRATION (continued)

II-7-4 Determining Options with Coaches and Captains.

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

3-PERSON MECHANICS

V-1-1G BJ Initial Positioning.

Start approximately 20 yards beyond the A scrimmage line, always deeper than the deepest defensive back.

V-1-7B R Reverse Goal Line Mechanics.

If the offensive formation forces your initial 7×7 position to be on or inside the goal line, start on the goal line and be wider than usual to keep an appropriate angle.

V-1-7C/D/E Reverse Goal Line Mechanics.

Utilize reverse mechanics when the ball is snapped on or inside A's 10 yard line.

3-PERSON MECHANICS (continued)

V-2-1D BJ Punt Mechanics.

Start approximately 3 yards behind the deepest receiver and at least 10 yards wide of the nearest receiver. If the deepest receiver lines up on or inside R's 10 yard line, stand on the goal line and be wider than usual to keep an appropriate angle.

4-PERSON MECHANICS

VI-1-1I BJ Initial Positioning.

Start approximately 20 yards beyond the A scrimmage line, always deeper than the deepest defensive back.

VI-1-2D LJ Initial Keys.

Initial keys for the LJ include the snapper and blockers lined up in the immediate vicinity of the snapper.

VI-1-2F BJ Initial Keys.

Initial keys for the BJ are all wide receivers on the LJ side of the snapper.

4-PERSON MECHANICS (continued)

VI-1-4B LJ Line-to-Gain Coverage on 3rd and 4th Down.

If your normal coverage of the play takes you to the line-to-gain, stop there.

VI-1-4C FJ Line-to-Gain Coverage on 3rd and 4th Down.

If the ball is snapped 14 yards or less from the line-to-gain, your initial position is the line-to-gain.

VI-1-4D FJ Line-to-Gain Coverage on 3rd and 4th Down.

If the ball is snapped more than 14 yards from the line-to-gain, your initial position remains the same as standard scrimmage plays. If your normal coverage of the play takes you to the line-to-gain, stop there.

4-PERSON MECHANICS (continued)

VI-1-5B LJ Goal Line and Try Coverage.

If the ball is snapped 5 yards or less from the B goal line, hustle to the goal line immediately following the snap.

VI-1-5C FJ Goal Line and Try Coverage.

If the ball is snapped on or inside B's 14 yard line, your initial position is the goal line.

VI-1-5D FJ Goal Line and Try Coverage.

If the ball is snapped more than 14 yards from the goal line, your initial position remains the same as standard scrimmage plays.

Once your
normal coverage of the play takes you to the goal line, stop there.

VI-1-5E BJ Goal Line and Try Coverage.

If the ball is snapped on or inside B's 14 yard line, your initial position is the end line.

4-PERSON MECHANICS (continued)

VI-1-7B R Reverse Goal Line Mechanics.

If the offensive formation forces your initial 7×7 position to be on or inside the goal line, start on the goal line and be wider than usual to keep an appropriate angle.

VI-1-7C/D/E/F Reverse Goal Line Mechanics.

Utilize reverse mechanics when the ball is snapped on or inside A's 10 yard line.

4-PERSON MECHANICS (continued)

VI-2-1D FJ Punt Mechanics.

Take an initial position on your sideline approximately 5 yards ahead of the deepest receiver.

VI-2-1E BJ Punt Mechanics.

Start approximately 3 yards behind the deepest receiver and at least 8 yards wide of the nearest receiver. If the deepest receiver lines up on or inside R's 10 yard line, stand on the goal line and be wider than usual to keep an appropriate angle.

IF IN DOUBT

The “If in Doubts” have been developed to provide guidance on the desired course of action when an official may be unsure. Generally, these guidelines recommend not calling a foul in questionable situations, allowing play to continue instead of blowing the play dead, and giving the team the benefit of more favorable field position when it is difficult to determine where the ball is to be spotted. Please take some time to learn and understand how to apply each of the “If in Doubts” in game situations when it becomes necessary. Their importance is stressed by being placed in the front of the NIRSA Rules Book.

1. *If in doubt, continue the game. (Rule 1)*
2. *If in doubt, consider the safety of all participants to be paramount to the game. (Rule 1, 3)*
3. *If in doubt, it is a catch. (Rule 2)*
4. *If in doubt, it is not a foul. (Rule 2)*
5. *If in doubt, apply conserving/consuming time. (Rule 3)*
6. *If in doubt, a snap close to the ground remains live. (Rule 4)*
7. *If in doubt, the flag belt has been pulled. (Rule 4)*
8. *If in doubt, the ball is released. (Rule 4)*
9. *If in doubt, the out-of-bounds punt is short of the zone line-to-gain. (Rule 5)*
10. *If in doubt, the A player 1st touched the snap 2 yards behind A's scrimmage line. (Rule 7)*
11. *If in doubt, the pass is backward. (Rule 7)*
12. *If in doubt, the passer is behind the A scrimmage line. (Rule 7)*
13. *If in doubt, the pass is legal. (Rule 7)*
14. *If in doubt, it is a touchback. (Rule 8)*
15. *If in doubt, the out-of-bounds punt near the goal line is a touchback. (Rule 8)*

PER FHSAA POLICY

**Mouth Pieces are required
equipment**

INCLEMENT WEATHER AND SUSPENDED CONTESTS

INCLEMENT WEATHER AND SUSPENDED CONTESTS

Storms. If a thunderstorm or electrical storm occurs in the area prior to the start of or during any outdoor contest, the officials must immediately contact the principal or his/her designee of each school involved in the contest to determine if the contest should be played as scheduled, delayed, suspended or postponed. If the principal or his/her designee of either of the schools involved requests that the contest be interrupted or postponed, with the exception of FHSAA State Championship Series events, the officials must immediately honor such request. If the principal or his/her designee of only one of the competing schools is available, with the exception of FHSAA State Championship Series events, his/her request must be honored. The FHSAA administrative staff, State Finals host and officials shall manage any inclement weather situations at FHSAA State Finals events.

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Safety is Paramount. The safety and welfare of all concerned is of paramount importance. In no case may an official deny a request by a principal or his/her designee to delay, suspend or postpone an outdoor contest due to inclement weather or imply that the contest will be forfeited as a result of such a request.

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Suspended Contests. A suspended contest shall be resumed from the point of interruption, unless National or FHSAA Bylaws and/or Policies determine that the contest is a completed contest based on where the contest is at the point of interruption.

THOR GUARD LIGHTNING PREDICTION & WARNING SYSTEMS

For: Sunshine Football Officials Association

Pinellas County Schools Thor Guard Website: <http://pcsb.thormobile1.net>

THOR GUARD REGIONAL MANAGER

**Hunter Ross
(813) 784-4865**

Hunterross@verizon.net

2018

Thor Guard is designed to detect and most importantly **PREDICT** lightning by measuring the static electricity in the atmosphere and monitoring how much energy is building and changing **BEFORE** lightning occurs. All other lightning systems or methods can only detect lightning and warn you **AFTER** lightning has struck nearby.

Lightning detection systems and their networks leave you vulnerable to late warning of first strikes and waiting 30 minutes after the last strike. *Since every thunderstorm is unique*, only a Thor Guard Lightning Prediction System can alert decision makers to danger before it occurs.

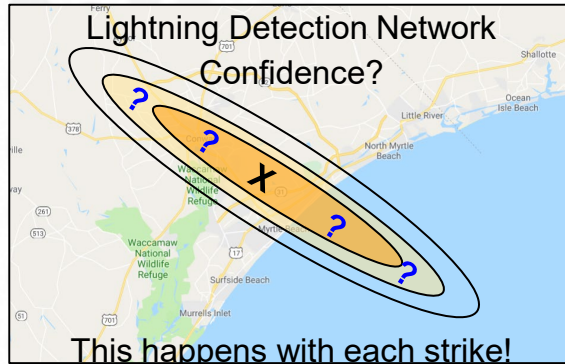
You can't control the lightning, but you can control how **PROACTIVE** you are when everyone's safety is in your hands. Don't be reactive like a detection system because...

EVERY THUNDERSTORM HAS A FIRST STRIKE!



DETECTION VS. PREDICTION

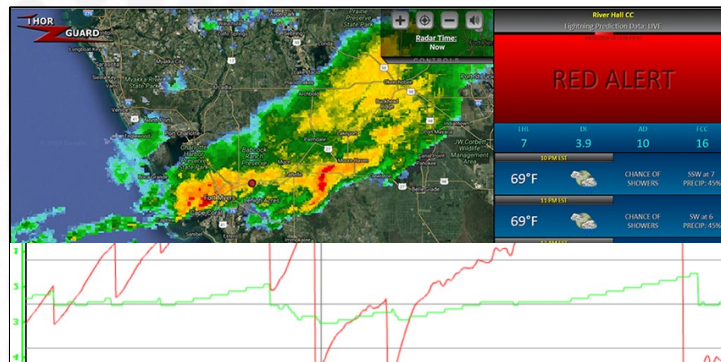
DETECTION DANGERS



Lightning Detection Networks require multiple sensors reporting data as fast as possible to servers not at your location to triangulate the data, *re-sell the data* and then tell you where the lightning was AFTER it has already struck.

But the problems that cell phone networks have are very similar to the problems that lightning detection networks have. Dropping calls or showing you in the wrong location is a result of the connection having an issue or one of the towers not picking you up. In the case of detection networking, the confidence ellipse (left) that estimates the location of a lightning strike can become huge when the slightest issue occurs.

This means the network thinks that lightning struck in that area, but isn't 100% sure, so the center of that huge area is determined to be the location of the strike. What if it's wrong and the strike wasn't 1 mile away, but was really at one of the question marks 5 to 10 miles away or more?! Then you are stopping your outdoor activities based on a guess.



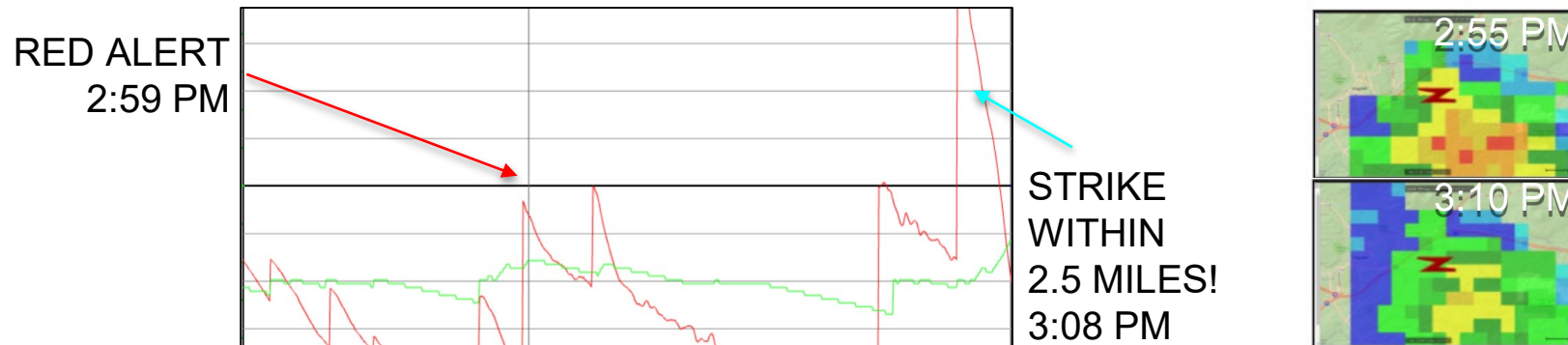
PREDICTION POSITIVES

Our Lightning Prediction Systems take out the guesswork by doing all of the millisecond calculations at each system's site. Then we display this extremely valuable information *only to you* in an easy to understand display increasing confidence for those making the decision to keep everyone safe.

TYPICAL LIGHTNING SCENARIOS

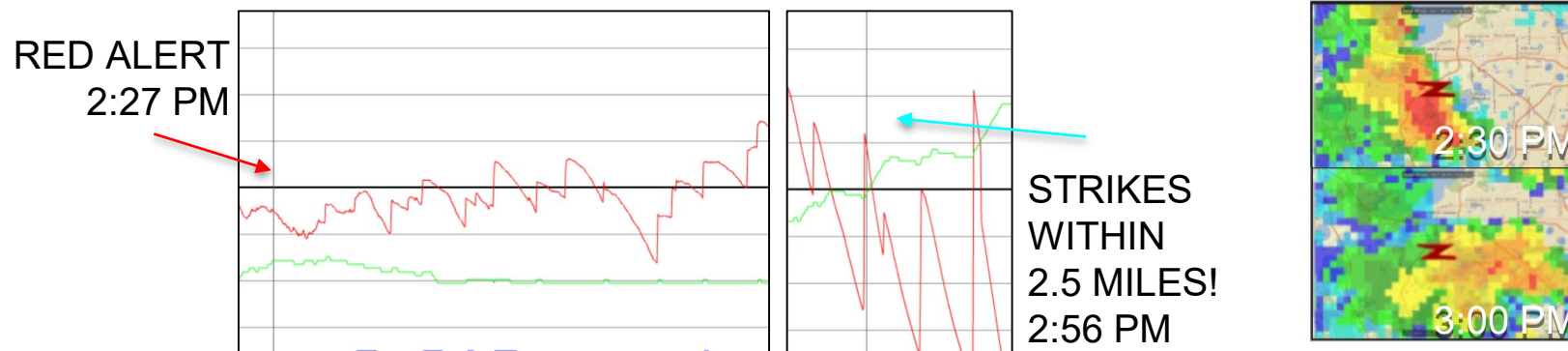
 Warning <u>BEFORE</u> Lightning Strikes Within 2.5 Miles Of Your Area	 Warning <u>AFTER</u> Lightning Strikes Within 2.5 Miles Of Your Area	Thor Guard Lightning Prediction System	Lightning Detection System	30/30 Rule
Large Area of Storms 10 miles Away Obviously Aiming for My Site.....				
First Storm Pops Up 10 miles Away and is Aiming for My Site.....				
First Storm Pops Up 6 miles Away and is Aiming for My Site.....				
First Storm Pops Up 2 miles Away and is Aiming for My Site.....				
First Storm Pops Up at My Site.....				
Storms 10+ Miles Away Create a Bolt Out of the Blue Strike Onsite....				
Large Area of Rain with Random Lightning every 30 Minutes.....				

Thor Guard in **RED ALERT** 9 MINUTES BEFORE first and only strike!

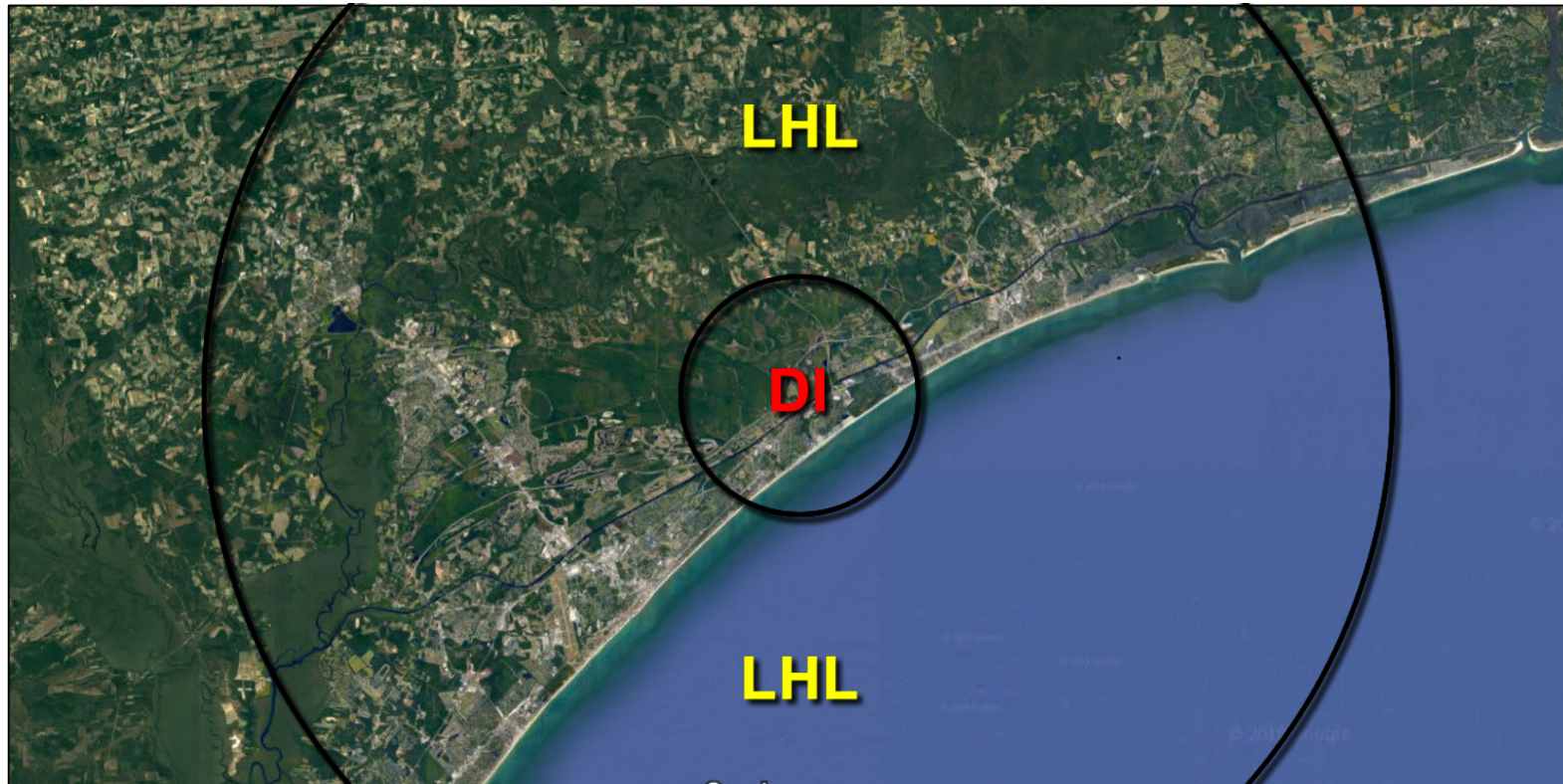


In the example above, the red line represents the energy the Thor Guard measures. At 2:59 PM, the Thor Guard system in Arizona went into **RED ALERT**. As you can tell on the radar imagery at 2:55 PM, the 'shower' was stronger than it was by 3:10 PM. However at 3:08 PM, the *first and only strike* heard by Thor Guard personnel in this area occurred. This means that not only can a Thor Guard detect lightning, but more importantly **PREDICT** lightning 9 MINUTES BEFORE it happened. Any other lightning warning system would have simply warned you a few moments after that lightning strike discharged very close by!

Thor Guard in **RED ALERT** 29 MINUTES BEFORE strikes within 5 miles!

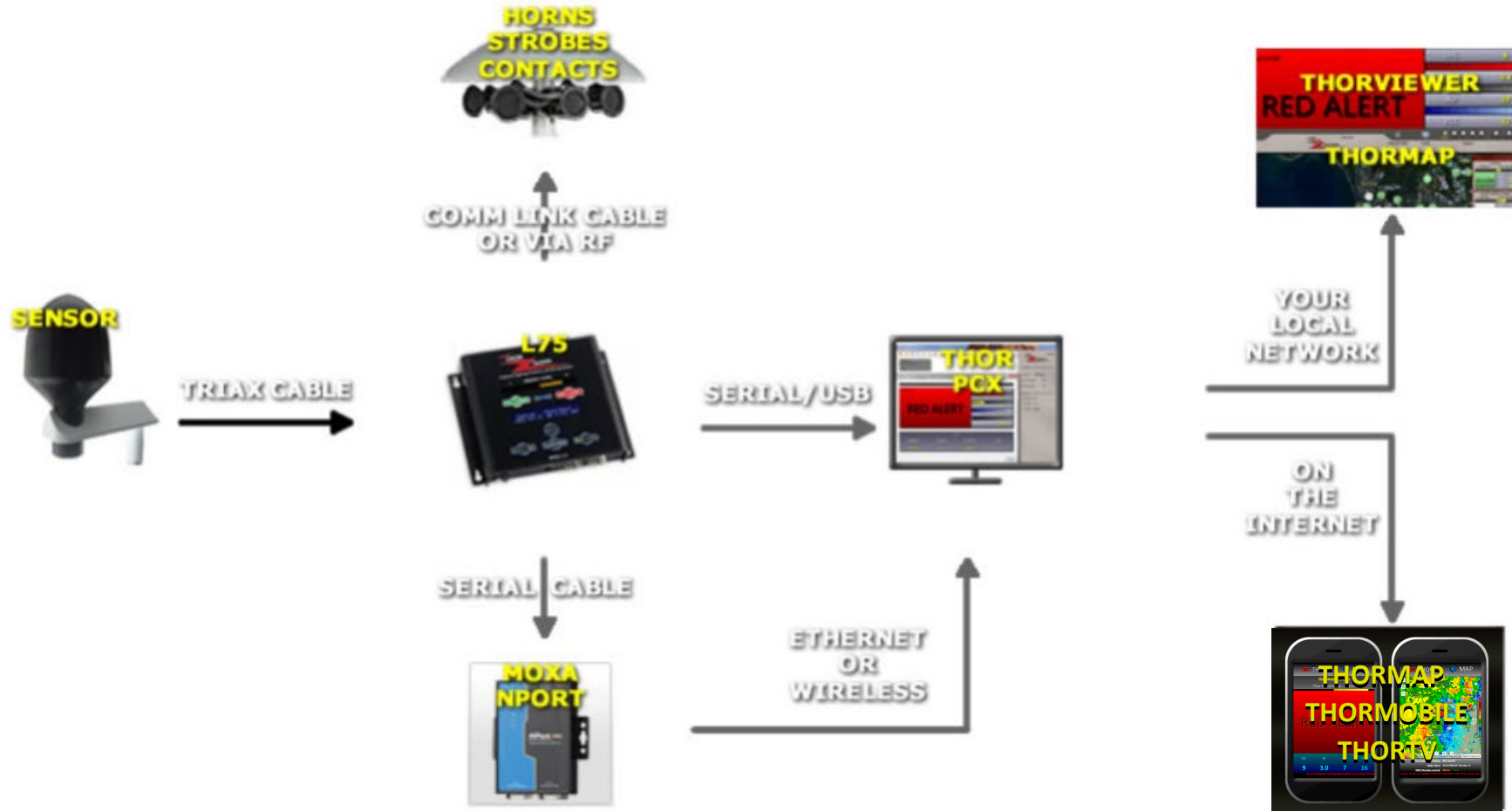


In the example above, the red line represents the energy the Thor Guard measures. At 2:27 PM, the Thor Guard system at this location in Florida went into **RED ALERT**. Although the radar imagery at 2:30 PM shows the heaviest part of the storm near the Thor Guard's location, it was simply a heavy downpour with very distant rumbles. Then as it got closer to 3:00 PM the center of the storm moved farther away, but the lightning actually got closer since it was trailing behind. By 2:56 PM lightning began to get very close to this location again showing the Thor Guard's ability to detect and **PREDICT** the threat of lightning - in this case giving 29 MINUTES warning time.

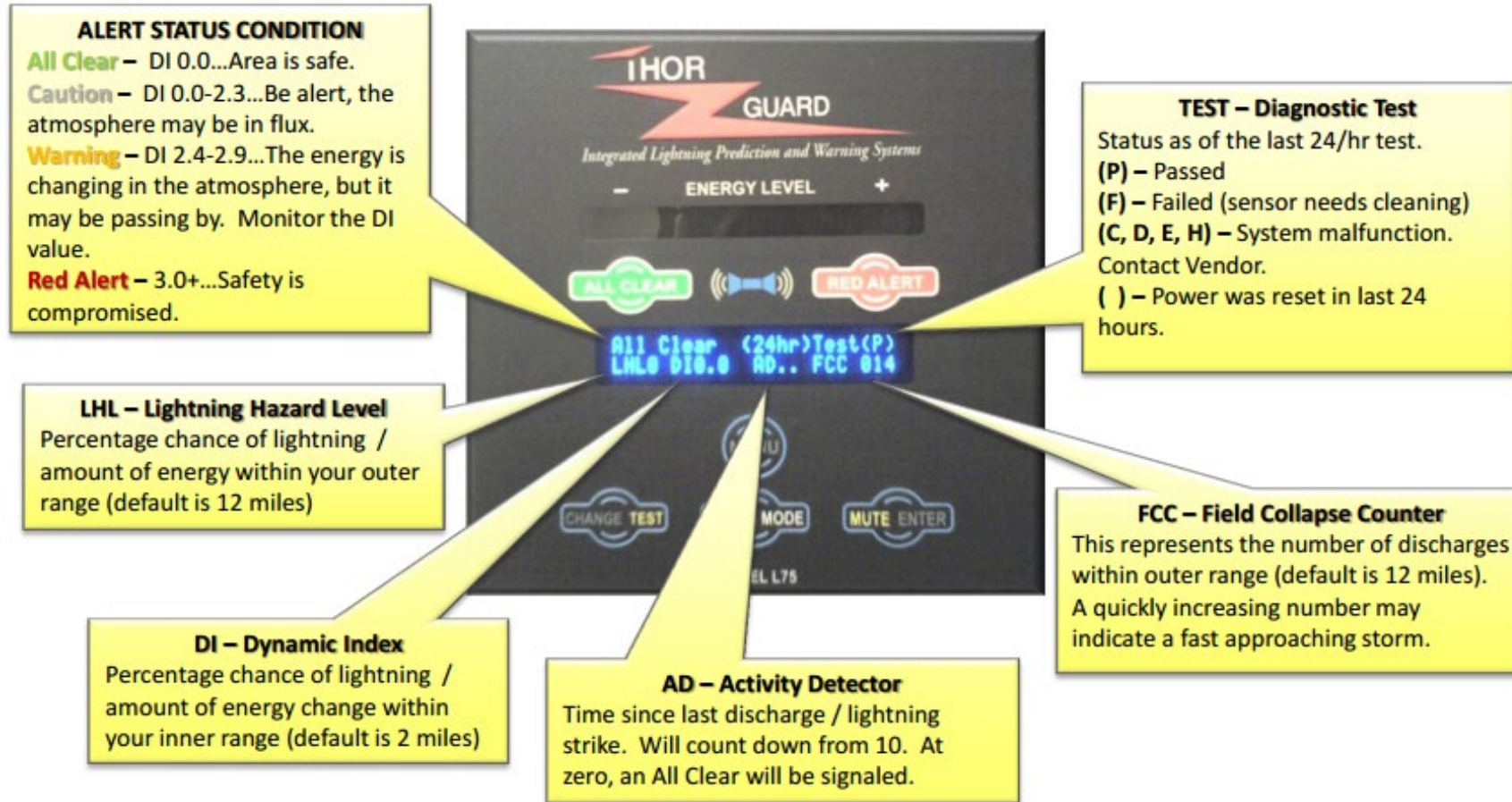


Even though our systems can detect lightning out to 20+ miles, for your facility we could set our lightning prediction outer range (LHL) to 10, 12 or 15 miles and warn you when the inner range (DI) sees enough energy changing within 2 to 2.5 miles to predict the threat of lightning.

INFORMATION PROCESS TREE



<http://www.thorguard.com/customer/>



ThorPCX is software that installs on a Windows-based PC or Server. It is the core software that handles all THOR GUARD data. **ThorPCX** receives incoming data from your THOR GUARD system usually via a directly connected Serial/USB cable. **ThorPCX** can automatically archive storm data files for later review, send automatic email and text alerts, uploads your data to your ThorMobile/ThorTV/ThorMap website to provide all of your THOR GUARD Sensor data to any of our many software display products.

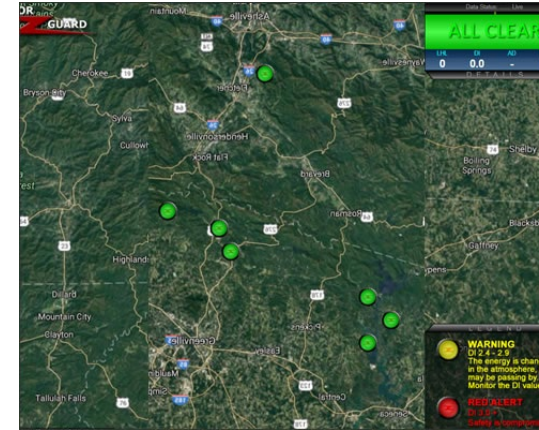


<http://www.thorguard.com/customer/>

THORMOBILE



THORMAP



THORTV



<http://www.thorguard.com/software/>

Good Luck

Have a great season

Next Meeting – Monday February 25th, 7pm

Clearwater High School