



## **Men's Flag Football Rules**

**2024**

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## **CHANGES SINCE THE 2020 SEASON**

Rules: 2.3, 2.6, 3.3, 4.1, 4.8, 5.4, 6.4.1, 6.4.2b, 6.4.4, 6.4.5, 7.2, 9.5, 9.5b, 9.8  
(previously 9.7), 9.10 (previously 9.9), 10.5, 11.3, 11.5, 13.2, 13.4

Added: 6.2.5c, 9.5

Renumbered: 9.5 through 9.9 from the previous rulebook are now 9.6 through 9.10 to  
accommodate the addition of 9.5.

Penalties: Added "Diving for Placekick (Low Impact)"

## 1.0 Overview of Game Structure

- 1.1 **Default:** When there is no CDFFL rule for a given situation, by default, NFL rules are used.
- 1.2 **Number of Players:** Also see rule 10.3.
  - 1.2.1 **A Division:** Nine players per team on the field.
  - 1.2.2 **B Division:** Eight players per team on the field.
  - 1.2.3 **C Division:** Eight players per team on the field.
- 1.3 **Field Dimensions:**
  - 1.3.1 **A Division:** Fields are 100 X 50 yards, with fixed first downs at each 20 and 40 yard line.
  - 1.3.2 **B & C Divisions:** Fields are 80 X 40 yards, with fixed first downs at the 40 and each 20 yard line.
- 1.4 **Rushing the Quarterback:**
  - 1.4.1 **A Division:** Automatic rush at snap.
  - 1.4.2 **B Division:** Automatic rush at snap.
  - 1.4.3 **C Division:** Three-Miss (counted by an official) rush with one blitz per set of downs.
- 1.5 **Blitzing (C Division):** After the blitz is used, it's considered "dead". Before that, it's "live". The defense can send unlimited rushers. If a bad snap hits the ground before the quarterback has possession during a blitz, the blitz remains live.
- 1.6 **Blocking:** All blocking must be done with open hands only, at all times, everywhere on the field and by all players, including lineman. Open hands are to be thrust outward from the elbows, not up from the sides. All blocks must be between the waist and shoulders and not below the waist. First contact must be applied to the player's front or side, not back.
- 1.7 **Fumbles:** There are no fumble recoveries. The ball is always dead where and when it hits the ground after touching a player. An incomplete lateral is a fumble. Fumbles and laterals may be caught in the air by either team and advanced. A forward fumble from behind the line of scrimmage caught by the team that fumbled is not a forward pass. A forward fumble beyond the line of scrimmage is spotted at the point of the initial fumble.
- 1.8 **Mercy Rules:** If a team is ahead by 18 points at or after the 2nd half two-minute warning, the game ends. If a team won by more than 35 points, their points scored is reduced so that they win by 35 points. See also rule 10.5.
- 1.9 **Overtime:** All tied games will be decided by the shootout method, not sudden death. According to the shootout method, teams get the ball the same number of times until there's a difference in the score, like extra innings in baseball. If the defense returns an interception for a touchdown, they win the game. Otherwise, every possession starts on the same 10 yard line, even after interceptions. Who gets the ball first is decided at the toss of the coin before the overtime period. The teams will then alternate who gets the ball first, each round. It doesn't matter on what down a team scores. Each team receives one time out during the entire overtime period. Field goals are allowed. Field goals are allowed except as further detailed by wet weather rules (rule 10.5). Extra points are allowed the same as in regulation time. Beginning in the third overtime round, only two-point conversions will be allowed.
- 1.10 **D Division:** D Division rules are the same as the C Division.

## 2.0 The Clock

- 2.1 **Game Length:** Games consist of two thirty-minute halves with a two-minute warning in each half.
- 2.2 **Two-Minute Warning:** A two-minute warning is given to both head coaches of a game when there is two minutes remaining in a half or immediately after the play if the two-minute point is reached during a play. The clock is stopped during the warning and starts at the next snap.
- 2.3 **Stopping the Clock:** Prior to each two-minute warning, the only time the clock stops is after scores, during time outs, injuries and official's discussions. The clock stops at each two-minute warning (rule 2.2). After extra points the clock will start on the ready whistle until the two-minute warning of each half.
- 2.4 **Time in the Last Two Minutes:** During the last two minutes of each half, if the clock is stopped and the offense is punting, the clock starts when the ball hits the punter's foot. Additionally, the clock stops for:
- 2.4.1 Incomplete passes (starts on snap),
  - 2.4.2 Out of bounds (starts on snap),
  - 2.4.3 Time outs (starts on snap),
  - 2.4.4 Touchback (starts on snap),
  - 2.4.5 Scores (starts when kickoff is touched),
  - 2.4.6 First downs (starts on "ready" whistle),
  - 2.4.7 Official's time outs, (starts on "ready" whistle)
  - 2.4.8 Injuries (10 seconds are deducted from the clock if the injured player is on the losing team), (starts on "ready" whistle),
  - 2.4.9 Penalties;
    - 2.4.9.a Any accepted penalty, the clock will start on the snap.
    - 2.4.9.b If the penalty is declined, the clock will do whatever it would have done had there not been a penalty.
    - 2.4.9.c A penalty with the clock running with less than two minutes remaining that causes the clock to stop will result in a 10-second run-off and clock will start on the ready whistle.
- 2.5 **Time Outs:** Each team receives three time outs per half, which cannot be carried over into the next half. Only players legally on the field may call time outs. Only two time outs can be utilized after the two-minute warning of a half. If an injured player delays the game, the officials stop the clock and the injured player must sit out at least one play. The team with the injured player may not substitute one of their time outs for the official's time out. Teams may take back to back time outs. Teams may take a time out to change a declaration or avoid a 10 second runoff. The head coach may not call time out unless he is a player on the field or at the pre-game toss of the coin, his team declares him to be allowed to call time outs.
- 2.6 **Time Between Plays:** The offensive team is allowed 30 seconds between plays including between extra points and kickoffs. The 30-second clock begins when the official blows the ready whistle for the next play. The official will issue a 10-second warning. If it's not heeded, a "delay of game" penalty will be charged.

### 3.0 Scoring

- 3.1 **Points:** A touchdown is worth six points. Field goals are worth three points. Safeties are worth two points. Extra points are worth one or two points (see rule 3.2). For scoring on interceptions on extra points see rule 3.3.
- 3.2 **Extra Points:** You may kick, run or pass from the 3 yard line for one point, or run or pass from the 10 yard line for two points. The kicking team will retrieve the ball. Extra points will not be attempted if the clock ran out on a touchdown and either team leads by more than two points. Instead, the scoring team will receive one additional point for scoring purposes.
- 3.3 **Turnovers on Extra Points:** If the defense takes possession of the ball on an extra point, either by intercepting a pass, catching a fumble in the air, or catching a kick, they can return it across the other goal line for two points. This is regardless of the original line of scrimmage or how many points the offense was trying to score. The exception to this is that at Afrim's Sports Park, no returns are allowed on extra points.
- 3.4 **Kickoffs after Extra Points:** See rule 6.2.1 and 6.2.2.
- 3.5 **Kickoffs after Safeties:** See rule 6.2.6.

### 4.0 Offense

- 4.1 **Carrying the Ball:** The ball-carrier may never: 1) flag shield (see rule 12.6 for a definition), 2) run directly into a defender (charge), 3) crawl, 4) dive to advance the ball, or 5) toss the ball in the air to avoid a flag pull while in possession of the ball (toss to self). A ball-carrier that falls or a receiver that dives to make a catch may get up and advance the ball unless touched by a defender before being on both feet again. The stiff-arm is legal in all divisions (except the lowest division) and must be applied to the upper chest or shoulder only. Jumping over a fallen defender is legal. The ball carrier can be contacted by a defender while in the air, provided the defender is making an attempt at the flag belt.
- 4.2 **Formations:**
- 4.2.1 **All Divisions:** The offense must have a minimum of five men on the line of scrimmage.
  - 4.2.2 **Eligible Receivers:** Of the players on the line of scrimmage, only the ones on each end are eligible to catch a pass, hence the terms "tight end" and "split end". Other players must be off the line of scrimmage by one yard to be eligible receivers. These other receivers may be between the tackle and the end, between the end and the sideline, or in the backfield. In all divisions, each tackle must be "covered" by an eligible receiver.
  - 4.2.3 **Motion:** Any receiver in motion will be considered off the line of scrimmage for formation purposes. Only one man is allowed in motion at the snap.
  - 4.2.4 **Tackle Eligible:** In all divisions, normal formation rules must be followed for the tackle eligible play. Therefore, even an eligible tackle must be covered by a receiver. See rule 4.10 for more about the tackle eligible play.
- 4.3 **Passes:** Only one forward pass is allowed per play. A forward pass is a ball thrown or handed forward, overhand or otherwise. A lateral is a ball thrown parallel to the line of scrimmage or toward the offensive side of it, overhand or otherwise. A lateral is, by definition, not forward. The

quarterback can ground the ball to stop the clock only after taking a snap from under center and the action must be immediate. It is an illegal forward pass if the pass is thrown with any part of the most forward foot beyond the line of scrimmage.

- 4.4 **Blocking:** See rule 1.6.
- 4.5 **Offensive Line:** Offensive lines must have the center between the tackles, with each lineman within one arms length of the lineman next to him. Offensive lineman must begin each play with shoulders square to the line of scrimmage and are not allowed to wear flags, except for an eligible tackle (see rule 4.10 for tackle eligible). Offensive linemen are ineligible to take handoffs or catch passes unless tipped by a defensive player first. It's ineligible receiver downfield if an offensive lineman is more than three yards past the line of scrimmage on a pass that crosses the line of scrimmage in the air.
- 4.6 **Going Out of Bounds:** An offensive player without the ball that steps out of bounds for any reason may re-enter the field of play. To become eligible to touch the ball, he must re-establish himself inbounds and a player on either team must touch the ball first.
- 4.7 **Legal Catch:** For a legal catch, the player must control the ball throughout the act of touching both feet, or any other part of the body except the hands, to the ground in bounds.
- 4.8 **Bad Snaps:** Snaps that hit the ground are considered fumbles, unless they are trapped by the quarterback or punter on a regular play from scrimmage or a punt, in which case play continues. See rule 1.7 concerning fumbles.
- 4.9 **Sleeper Plays:** Sleeper plays are illegal. Therefore, to be eligible to participate in a given offensive play, a player must've been in the previous huddle and no player changes can occur during a no-huddle offense. These are illegal procedures.
- 4.10 **Tackle Eligible:** One tackle can become an eligible receiver if any official is notified prior to the play and the tight end or running back immediately fills the void left by the tackle on the line of scrimmage. If the tackle makes contact with the defense as he crosses the line, the defense gets a free blitz in divisions with a delayed rush. Only one tackle can be eligible on a given play. The official will not notify the defense. For formation rules governing the tackle eligible play, see rule 4.2.4. See rule 4.5 for information about handoffs to offensive linemen.
- 4.11 **Center's Exchange:** The ball must be snapped through the center's legs. At that time, possession of the ball must be transferred from the center to another player (quarterback) and cannot remain with or come back to the center. The quarterback may then transfer possession of the ball to an eligible receiver (see rule 4.5). Note that this effectively makes illegal a center sneak and associated plays.
- 4.12 **Taking a Knee:** A ball carrier may give himself up by taking a knee and may also call a time-out if desired. Additionally, in the NFL, in order to run down the clock without the risk of running a play, the quarterback will sometimes go down on one knee immediately after taking the snap. The play is over as soon as his knee touches the ground, even if he has not been touched by the defense because he is giving himself up. In the CDFFL, a quarterback can take a knee in this fashion. But, in order to keep in the spirit of flag football rules, two other options exist:
- A) The offense may declare that they are "taking a knee", and the opposing coach may declare the game over.
- B) The offense may declare that they are "taking a knee", as they would declare a punt or field goal. They must do this before each play that they are taking a knee. If they make this

declaration, 1) the offense must snap the ball, 2) they must down the ball immediately after the snap, 3) if the quarterback does not immediately take a knee, the clock will be stopped and will start on the next snap, 4) the defense may not rush, and 5) the blitz status remains as it was before the play. The rules pertaining to changing the declaration are the same as those for changing the declaration of a kick (rule 6.1.4). The offense is subject to the five second count for declaring "taking a knee" only.

- 4.13 **Ball Retrieval:** The offense is responsible for retrieving the ball and bringing it back to the linesman after each play as fast as possible or a delay penalty will be charged.

## 5.0 Defense

- 5.1 **Rushing the Quarterback:** See rule 1.4.
- 5.2 **Formations:**
- 5.2.1 **A Division:** Defenses may choose any defensive scheme they please with no restrictions on linemen.
  - 5.2.2 **B & C Divisions:** There must be three defensive linemen head-to-head with the offensive linemen. These linemen may not drop back into pass coverage or move outside the head-to-head area unless an offensive lineman vacates his original position, or respective "Miss" count, if any, is completed, unless blitzing.
- 5.3 **Bumping Defenders:** Each defender is allowed only one chuck of a receiver. A legal chuck (or bump) is with open hands between the waist and shoulders within the first five yards. The hands must be withdrawn after the initial contact.
- 5.4 **Pass Defense:** The defender cannot use contact to break up a pass play. Shielding the receiver's eyes is legal unless contact occurs. The defender cannot de-flag a receiver prior to the receiver's first touching of the ball. If a defender de-flags a receiver after the receiver touches the ball, but before possession, the defense must grab the other flag to down him. After a pass is touched, contact can be made without pass interference being called. However, a pass may still not be broken-up with contact.
- 5.5 **Tackling:** Any tackle within 10 yards of the end zone will be judged a touchdown automatically unless other defenders are present to stop the ball carrier.
- 5.6 **Pushing Out of bounds:** Any push out of bounds within 10 yards of the end zone will be judged a touchdown automatically, unless other defenders are present to stop the ball carrier.
- 5.7 **Obstruction:** Obstruction of the ball-carrier within 10 yards of the end zone will be judged a touchdown automatically, unless other defenders are present to stop the ball carrier.
- 5.8 **Free Blitz (C Division):** A free blitz is in effect, when 1) the quarterback moves outside his tackles, 2) an offensive player makes contact with a defensive lineman, 3) an offensive lineman vacates his original position, or 4) the ball is handed-off. If the blitz occurs before any of the above situations, it is not a free blitz. A free blitz is in effect on an extra point or field goal.
- 5.9 **Defensive Audibles:** The defense is not allowed to simulate offensive calls by trying to sound like the quarterback. This includes, but is not limited to, saying such things as "hut-hut" or "go-go". This is called "Imitating the Offensive Calls".

## 6.0 Special Teams

- 6.1 **Definitions:**
- 6.1.1 **Restraining Line:** This is the yard line which the receiving team must be behind on a kickoff. The restraining line is 20 yards in advance of the line of scrimmage.



- 6.1.2 **Muff:** A ball dropped or touched by a kick or punt returner who never fully had possession of the punted or kicked ball.
  - 6.1.3 **Placekicks:** Field goals and kicks for extra points.
  - 6.1.4 **Declaration:** The declaration is the announcement made by the quarterback that notifies the officials and defense whether they are going for the first down, punting, attempting a field goal, or what point after touchdown (PAT) they will attempt. The following points apply:
    - 6.1.4.a Except for extra points, the offense may change its declaration by calling a time out and at any new ready whistle.
    - 6.1.4.b For extra points, the offense may only change its declaration by calling a time out. However, they may not change the declaration after a penalty has been assessed, even if they call time-out.
    - 6.1.4.c After a touchdown and after the official sets the teams and ball on fourth down, the quarterback (only) will be asked for a declaration and given a five second visual count. If a declaration is not made within the five-second period the team will be required to go for it on fourth down, and run or pass for one point on a PAT.
    - 6.1.4.d On any down except fourth down and a PAT, these rules all apply except that the official may or may not ask for a declaration.
  - 6.1.5. **Tackles & Guards:** Except for placekicks, throughout this rule book, the offensive tackles are the players on each side of the center. The area bounded by those three linemen is the "tackle box". On placekicks (as in the NFL), the guards are the players on each side of the center and the tackles are the players immediately outside the guards.
- 6.2 **Kickoffs:**
- 6.2.1 **A Division:** Teams kickoff from their own 40 yard line. There are kickoffs after all extra point attempts.
  - 6.2.2 **B & C Divisions:** Teams kickoff from their own 20 yard line. There are kickoffs after all extra point attempts.
  - 6.2.3 **Kicking Team:** The ball must travel past the restraining line on a fly or its dead at the spot, even if it goes out of bounds. Any kick that goes past the restraining line and then goes out of bounds before the end zone comes into play at the receiving team's restraining line. The ball must be kicked off the ground or a regulation kicking tee. The ball may not be kicked off a kicking block or another player's toe or foot. The kicking team must kick within 30 seconds of the ready whistle or a delay of game penalty will be assessed.
  - 6.2.4 **Return Team:** Muffs are dead at the point where they hit the ground, unless they land forward of the start of the muff, in which case they will be spotted at the spot of the start of the muff. The receiving team must have four men on the restraining line (see rule 6.1.1) prior to the kick. Fair catches are legal and indicated by the receiver waiving one arm above his head while the ball is in the air.
  - 6.2.5 **On-Side Kicks and On-Side Plays:**
    - 6.2.5.a **Always in Effect:** On a kick-off, once the ball has traveled the required 20 yards on a fly, the team that catches it in the air (even if it's first been touched by the other team) takes possession. If neither team catches the ball before or after it

hits the ground, then the first team to touch the ball gets possession at the point of the touch.

6.2.5.b **In Effect with Less than 2 Minutes Remaining in the Game and the Kicking Team is Behind or Tied:** On the kickoff, the kicking team must kick the ball between the opponent's goal line and 20-yard line in the air. This condition will be met if the ball first hits the ground, or is touched by a returner with both feet, past the goal line and before the 20 yard line, whichever happens first. (However, if the ball rolls into the end zone without being touched, this on-side kick method has failed, regardless of whether or not the ball is returned.) Once those conditions are met, if the ball is not advanced by the receiving team beyond their 20 yard line, the kicking team will receive the ball on their kicking line. If the receiving team commits a penalty between the goal line and 20 yard line the on-side kick is successful. If the penalty takes place outside the 20 yard line, the receiving team maintains possession even if the new line of scrimmage is inside the 20-yard line, in which case, the first down line is the 20 yard line.

6.2.5.c **On-Side Play:** After a score, the scoring team may choose an "on-side play" from their own 20-yard line. The team will have one down to advance to the 40-yard line and earn a new set of downs. This play will be treated as a 4th down.

6.2.6 **After Safeties:** After a safety, the kicking team may elect to kickoff or punt from their own 20 yard line. The kick or punt is treated the same as a kickoff.

### 6.3 **Punts:**

6.3.1 **Punting Team:** All punts are declared (see rule 6.1.4) and fake punts are illegal. The snap must travel a minimum two yards from center. As usual, bad snaps are dead where and when they hit the ground. The punting team must have a minimum of five men on the line of scrimmage (offensive formation rules apply). The punter has 30 seconds from the ready whistle to punt the ball or delay of game will be charged. The punter may take as many steps forward or backwards as he likes. When moving laterally, the punter must remain in the tackle box (the area between the two linemen adjacent to the center). If he does not, the penalty is "illegal formation".

6.3.2 **Return Team:** The return team must have four men on the line of scrimmage. Three of the linemen must be head to head with the offensive linemen, and cannot drop back until the ball is kicked. No contact is allowed until the ball hits the punter's foot. All blocked punts are dead at the point where they hit the ground. All muffs are dead at the point where they hit the ground. If a muff does not hit the ground, the team catching the ball has possession, in which case the receiving team may advance the ball but the punting team may not. The receiver is allowed a 3-yard neutral zone to make the catch. Fair catches are legal and indicated by the receiver waiving one arm above his head while the ball is in the air.

6.3.3 **Blocked Punts:** If a punt is blocked and is caught in the air by a member of the punting team on the punting team's side of the line of scrimmage, it may be advanced. If it is caught in the air by a member of the punting team on the returning team's side of the line of scrimmage, the play is dead at that spot. However, the offense cannot get a new first down on a punt except by penalty.

6.3.4 **After Safeties:** See rule 6.2.6.

### 6.4 **Placekicks:**

- 6.4.1 **Kicking Team:** Upon announcing a placekick, the offense is responsible for supplying two eligible players to hold up the portable goal posts on the fields where no permanent ones exist. The clock will not stop to wait for them to do this. The holder must be a minimum of seven yards from the line of scrimmage. For re-declarations see rule 6.1.4. Kicking blocks less than or equal to two inches in height are legal. The kicking team must have five players line-up toe-to-toe on the line of scrimmage. Kicked extra point attempts are from the 3 yard line. If the snap is rolling or bouncing toward the holder, play will continue and the kick may be tried (once). The holder may come off the ground to catch a high or rolling snap provided he re-sets his knee prior to the kick. On a rolling or bouncing snap, the holder will have one attempt to place the ball on the block or ground before the play is ruled dead. The kicker is not allowed to touch the ball, except to kick it or on a fake in the A Division. If he does, the ball is dead and the play is over. Kicks bouncing off the goal posts and back into the field of play are dead. Guards may vacate their original position but the center may not. The offense is prohibited from making contact with the three stationary defensive linemen.
- 6.4.2 **Defending a Placekick:** The following rules govern the attempts to block a placekick. See rule 6.1.5 for the definition of guards and tackles.
- 6.4.2.a Four defensive players must line up on the line of scrimmage.
  - 6.4.2.b The defense must line up head to head with the center and guards in all divisions (illegal formation 5-yard penalty and re-kick). Those three linemen are not allowed to move during the play except to jump straight up and down without crossing the line of scrimmage.
  - 6.4.2.c The defense may not rush through either lane next to the center or through the guards. If they do, the kick will automatically be ruled "good".
  - 6.4.2.d Rushes may occur between the guard and tackle ("B" gap) and outward.
  - 6.4.2.e The defense may rush at the snap with no delay (this is a free blitz in divisions with a delayed rush).
  - 6.4.2.f Defensive players may leave their feet while attempting to block the kick, provided they land on both feet. Diving on a placekick (not landing on both feet) is a 10-yard from scrimmage penalty with replay of the down.
  - 6.4.2.g If the defense comes in high-impact contact with the holder, center or kicker, the kick will automatically be ruled "good", a 15 yard personal foul will be charged on the kickoff, and the player(s) involved may be ejected.
- 6.4.3 **Fake Placekicks:** Fake field goals are legal in the A Division only and all formation and eligibility requirements must be followed. Fake kicked extra points are not legal in any division.
- 6.4.4 **Placement after Missed Field Goal:** If a missed or blocked field goal was attempted inside the 20, the ball comes out to the 20. If a missed field goal was attempted outside the 20, it comes back to the previous line of scrimmage.
- 6.4.5 **Returning a Placekick:** At Afrim's Sports park no placekicks can be returned. At other locations, if a missed or blocked field goal or extra point is caught in the air by a defender before or in the end zone, it may be returned in the same manner as a punt. Missed or blocked field goals can be returned for touchdowns and missed or blocked extra points for two points (as in rule 3.3). In this case, it doesn't matter who (if anyone) touched the ball prior to the catch. A place kick that hits the ground after being touched is dead where it hits the ground.

- 6.4.6 **Blocked Placekicks:** If a placekick (either field goal or extra point) is blocked and is caught in the air by a member of the kicking team on the kicking team's side of the line of scrimmage, it may be advanced. If it is caught in the air by a member of the kicking team on the defensive side of the line of scrimmage, the play is dead at that spot. On a field goal, the offense cannot gain a new first down on a blocked kick except by penalty.

## **7.0 Miscellaneous Game Rules**

- 7.1 **Ball Retrieval:** See rule 4.13.
- 7.2 **Equipment (Legal):** A properly inflated Wilson NFL game day football and the whitefootball.com (any color) are the only footballs allowed to be used in the CDFFL. The sonic Pop Flag is the only flag allowed in the CDFFL. Cut-off style jerseys must end at least four inches above the flag belt. Anyone knotting the flag belt will be ejected from the game. Any player pulling his flag to stop or disrupt play will be ejected and a 15 yard penalty will be assessed. Flag belts may not match pants or shorts in color. For rules on jerseys, see rule 9.10.
- 7.3 **Equipment (Illegal):** No hard football pads, metal cleats or casts allowed. Knee braces must be padded with slow to recover foam, not simply covered with pants. See rule 4.5 regarding offensive linemen wearing flags.
- 7.4 **No (or Hidden) Flag belt:** If the ball-carrier loses his flag belt (flag belt clip separates) because of a defender, the play is dead at the point where the clip separated. A player wearing a towel, playbook or any other item covering a piece of the flag belt will be considered down if a defender pulls the item out. The following conditions result in one-hand touch: 1) the ball-carrier has no flag belt, 2) the ball-carrier loses his flag belt without it being pulled, 3) the ball-carrier's jersey covers the flags and the defense cannot pull the flag with ordinary effort, or 4) the ball-carrier's flags fall below the waist.
- 7.5 **Spot of Ball:** The ball is spotted at the location of the flag clip upon separation at the time of the flag pull. The exception is if the ball carrier is on the ground. In this case, the ball is spotted where it is when the ball-carrier is downed. See rule 4.1 for diving to advance the ball.
- 7.6 **Team Area:** No player or coach is allowed to leave the area bounded by the sidelines and the 20-yard line markers. Coaches are responsible for keeping all players a minimum of two yards off the sideline and all spectators a minimum of 5 yards off the sideline and outside the 20-yard line markers. If a coach crosses the sideline onto the playing field, a time out will be charged. In the event a time out is not available, a 15 yard penalty will be enforced for illegal participation. If the sideline becomes unruly toward the officials and or players, a sideline warning may be given. The next such incident will be a 15 yard unsportsmanlike penalty charged to one or more players, or to the head coach if the player(s) cannot be identified.

## **8.0 Officials**

- 8.1 **Officiating Team:** The team of officials consists of either two or three officials. Normally A division games are governed by three officials and B & C division games have two officials.

- 8.1.1 **Referee:** This is the head official of the game. In a two-official team, he also has the role of linesman.
- 8.1.2 **Linesman:** This is the official on the line of scrimmage. In a two-official team, he also has the role of referee.
- 8.1.3 **Back Judge:** This is the official in the defensive backfield.
- 8.2 **Official's Jurisdiction:** The jurisdiction of the officials extends to the confines of the entire park. This includes any visible area from the playing field.
- 8.3 **Officials Conference:** The decision of the head official of the game is final.
- 8.4 **Inadvertent Whistles:** If the whistle is blown prematurely, the team in possession at the time of the inadvertent whistle will have the choice of the play to the point of the whistle or the down over. If the ball is loose by punt, pass or kick at the time of the inadvertent whistle, the down is replayed.
- 8.5 **Officials Misapplying the Rules:** See rule 9.5.
- 8.6 **Pay for One Official:** If an officiating team is one official short for a game, the teams pay only 75% of the normal official's fee for that game.

## 9.0 Team Rights and Responsibilities

- 9.1 **Cleaning the Sideline:** Teams and their fans are required to pick up their own garbage after a game. Teams and fans violating the garbage rule will be required to pay a \$25.00 fine prior to their next game.
- 9.2 **Minors:** The league must approve any player under the age of 18. The player must sign the waiver before each game and a parent must sign a special league waiver for parents of minors, giving the child permission to play. The minimum age is 16.
- 9.3 **Team Movement:** Any team winning the B or C Division Super Bowl will move up one division and all players on that team's playoff roster are given the designation of their new division on the day following the championship game. The top 8 to 10 teams will play in the A Division, the next 16 to 20 play in the B Division, and the remaining teams play in the C Division. The remaining teams will be placed in divisions by the committee based on league structure and rosters. If a team is forced up by the committee, all of the players on that team's playoff roster are given the designation of their new division. Additionally, if a team is forced up a division, that team may move back down to the division that they were forced up from if they finish in last place and do not forfeit a game. Only the players on the original roster when the team was forced up are allowed to move back down with the team the following season.
- 9.4 **Player Movement:** A player may only move down one level of play per season. A team may only add a maximum of two players from the level above per season. Once a season has started a player may only move to another team within their current division or to a team in a higher division. Players cannot move down a division once the season has started. Any player sitting out 2 full outdoor seasons becomes eligible for any division. If a player sits out a season due to suspension, that does not count as a season off in regards to player designation.

- 9.5 **Rule Challenge:** The head coach will be allowed to have one "Rule Challenge" per game in which he may check the team's current CDFFL rule-book to question an official's application of the rules. His team must call a time out and have two minutes to make their case to the head official. If the coach is correct on the Rule Challenge, his team will receive its time out back. If the coach is wrong on the challenge, his team will lose its time out. If a team does not have any timeouts left, it may challenge one rule and will be assessed a 15 yard penalty if wrong. The head official will not have a time limit in making a final decision. The rule challenge eliminates the protest rule and all games are final unless after further review by the Commissioner, a replay from the point of interruption is warranted. If the head coach is not satisfied with the outcome of the ruling he may e-mail the chief official, Greg Durnford, at [gregory.durnford@ge.com](mailto:gregory.durnford@ge.com) or request a Committee meeting.
- 9.6 **Judgment Challenge:** The head coach will be allowed one judgment challenge per game to present video evidence to the officials. The video must come from a team video person designated to the officials at the coin toss. The challenge will follow the same requirements as the Rule Challenge (rule 9.5).
- 9.7 **Publication of Results:** Standings and weekly results will be posted on the league web site ([www.AllAmericanSportsRecreation.com](http://www.AllAmericanSportsRecreation.com)) some time on Mondays, and on the weekly television show.
- 9.8 **Snow Cancellation:** In the event of a snow cancellation, the entire schedule for game-day may be canceled. If there is a cancellation, changes will be on the league forum page 90-minutes before the first game of the day. It's the responsibility of the coaches to check the forum and then to notify their players. If games are canceled due to bad weather, any team observed playing on a league field will be fined \$250.00.
- 9.9 **Refunds:** No refunds are given after the opening kickoff of your first game. No refunds are given to teams that win by forfeit, but replacement scrimmage games will be scheduled when possible. There are no refunds for teams or players removed from the league for disciplinary reasons. Teams notifying the Commissioner one week prior to the season will receive a \$400.00 refund. The head coach, general manager, and assistant coach listed on the registration form are the only people responsible for payment.
- 9.10 **Jerseys:** All teams must have numbered jerseys or shirts matching in color by the first game of the season. Teams will lose a time out for any player who doesn't. The team will lose a time out for each player not in uniform, beginning with their first time out and proceeding to the second and so on. A maximum of six time outs can be taken away. All jerseys on a team must be an exact match in color only. For example, royal blue and navy blue will be considered different. Tape may not be used for numbers, but a thick black magic marker is allowed. All jerseys must be tucked in the pants/shorts or taped tightly above the flag belt. Teams without matching jerseys may borrow the league supplied pinnies, if available, in which case they won't forfeit time-outs unless there aren't enough pinnies. If a player gives his jersey to another player (who plays a snap while wearing the jersey) after the game begins, it is a 15-yard penalty.

## 10.0 Pregame Information

- 10.1 **Forfeits (Enforcement):** If the minimum number of players is not present (see rule 10.3) 15 minutes after the scheduled start time (even if the previous game ends late), a forfeit is declared. If players arrive late, but before the forfeit time, the time spent waiting is deducted from the first half, the team on time wins pre-game toss, and a 15-yard personal foul is assessed on the kickoff against the late team.



- 10.2 **Forfeits (Result):** The team that forfeits will pay both officials for that game. After the first forfeit, that team must mail a new forfeit deposit to the league office by the Friday prior to its next game or that team is removed from the league. After two forfeits, a team is automatically removed from the league. Teams winning by forfeit receive a minimum of 6 points and a maximum of 35 points calculated by dividing the winning teams net points minus the forfeiting team's net points by the number of games prior to the forfeited one. Any team that forfeits by noon Thursday will not lose their forfeit fee.
- 10.3 **Number of Players:** The normal (maximum) amount of players allowed on the field at one time for each team is shown below by division. If one team plays with less than the maximum amount, the other team can play with the legal amount of players (maximum amount).
- 10.3.1 **A Division:** Nine players per team on the field. Fewer than seven will result in a forfeit.
- 10.3.2 **B & C Divisions:** Eight players per team on the field. Fewer than six players will result in a forfeit.
- 10.4 **Toss of the Coin:** The team that wins the toss can choose 1) to receive 2) to kickoff, 3) direction, or 4) to defer their choice to the second half. The team not choosing for the first half will choose for the second. Note that teams do not automatically change direction at halftime. Captains must bring their weekly sign-in sheet (waiver) and official's fees to the officials at the coin toss.
- 10.5 **Wet-Weather Rules:** At times, the fields will be excessively wet, but not enough to cancel the games. In that case, the head official at each field will enforce wet-weather rules. Use of wet-weather rules will be determined on a game-by-game basis and may not necessarily be the same for each game on a given day or field. Wet-weather rules are 1) punts are dead where they stop or are caught or touched, 2) placekicks are allowed but the defense is not allowed to rush, 3) no fake placekicks (fakes are never allowed in divisions lower than the A Division), and 3) if a player's knee touches the ground, he's down at that point, and may not advance the ball further. In addition, officials will suspend the game if the playing field risks being damaged.

## 11.0 Rosters

- 11.1 **Roster Limitations:** The roster limit is 24 players per team. Preliminary rosters must be submitted on forum page (message board) at [www.AllAmericanSportsRecreation.com](http://www.AllAmericanSportsRecreation.com) by the predetermined date posted in the same location (generally 10 to 14 days prior to the season's opening game). Additions or subtractions must be submitted on the message board by 6:00pm on the Thursday before the next game and will be approved by the league office by 6:00pm the night before the game, prior to the player being allowed to play. Players may be added to the roster until the end of the fourth game by manually using the forum (message board) at [www.AllAmericanSportsRecreation.com](http://www.AllAmericanSportsRecreation.com). Military personnel will receive credit for games played while they were actively serving outside the Capital District.
- 11.2 **Waivers:** All players must personally sign a league waiver with the name and number of each player listed, and release of liability prior to participation in any CDFFL game. Attendance at games is determined by players' legible signature appearing on the waivers (with names printed neatly or typed). Each players' signatures will be examined to make sure they match from waiver to waiver. Injured players can receive attendance credit by printing their names on the sign-in sheet for that week and writing "Injured Reserve" next to their names. Each team hands in their weekly waiver at the toss of the coin. Teams supplying an illegal waiver form will be penalized with the loss of the pre-game coin toss and a 15-yard penalty. If a player arrives late, he must sign-in prior to taking the field. A time out must be used by each team to accomplish this unless

it's done at a two-minute warning or half-time. Players (including injured players) must be present to sign the waiver. If a player plays without signing a league supplied waiver, his team is charged a time out and a 15-yard penalty is assessed.

- 11.3 **Player Limitations:** Once a player has signed a waiver for a team, he is bound to that team for the remainder of the season unless his present coach agrees to release him. Players released from their team prior to the rosters being frozen, may not join a team in a lower division. Players may never change teams after the fourth game. No player can belong to two teams, regardless of what division they're in. The Committee must approve all player movement.
- 11.4 **Minors:** See rule 9.2.
- 11.5 **Play-Off Qualifications:** All players must be present at a minimum of four games to be eligible for the play-offs. Any ineligible player will cause his team to forfeit that game only. Presence at games is determined by the waivers, which are detailed in rule 11.2. All players may be required to show their driver's license (if questioned) prior to each post season game.

## 12.0 Penalties

- 12.1 **Enforcement Notes:** When penalty yardage exceeds more than 50% of remaining yardage to the goal line, the ball is spotted half the distance to the goal line, except defensive pass interference. If both teams commit a penalty on the same play, the play is run over (this is called off-setting penalties). If one team commits multiple fouls on same play, only largest single one is enforced. In addition, all personal & unsportsmanlike fouls are always enforced. Spiking the ball in celebration is not a penalty unless it's done in an unsportsmanlike manner, in which case an unsportsmanlike foul will be marked off on the kick-off. Any spot foul or holding committed by the offense in the end zone is a safety. Any unsportsmanlike or personal fouls committed by the non-scoring team during a touchdown play, will be assessed on the extra point or kick off by the choice of the scoring team. All dead-ball fouls will be enforced and in order of occurrence.
- 12.2 **Voluntary Penalties:** If the offense is within five or less yards before the next first down, the defense can voluntarily be penalized five yards by telling an official before the snap. This penalty against the defense cannot be refused.
- 12.3 **Unnecessary Roughness:** Any infraction in flag football that is deemed potentially hazardous by an official can be elevated to Unnecessary Roughness. This can lead to a 15-yard personal foul and include ejection.
- 12.4 **Spot Fouls:** These penalties are presumed to end or prolong a play illegally. Therefore, the play counts up to the point of the infraction and enforcement of the penalty requires assessment of yardage from the spot of the foul. An example is tackling, in which case, the play would've continued except for the tackle. If the offense earns a first down, but enforcement of a spot foul brings the ball back over the first down line, they still have the first down. But to earn another first down, they must cross the line they would've needed to cross had there been no penalty. If a defense in possession of the ball or a return team commits this type of foul and enforcement of the foul brings the ball back over a first down line, they have first down and must cross the nearest marker to earn another first down.
- 12.5 **Drawing Offside:** Defenders are not allowed to attempt to draw offensive players to a false start. This includes, but is not limited to: clapping hands, stomping feet, or flinching the body. In all



divisions, the play will be blown dead and a delay of game penalty will be enforced against the defense. Continued delays could result in an unsportsmanlike penalty. Any offensive player simulating a snap (possible by moving forward) is guilty of a false start and the play will be blown dead.

- 12.6 **Flag Shielding:** The act of a ball-carrier shielding his flag with any part of his body or the ball. The ball-carrier must make contact with a defender in this fashion or it is not a flag shield.
- 12.7 **Ball Stripping:** Attempting or succeeding in slapping, punching, swatting, or taking the ball from the ball carrier's possession.
- 12.8 **Personal Foul:** These are live or dead ball fouls involving contact. These include roughing the quarterback, hitting out of bounds, roughing the center, holder, or kicker during a place kick, unnecessary roughness, blocking below the waist, clipping, fighting, and late hits. Two (2) personal fouls result in an ejection. Note: one personal foul and one unsportsmanlike foul do not necessarily result in an ejection.
- 12.9 **Unsportsmanlike Foul:** These are live or dead ball fouls not involving contact. They include swearing, taunting, sideline actions, and official or player verbal abuse. Two unsportsmanlike fouls result in an ejection.
- 12.10 **Too Many Men in the Huddle:** A player has three seconds to leave the huddle to avoid this penalty.
- 12.11 **Penalty Assessments:** These are detailed in the following chart.

### Penalty Assessments

<b>Penalty Name</b>	<b>Yards</b>	<b>Assess From<sup>4</sup></b>	<b>Down<sup>5</sup></b>
Ball Stripping <sup>6</sup> .....	15	Play	First
Breaking-Up Pass with Contact (Def.).....	15	Spot	First
Breaking-Up Pass with Contact (Off.).....	15	Spot	Counts
Block Below Waist (Defense) <sup>7</sup> .....	15	Play	First
Block Below Waist (Offense) <sup>7</sup> .....	15	Spot	Counts
Block In Back.....	10	Spot	Counts
Blocking Downfield (with ball in air).....	10	Scrimmage	Counts
Charging.....	10	Spot	Counts
Clipping.....	15	Spot	Counts
Crawling with Ball.....	10	Spot	Counts
Defensive Pass Interference.....	0	Spot	First
Delay of Game.....	5	Scrimmage	Replay
Diving with the Ball.....	10	Spot	Counts
Diving for Placekick (Low Impact).....	10	Scrimmage	Replay
Encroachment (Defensive Offside).....	5	Scrimmage	Replay
False Start (Offensive Offside) <sup>8</sup> .....	5	Scrimmage	Replay
Flag Shielding.....	10	Spot	Counts
Flagrant Foul Defense <sup>9</sup> .....	15	Spot	First
Flagrant Foul Offense <sup>9</sup> .....	15	Spot	Counts
Helping the Runner.....	5	Spot	Counts
Holding an Eligible Receiver (Defense) <sup>10</sup> .....	5	Scrimmage	First
Holding a Lineman (Defense).....	10	Scrimmage	Replay
Holding (Offense) behind LOS <sup>11</sup> .....	10	Scrimmage	Replay
Holding (Offense) beyond LOS.....	10	Spot	Replay
Illegal Blitz (Second Blitz).....	5	Scrimmage	Replay
Illegal Blocking.....	10	Spot	Counts
Illegal Chuck/Contact on Receiver.....	5	Scrimmage	First
Illegal Flag Pull.....	15	Play	First
Illegal Formation.....	5	Scrimmage	Replay
Illegal Forward Pass (see rule 4.3).....	5	Spot	Counts
Illegal Participation <sup>12</sup> .....	15	Scrimmage	Replay
Illegal Procedure / Motion <sup>13</sup> .....	5	Scrimmage	Replay
Illegal Sleeper.....	15	Scrimmage	Replay
Illegal Stiff Arm.....	15	Spot	Counts
Illegal Substitution <sup>21</sup> .....	5	Scrimmage	Replay
Illegal Tackle Eligible.....	5	Scrimmage	Replay
Illegal Equipment.....	5	Scrimmage	Replay
Imitating the Offensive Calls.....	5	Scrimmage	Replay
Ineligible Player Downfield.....	5	Scrimmage	Replay
Ineligible Receiver Catch.....	10	Scrimmage	Replay
Intentional Grounding <sup>14</sup> .....	5	Spot	Counts
Not Enough Players on Line.....	5	Scrimmage	Replay
Obstruction of Ball-Carrier <sup>16</sup> .....	10	Play	Replay
Offensive Pass Interference <sup>15</sup> .....	10	Scrimmage	Counts
Personal Foul (Offense).....	15	Scrimmage	Replay
Personal Foul (Defense).....	15	Scrimmage	First
Punt Return Neutral Zone Violation.....	5	Scrimmage	Replay
Push Out of Bounds <sup>16</sup> .....	15	Spot	First
Roughing the Passer <sup>17</sup> .....	15	Play	First
Roughing the Holder/Center/Kicker <sup>18</sup> .....	15	Play	First
Tackle <sup>16</sup> .....	10	Spot	Replay
Taunting (Dead-Ball or Defense).....	15	Play	Counts

Taunting (Live-Ball Offense Only) .....	15	Spot	Counts
Toss to Self <sup>19</sup> .....	10	Spot	Counts
Tripping (Offense or Defense).....	10	Spot	Replay
Unsportsmanlike Foul (Except Taunting) 15		Scrimmage	Replay

#### Penalty Table Footnotes

<sup>4</sup> The word "play" in this column denotes that yardage is added to the end of the play, or the original line of scrimmage on an incomplete pass.

<sup>5</sup> "Counts" in this column means the down just played counts and is not replayed. This is the same as "loss of down". This does not mean that the offense is penalized one down.

<sup>6</sup> It is not ball stripping if the ball-carrier losses the ball while using it to guard the flag.

<sup>7</sup> Also, the offending player is automatically ejected.

<sup>8</sup> The play is blown dead before it is run.

<sup>9</sup> A Flagrant Foul is any foul elevated to an ejection.

<sup>10</sup> Holding a ball-carrier is obstruction of the ball-carrier, not defensive holding.

<sup>11</sup> The exception is holding in the end zone, which is a safety.

<sup>12</sup> This includes playing without signing the waiver and violations of rule 4.10.

<sup>13</sup> Illegal procedure is a dead-ball foul. Two men in motion is a live ball foul.

<sup>14</sup> Unlike in the NFL, intentional grounding can occur in or out of the pocket.

<sup>15</sup> This includes one receiver running a pick for another before a pass is touched.

<sup>16</sup> Any tackle, obstruction of ball carrier or push out of bounds within 10 yards of the end zone will be judged a touchdown automatically unless other defenders are present to stop the ball carrier.

<sup>17</sup> Anything exceeding incidental contact with the quarterback will be judged "roughing the passer", a personal foul.

<sup>18</sup> Roughing the kicker, holder or center on a placekick play (field goal or extra point) is penalized as follows: 1) the kick is "good", 2) a 15 yard personal foul will be administered on the kickoff, and 3) the offending player may be ejected from the game.

<sup>19</sup> This is tossing the ball in the air to avoid having the ball while the flag is pulled.

<sup>21</sup> This includes too many men on the field during a play.

### 13.0 Personal Behavior

- 13.1 **Treatment of Officials and Commissioner:** Any coach or player that uses profanity toward an official or commissioner will be ejected. The following behaviors on the part of any coach or player will result in suspension or ejection from the league: 1) telephoning an official at his home or work (excluding head coaches calling the head official of the league), 2) threatening or touching an official, or 3) verbally or physically attacking an official (including racial or religious remarks). Additionally, charges will be pressed with the police if applicable. The above behaviors (except phone calls) are prohibited within the confines of the entire park including any visible area from the playing field.
- 13.2 **Treatment of Coaches and Players:** Shoving and verbal challenges during a game will result in a personal foul. Profanity on the field or sideline will result in an unsportsmanlike conduct penalty if the officials deem it flagrant. Two personal fouls (live or dead ball) by the same player require that player to be automatically ejected from the game. Once ejected the player must leave the visible confines of the field. Two fight suspensions result in that player's permanent expulsion from the league. Physical or verbal attack (including racial or religious remarks), even among teammates, results in suspensions or ejection from the league.
- 13.3 **Suspensions:** Once a player is suspended or expelled from the league for any reason, he may not attend the games he is suspended from. Coaches will be notified by Thursday 6:00pm (via the league message board) regarding player suspensions, unless an on-going investigation extends the deadline.
- 13.4 **Fights:** Should a fight develop, coaches are expected to react in the following manner: 1) secure your sideline to avoid all-out brawl, 2) remove your involved player(s) from the field and see that they drive out of the park, and 3) supply the name(s) of those involved to the head official. Failure to act as prescribed will result in your suspension or removal as coach. Fighting among teammates will result in a suspension, and forfeiture of game.
- 13.5 **Bench Clearing:** If your sideline empties out onto the field, the game can be ended and one or even both teams forfeit. Twice in one season results in team expulsion.
- 13.6 **Dogs and Radios:** No dogs or radios allowed on park or school grounds.
- 13.7 **Parking:** Never park on the grass regardless of field site.
- 13.8 **Alcohol:** Any team observed drinking alcohol at any field will be suspended from play for the following week and will also receive a forfeit for that week.

### 14.0 Tie-Breakers

- 14.1 **Standings:** Standings are decided in the following manner: 1) won-loss record, 2) head-to-head results, 3) total net point differential and 4) total points scored.
- 14.2 **Head-to-Head Results:** Head-to-head results are determined by wins and losses in games played between the tied teams without regard to the scores of those games. When more than two teams are tied, and more than one game has been played between any pair, the total won-loss record between all the tied teams is not used. Instead, the below procedure is used. The intention is to determine head-to-head tie-breakers between each pair of teams and see which one has the best

of those head-to-head tie-breakers. The logic is that in a tie-breaker between two teams, head-to-head tie-breakers are no more potent with a team beating a team two out of two than one out of one. So, it shouldn't be more potent when there are three teams tied. Also, a team that has had two wins against one of the tied teams may have had an opportunity that a third team didn't.

- 14.2.1 **Tie-Breaker Wins:** For every team in this tie-breaker that a team had a winning record against, it gets a tie-breaker win. It does not get two tie-breaker wins for a 2-0 record against one of the other teams because the intention is not to record wins and losses, but which teams won tie-breakers against which other teams.
  - 14.2.2 **Tie-Breaker Losses:** For every team in this tie-breaker that a team had a losing record against, it gets a tie-breaker loss. It does not get two tie-breaker losses for a 0-2 record against one of the other teams because the intention is not to record wins and losses, but which teams won tie-breakers against which other teams.
  - 14.2.3 **Tie-Breaker Ties:** For every other team in this tie-breaker that a team played at least one game but had an even record against, it gets a tie-breaker tie.
  - 14.2.4 **No Head-to-Head Games:** For every team with a 0-0-0 head-to-head tie-breaker record, it is considered inappropriate to use this tie-breaker. They advance to the next tie-breaker.
  - 14.2.5 **Example:** If three teams are tied, and Team A beat Team B but lost two games to Team C, Team A gets a head-to-head one tie-breaker win (for its win against Team B) and one loss (for its two losses to Team C). If Team B beat Team C, Team B also is 1-1 in head-to-head. Also, Team C gets a tie-breaker win (for its two wins against Team A) and one loss (for its loss to Team B). Therefore, in this example, the head-to-head tie-breaker fails to break the tie.
- 14.3 **Cross Conference Ties:** Breaking ties between teams from different conferences (divisions within a class of play) for playoff qualifications or seeds is done in the same way as breaking ties within a conference with one significant exception. If more than one team from a conference has the same won-loss record as a team or teams from other conferences, only one team from each conference is allowed to enter the tie-breaker at a time. Therefore, the ties are broken within a conference first. If a tie is broken in this fashion between teams from more than one conference, the winner of the tie-breaker advances and the next team from its conference with the same won-loss record enters the tie-breaker if there is a need to continue the tie-breaker.
- 14.3.1 **Leapfrogging:** When this procedure is followed, there would never be a situation where a team is behind another team in its conference standings and then has a higher playoff seed than that team.
  - 14.3.2 **Point Differential:** When this procedure is followed, it's possible for two teams of the same won-loss record to not be seeded in the order of point differential. This is because the higher tie-breaker is head-to-head and some ties might have been broken for standings purposes prior to the playoff tie-breakers. This is a necessary risk in order to prevent the possible leapfrog described above.