

*New York State Association
of
Certified Football Officials, Inc.*

WCFOA GFF 2025 NEW RULES INTERPRETATION



High School Girls Flag Football is Growing!



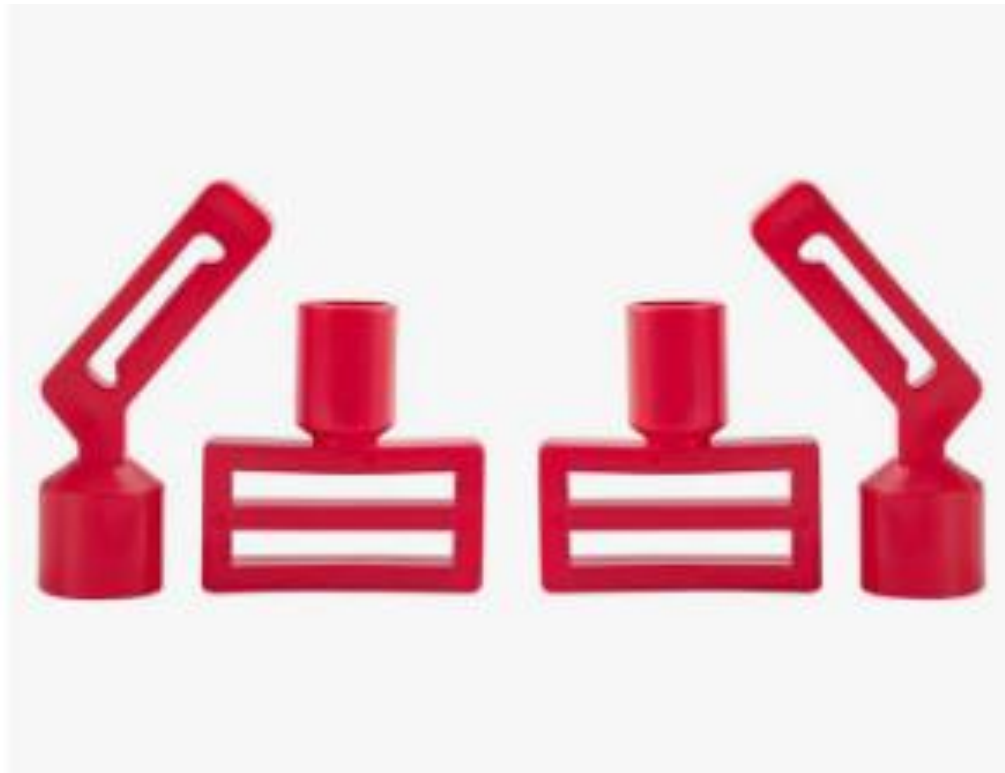
NEW RULES



2025 NYSPHSAA GFF Rule Changes (page 1)

- Flag belt - Each player must wear "pop" flag belts at the waistline with two flags. Each flag must be a minimum of 14 inches from the bottom of the belt to the end of the flag including clip.

- Pop

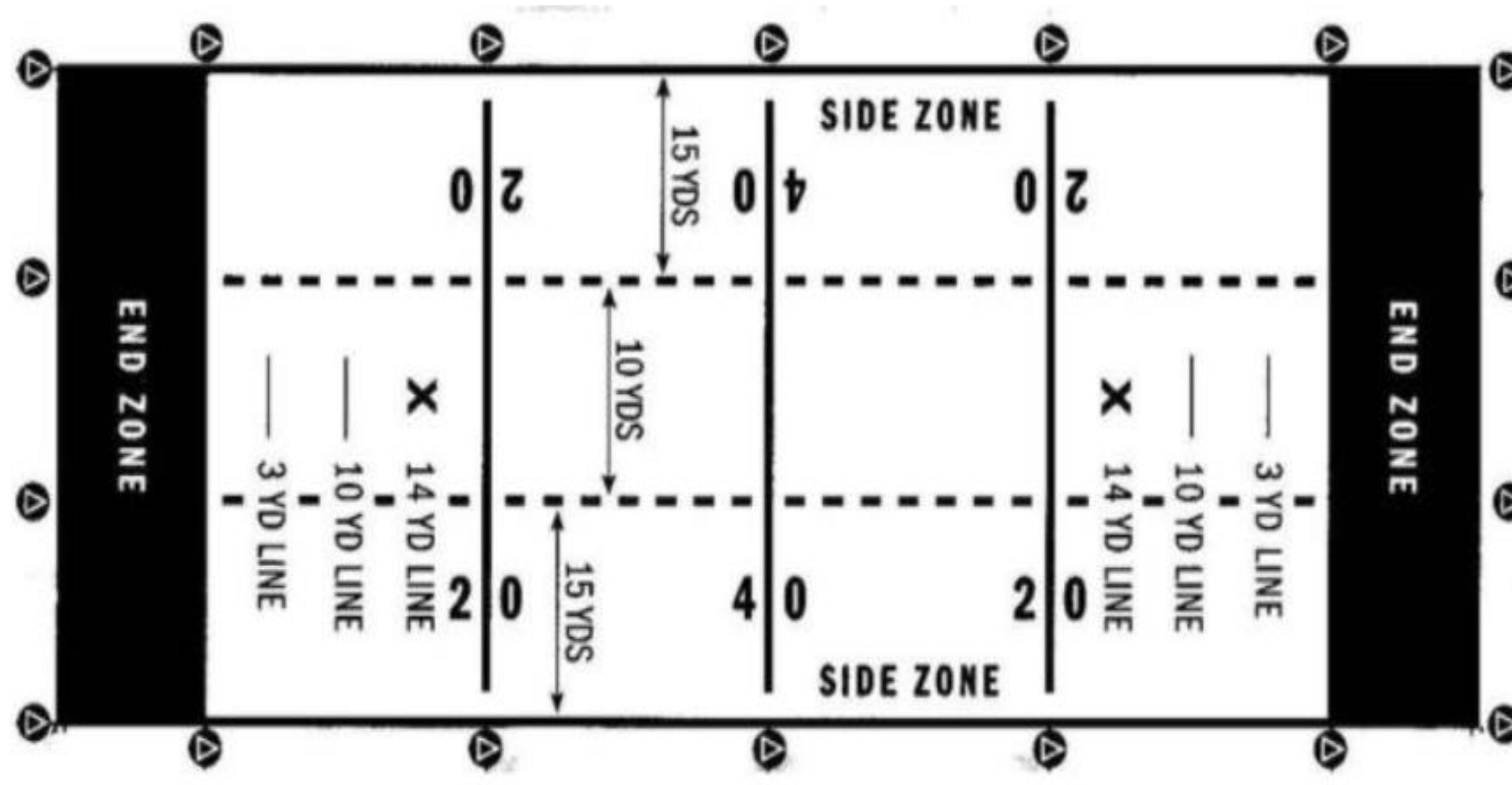


- Shruumz



2025 NYSPHSAA GFF Rule Changes (page 6)

- To start the game, 2nd half and following scores (including a Safety), the ball will be placed on the **14 -yard line**.



2025 NYSPHSAA GFF Rule Changes (page 9)

- The ball always spotted on the yard line where the flag is pulled.
- In the event there is not a flag pull, such as when a player runs out of bounds, the foremost point of the ball is used in determining the spot of the ball for the next down.



QUESTIONS?

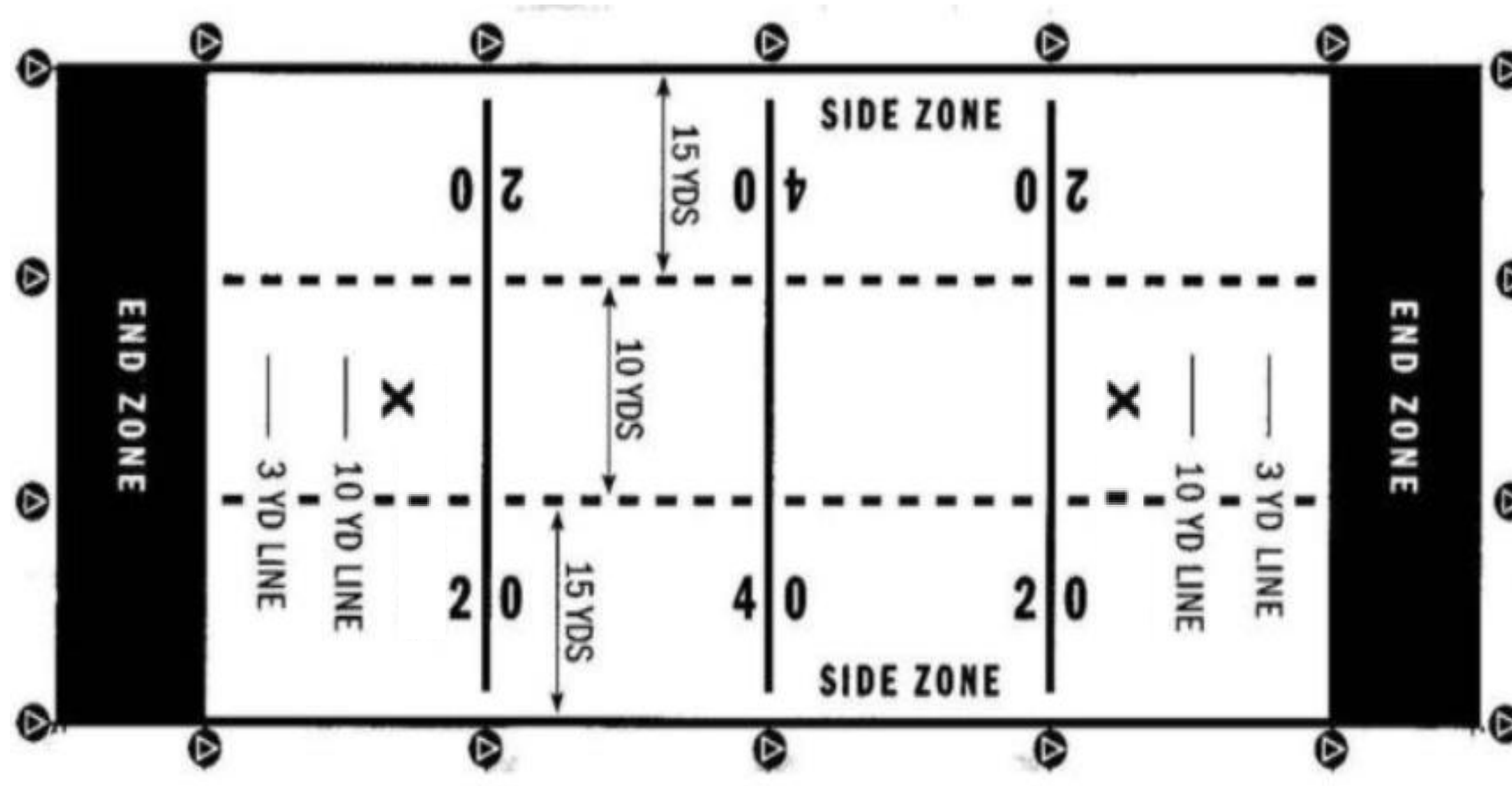


REFRESHER



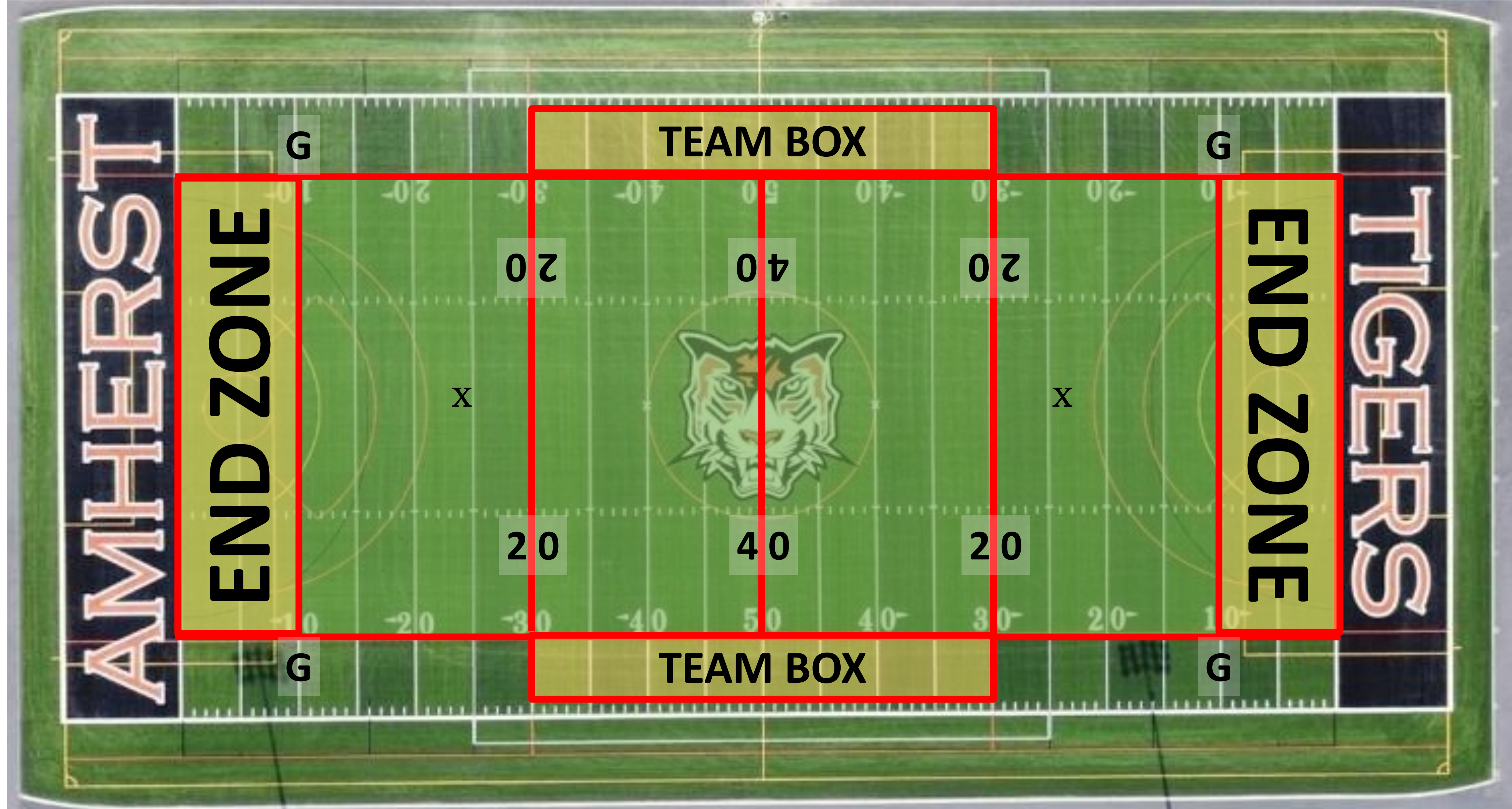
DIMENSIONS / LINE TO GAIN

- Field Size 40 yds by 100 yds (including each EZ)
- Start @ 14 – 4 downs – 1st down @ 40 & 20 Coaches box to the 20's



Flag Field imposed over standard football field

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TIMING

- Games are 50 minutes / Two 25-minute halves
 - Amended running clock until the last 2 minutes of each half
 - “NFHS timing” during last 2 minutes of each half
 - 3-minute intermission if overtime is required (Playoffs Only)
- Referee will stop the clock with 2 minutes left in each half to give a 2-minute warning.
 - BJ should announce time left after each play thereafter
- Halftime is 5 minutes long
- Each time ball is spotted, team has 25 seconds to snap the ball
- Each team has (2) charged timeouts per half (1 timeout per period in Overtime)
- Officials may stop the clock at their discretion
- In the event of an injury, the clock will stop and then restart when the injured player is removed from the field
- Anytime during or prior to the game the playing time may be shortened by mutual agreement between the coaches and referee

TIMING

- During first 23 minutes of each half the clock will stop for the following:
 - Team time-out (start on next snap)
 - Penalty and administration (start on ready for play)
 - Referee's Time-out - starts at his/her discretion
 - Any Change of Possession, including:
 - Score (touchdown & PAT or Safety) (start on next snap)
 - PAT is an untimed down
 - Touchback (start on next snap)
 - Team attempting to conserve time illegally
- During final 2 minutes of each half the clock will stop and not start until the next snap for the following:
 - **Incomplete Pass**
 - **Out-of-Bounds**
 - Team time-out
 - **Fair Catch**
 - Penalty and administration (on snap or ready for play depending on previous ball status)
 - Referee's Time-out - (on snap or ready for play depending on previous ball status)
 - Any Change of Possession, including:
 - Score (Touchdown & PAT or Safety)
 - PAT is an untimed down
 - Touchback
 - Team attempting to conserve time illegally (on snap or ready for play depending on offending team)
 - First Down **Clock will stop and restart at the 'Ready for Play' for 1st downs unless play ends OOB.**



FINAL TWO MINUTES

For the 2-minute warning, the game clock shall be consistent with the status of the clock at the time of the 2-minute warning.

Examples:

- **Pass Play**

- An incomplete pass occurs with **2:10** remaining in the 1st half. The clock continues to run until there is **2:00** remaining in the 1st half. An officials time out is taken to give the 2-minute warning. After the 2-minute warning is given to each head coach, the clock will start on the **Ready For Play**.
- The ball is snapped with **2:03** remaining in the 1st half. An incomplete pass occurs and the play ends with **1:58** remaining in the 1st half. An officials time out is taken to give the 2-minute warning. After the 2-minute warning is given to each head coach, the clock will start on the **Snap**.

- **Running Play**

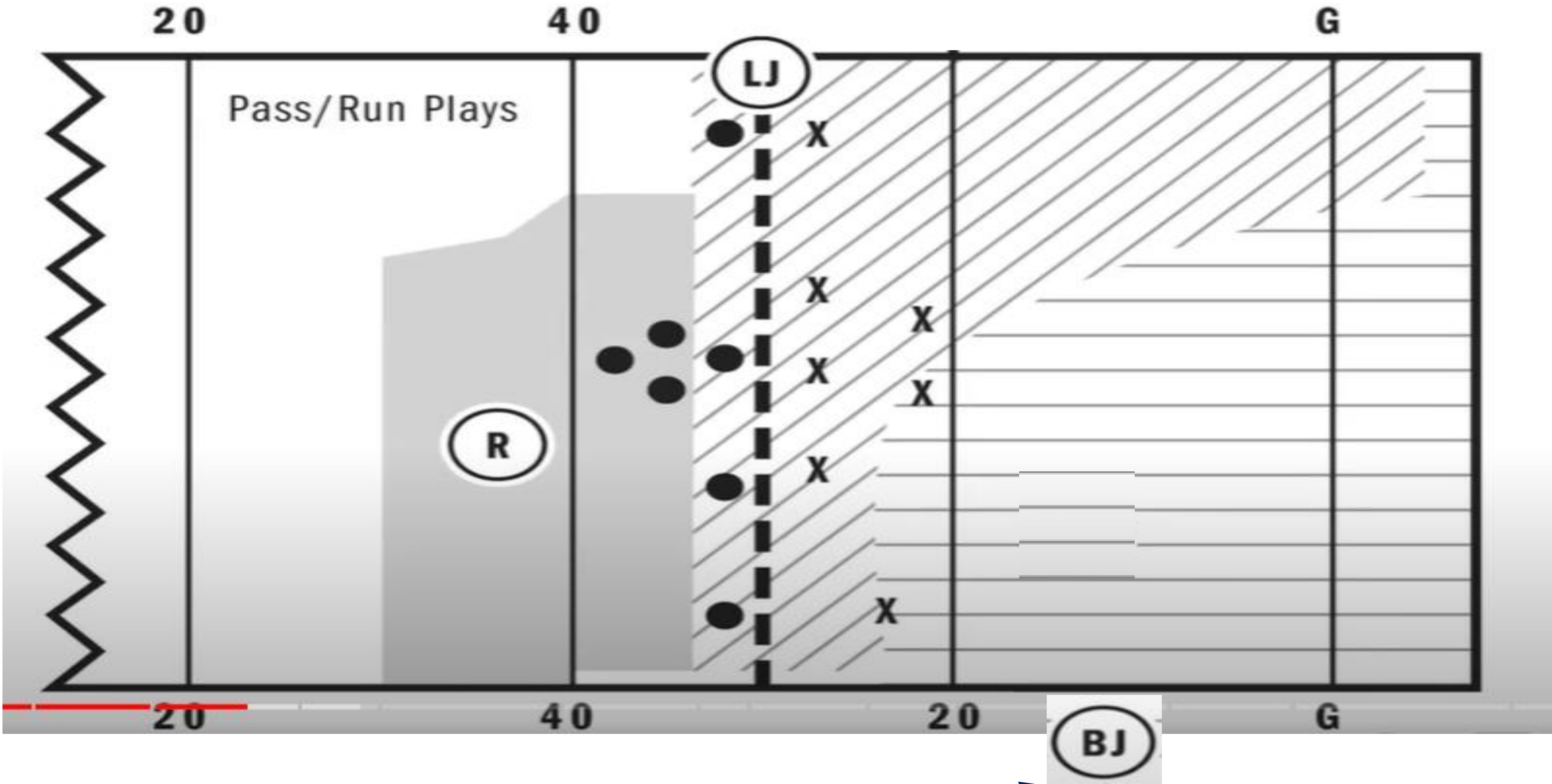
- Runner A1 steps out of bounds with **2:10** remaining in the 1st half. The clock continues to run until there are **2:00** remaining in the 1st half. An officials time out is taken to give the 2-minute warning. After the 2-minute warning is given to each head coach, the clock will start on the **Ready For Play**.
- The ball is snapped with **2:03** remaining in the 1st half. Runner A1 steps out of bounds with **1:58** remaining in the 1st half. An officials time out is taken to give the 2-minute warning. After the 2-minute warning is given to each head coach, the clock will start on the **Snap**.

The 2-minute warning is **NOT** a 1-minute time out for both teams.

Further, if an electronic field clock is the official timepiece, no notification nor stoppage of the game clock is required for a two-minute warning. (Playoffs Only)




PRE-SNAP POSITIONING



BJ starts on the sideline

PRE-SNAP REFEREE:

- Set the ball spotters (pucks) to create the neutral zone 
- Announce down/distance/ LTG, mark the ball 'Ready for Play' by blowing it in with signal
- 'Ready for Play' procedure should not prevent a Team from snapping the ball quickly
- Counting Offense
- Start the timing of the play clock (R is responsible for play clock)
- Initial position should be approximately 7 yards wide and 7 yards deep from the deepest offensive back and on the opposite side of the field as the Line Judge and same side as the Back Judge
- Positioning should be able to see the center, players near the center and backs in your sightlines. Alert to false starts and illegal shifts
- Communicate when play clock gets to 10 seconds with signal and chop out 5,4,3,2,1
 - verbal count is **optional**

PRE-SNAP LINE JUDGE:

- Upon conclusion of the previous play, mark forward progress spot with downfield foot and signal next down. Upon giving the R the spot, communicate down and distance to the down box
- Take initial position between the neutral zone on the boundary opposite the R and BJ. Widen position as players press the boundary in their pre-snap alignment
- Sightlines: neutral zone, players on both sides of the LOS. Be alert for players entering and exiting (be aware of substitutes)
- Alerts: encroachment, false starts, illegal snaps, illegal formations, illegal shifts, illegal motions. Take responsibility for players in motion
- Counting Defense



PRE-SNAP BACK JUDGE:

- Upon conclusion of the previous play, if necessary, mark the forward progress spot and pass on to the LJ for the next LOS
- Initial position is opposite boundary of the LJ at least 20 yards downfield and 5 yards deeper than the deepest defender.
- Initial position is ON the boundary NOT 5 yards in the field of play.
Wider is better and can press the play as it dictates following your reads
- Be alert for players entering and exiting (be aware of substitutes)
- Communicate the clock status when needed
- Counting Defense



FALSE START vs ILLEGAL MOTION

False Start - A false start is when an offensive player makes a motion that simulates the start of the play after getting set.



Illegal Motion - Illegal motion is when a player goes in motion and starts to move towards the opponent's goal line before the ball is snapped. Can also occur if a player is within 1 yard of the LOS and doesn't take a step back before going in motion.

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THANK YOU!

