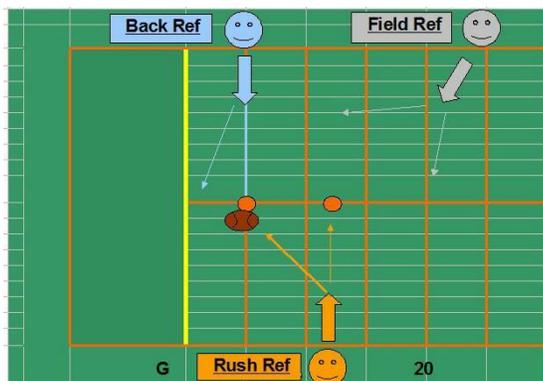


# WFF Referee Card

General	Game Check List
Two 25 minute halves per game Five minute half time break	Arrive 10-15 minutes before start of game
Each team has three 30-second time-outs per half Home team wears dark side of their jersey; visiting team wears light side	Check in with Field Officials and coaches Check field conditions and supplies
Coin toss winner determines possession or field position; Loser accepts ball possession or decides field position.	Meet with other Refs to review duties and game start
Offense has 30 seconds to snap the ball after ref spots it.	Pre-Game player inspection (flags, mouthguards, jewelry, hats spikes, etc.) Coin toss –Visiting team calls.
A player will be ejected from the game for purposeful tackling or any unsportsmanlike act.	Spot ball - Start Game On Time
Officials will determine offensive or trash talking language. One warning issued before ejection.	Informally and periodically check player's flags are in correct position, jerseys are tucked in.
Games cannot end in a tie. Overtime play must commence in order to determine a winner.	Games cannot end on a defensive penalty, unless offense declines it.
Player substitutions within a given series/possession is not allowed. *Injured player is only exception.	Field Official: Ensure coaches comply with Code of Conduct, keep score & help Refs if needed
Field Referee is to announce 2 minute warning during both halves.	All Refs are to announce when the offense is in a no run zone.
Opposing coach must be given a chance to accept or decline a penalty. Only exception is poor sportsmanship	When a penalty occurs, throw the yellow flag onto the field. Whistles should only be used to indicate dead balls or mark the end of the half or end of the game. <u>Whistles should never be used to indicate penalties</u>
Snapping: A snapped ball from center that goes over, around, or is deflected by the QB and hits the ground, will be whistled dead and be returned to the original line of scrimmage	

Referee Responsibilities	
<b>Back Ref</b> 1) 7 Sec Passing Clock 2) Proper Hand offs 3) Proper Passes 4) Spot Ball – Signal start of 30 sec clock 5) Motion & Off-sides	<b>Rush Ref</b> 1) 30 second Clock 2) Rusher off-sides 3) Down field Out of Bounds 4) Retrieving football 5) Spot rush-line with Dots
<b>Field Ref</b> 1) Game Clock 2) Pass & Blocking Interference 3) Down field Out of Bounds 4) Help retrieve football	<b>All Refs</b> 1) Flag Guarding 2) Blocking 3) Interference 4) Sportsmanship 5) Pass completions 6) Penalties 7) Player inspections 8) TDs & PATs 9) First Downs



<b>Offensive Penalties</b>
<b><u>Enforced from the Line of Scrimmage</u></b>
<b>Illegal Motion – 5 yard penalty and loss of down</b> Off-sides, False start, not set at snap, motion player moves toward LOS
<b>Illegal Pass – 5 yard penalty and loss of down</b> Pass caught behind line of scrimmage, attempt to pitch, lateral
<b>Offensive interference – 10 yard penalty and loss of down</b> Illegal pick, pushing off/away defender, charging
<b>Delay of Game - 5 yard penalty and loss of down (Clock stops)</b> Offense does not run a play within 30 seconds of the ball being spotted
<b><u>Enforced from the Point of Infraction</u></b>
*The point where the ball carrier/receiver was interfered with.
<b>Flag guarding - 10 yard penalty and loss of down</b> To cover flag or to prevent defense in pulling flag, running along side the ball carrier, impeding the rusher
<b>Illegal contact - 10 yard penalty and loss of down</b> Block or Intentional running into defender
<b>Penalty during PAT -- No additional attempts to score</b>
<b>Poor Offensive Sportsmanship----- Warning/Removal</b> 1. Excessive physical & verbal abuse of a defensive player. 2. Ball carrier intentionally runs out of bounds in an obvious attempt to not score. *In addition to player warning/removal, the team will be assessed a penalty that will return the ball to original line of scrimmage along with a loss of down.
<b>Offensive player scores more than 18 pts</b> Loss of possession, ball is awarded to opposing team and is spotted on their own 5 yd line. <b>Score does not count</b>

<b>Defensive Penalties</b>
<b><u>Enforced from the Line of Scrimmage</u></b>
<b>Off-sides 5 yards and automatic 1<sup>st</sup> down</b>
<b>Illegal rush 10 yards and automatic 1<sup>st</sup> down</b> Player did not start at 7 yard marker or left the spot prior to the ball being snapped <b>AND crossed the line of scrimmage. (Its okay if rusher left early but does not cross LOS)</b>
<b>Illegal contact - 10 yards and automatic 1<sup>st</sup> down</b> Holding, blocking a player, rusher contacting the QB, illegally pulling the flag prior to ball carrier/receiver having the ball.
<b><u>Enforced from the Point of Infraction</u></b>
<b>Interference - 10 yards and automatic 1<sup>st</sup> down</b> Rough flagging, pulling clothes, ball slap that cause fumble, running into, tripping the ball carrier, etc.
<b><u>Defensive Interference</u></b> Is defined as an offensive player who has possession of the ball and is illegally contacted by a defensive player.
<b><u>Illegal Defensive Contact</u></b> Is defined as an offensive player who does <b>not have possession of the ball and is illegally contacted by a defensive player.</b>
<b>Poor Defensive Sportsmanship ----- Warning/Removal</b> Defensive player who purposely throws, with malice a offensive player's flag directly at or away from the player. Excessive physical & verbal abuse of an offensive player
<b><u>Penalty during PAT</u></b> The ball will be placed ½ the distance from the goal line (2.5 or 6 yd line depending on where 1st attempt started). Additional defensive penalties, if accepted, will allow the offense to make another attempt for PAT from the same spot (2.5 or 6 yd line).
<b><u>Point of Infraction</u></b> The ball is spotted at the point where the ball carrier/receiver was interfered with. If accepted the 10 yd penalty will be marked from the point of the foul and a 1st down is awarded. If declined, then both parts are declined.