

7V7/8V8 FLAG FOOTBALL RULES

Play/Rules default to NIRSA Flag and Touch Football Rules in regards to any situation not listed below:

II. AREA OF PLAY.

A. THE FIELD

1. The field shall be 100 yards long by 40 yards wide. The length of the field shall be divided into four 20-yard zones and two 10-yard end zones.
2. The 3-yard and 10-yard scoring lines shall be marked with a line.
3. The 14-yard First Possession line shall be marked with an X.

III. PLAYERS & SUBSTITUTIONS

A. Team Sport Membership Policy:

1. Team Membership:

- a. Checking-in for a game – by presenting a RebelCard to an Intramural Staff Member for the purposes of playing in a contest – constitutes membership to that team as well as participation for that game.
 1. If RebelCard is not present, participants must utilize a forgiveness pass that is available at the SRWC front desk (1 use per semester). This must be completed prior to arriving to the fields.

B. The Players

1. Men's/Open Games

- a. Each team will play with no more than seven (7) players on the field at once.
- b. The minimum number of players required to start and continue a game is four (4). Game may be continued with fewer than four (4) players as long as the team has a chance to win.

2. Co-Rec Games

- a. Each team will play with no more than eight (8) players on the field at once, with an equal (4) men and (4) women ready to play.
- b. The minimum number of players required to start is five (5), with an open option to fill the odd player position, as long as there are at least two (2) Men and two (2) Women (i.e. 2 & 2 + 1).
- c. Teams with six (6) players must play with three (3) of either gender.
- d. Teams with seven (7) players must play with 3 of either gender with the last person being from either gender (i.e. 3 & 3 + 1)

3. Roster minimums

- a. A team with the minimum number of players or more must play or the forfeit procedure will go into effect.
- b. During the course of the game, if a team drops below the minimum players that team will receive the loss according to team misconduct scoring rules.
- c. If an injury results in a team dropping below the minimum number of players, play may be continued if the team has a chance to win.
- d. These rules will be applied regardless of game score at the time of incident.

- C. There will be no limit to the number of substitutions a team can make, providing each substitute remains in the game for at least one play and the substitution does not delay the game. PENALTY: Illegal Participation, 10 yards

IV. EQUIPMENT

A. Player Equipment

1. Any player intentionally violating these equipment rules will receive an unsportsmanlike penalty towards the player. Unintentional violation of these equipment requirements will result in one team warning, followed by a team unsportsmanlike penalty.
2. Players may not participate with equipment that the Intramural Staff deems to be dangerous to other participants. Hard cast, metal or plastic braces, hats and jewelry of any type are examples of illegal equipment. ALL visible body piercing must be removed.
 - a. Bracelets may be taped twice around the wrist. Players must provide their own tape.
3. Players must wear athletic type shorts/pants. These shorts/pants must not have pockets, pouches, loops, belts, zips, zippers, clips, buckles, buttons, or snaps. Torn shorts/pants may not be worn during play.
4. Jerseys/Shirts
 - a. In order to play teams must wear shirts of identical color and shade/tone.
 1. Numbered jerseys are no longer required.
 - b. In the event two teams arrive wearing the same color and are unable to switch to a different color, jerseys will be made available.

- c. There are no shirts/jerseys available for check out.
- 5. Shoes
 - a. Each player must wear athletic shoes. They must be made of soft, pliable material that covers the entire foot.
 - b. Any exposed metal or other dangerous material will not be allowed.
 - c. Tennis shoes and molded plastic cleats are acceptable.
- 6. Players may wear gloves consisting of soft, pliable and nonabrasive material.
- 7. Players may wear a knit or stocking cap (without ball/knot at top), headbands, or hair bands. Hats with bills are prohibited.
- B. Game Ball
 - 1. A game ball will be made available by Intramural Staff.
 - 2. Teams may choose to use their own ball of regulation size once approved by intramural staff.
 - a. Participants must bring the ball they would like to use to the Captain's Meeting before each game to be approved by the intramural officials.
 - 3. The Offense will accept full responsibility for the ball.
 - a. The offensive team is responsible for retrieving the ball after each play from scrimmage, as well as providing the ball for each new offensive series.
 - b. The game/play clock will not stop to retrieve any ball thrown/batted/knocked out of play.
 - c. Officials are not required to retrieve any football.
 - 4. Regulation Ball
 - a. Men's/Open Game: a full size, NFHS or NCAA regulation ball
 - b. Co-Rec Game: no smaller than a Youth size ball; a larger ball may be used

V. TIMING

- A. Delay Time - Once at the scheduled game time:
 - 1. If a team does not have any players present at game time, the game will be declared a forfeit without the Delay Time procedure.
 - 2. If a team does not have four (4) players signed in at game time, that team will be given 10- minutes to have four players sign in before the game is declared a forfeit.
 - 3. If neither team has four (4) players signed in, both teams shall have 10-minutes to have four players sign in before the game is declared a forfeit or double forfeit.
 - 4. Time used to wait for the minimum number of players will be off the game clock and delaying teams will receive a Sportsmanship Deduction for delaying the start of the game. The first team ready to play will receive two (2) points for every minute (rounded up) that the game is delayed (up to the end of the Delay Time period). Teams may use their allotted timeouts to save the delay time penalty, but this will not prolong the amount of time until a forfeit is declared.
 - a. One team ready to play: Team A has enough players at game time and Team B's fourth player signs in with 13:18 remaining in the first half. Team A will start the game with a 14-0 lead.
 - b. Neither team ready to play: Team A's fourth player signs in with 16:00 on the clock, and Team B's fourth signs in with 12:15 left on the clock. Team A will start the game 8-0 with 12:08 remaining in the first half.
 - 5. The clock will not stop to have players sign in, and game play must begin before the 10- minute period has been completed. Once all teams are ready, the ball will be put into play in accordance with the Start of Game rules.
 - 6. A forfeit will be recorded as a win for the team ready to play and any points accumulated will be the final score.
 - 7. Any game forfeit for team misconduct will be scored as 20 points, or the current point total over 20 (whichever is more), for the winning team and zero points for the losing team.
- B. Game Timing:
 - 1. The game will consist of two 20-minute halves.
 - 2. The First Half will have a continuously running clock.
 - 3. The last two-minutes of only the Second Half will continue under a regularly stopped-clock for all dead-ball situations.
 - a. Dead ball, stopped clock situations include:
 - 1. Out of bounds
 - 2. Incomplete pass
 - 3. Change of possession
 - 4. Touchdown; the Point After Try will be un-timed.
 - b. During live ball situations, the clock may be stopped long enough for the administration of a first down, a penalty, or for ball placement (i.e. moving the chains). The Game & Play Clock will begin when the ball is ready for play.
 - 4. There will be three (3) minutes between halves.
 - 5. There will be three (3) 60-second time-outs per game.
 - 6. There will be a play clock of 25-seconds.

7. Overtime:

- a. Regular season games will not have an overtime period; tied games will remain a tie.
- b. Overtime for tournament games will not be timed, but will consist of a series of plays.
- c. The winner of the overtime coin toss will choose offense or defense
- d. All drives will start at the 10-yard line going into the endzone.
 1. Teams will have 4 plays to score a touchdown and go for a PAT
 2. The first team on offense will start on offense each time there is a new overtime period.
 3. If team A scores a 6pt touchdown, and a 2pt extra point, team B must go for at least 2 if they score. If they score a 3pt PAT they will win.
 4. Teams will have all 4 downs to score for each of the first two OT periods. In the 3OT period, if team A scores in 3 downs, Team B must also score in 3 downs or faster. They still must match the other teams PAT score.
- e. There is no game clock, only a 25 second play clock for each down
- f. Penalties will be enforced in the same manner as usual, or on the extra point if they occur during the dead ball after a touchdown is scored.
- g. If the defense scores a Safety or on a turnover returned for a touchdown they win.

VI. SCORING

A. Point Values

1. Touchdown - 6 points
2. Point After Try (P.A.T.)
 - a. 3-yard line – 1 point
 - b. 10-yard line – 2 points
 - c. 20-yard line – 3 points
3. Safety - 2 points

B. Mercy Rule: If any team gains a point differential matching the outlined criteria, the game will be ended once the losing team loses possession:

1. 35-points or more at any time in the Second Half or at the end of the First Half
2. 19-points or more at any time during the last 2-minutes of the Second Half

VII. START AND RESTART OF PLAY

A. Start of Game

1. A coin toss or Rock-Paper-Scissors will occur during the Captain's Meeting before the game and before the first Overtime period. The team designated as the Visiting Team will make the call during the coin toss.
2. The winning captain shall have a choice of three options:
 - a. To choose to start with the ball
 - b. To choose which half of the field to start on
 - c. To defer their choice to the start of the second half
3. The captain not having the first choice shall choose from the remaining option(s). To "Defer" will not be a valid option for this captain.

B. After a Point After Try and safeties, unless moved by penalty, the opponents of the scoring team shall receive the ball at the First Possession Line.

C. Overtime

1. The first overtime phase will begin with a coin toss, as was done to start the game. The winning captain shall choose either Offense or Defense first. There is no second option.
2. Possession will alternate for each overtime period based on the initial selection.
3. The goal chosen by the officials will be the goal used for all overtime periods.
4. Each team will start First and Goal from the 10-yard line, with an equal number of possessions.
5. For Overtime Periods 1 & 2, each team will have 4 downs to score.
6. Starting with Overtime Period 3, and continuing until a winner is chosen, overtimes will be played using a Sudden Death procedure based on the number of plays required to score. EXAMPLE: Team A starts on offense is able to score on their 3rd down, Team B then must score on their 1st or 2nd down to win. If Team B scores on their 3rd down, the game will continue in a tie and the Sudden Death procedure will be repeated.
7. If a penalty is assessed against the Defense that results in an automatic first down for the Offense, the play count will reset.
8. The Defense may intercept/recover an airborne fumble and return it for a touchdown. If not returned for a touchdown, the ball will be placed at the appropriate starting yard line to begin the next series.
9. Each team will receive one time-out per overtime period. Time-outs will not carryover from regulation play, or to succeeding Overtime Periods.

VIII. BALL IN & OUT OF PLAY

A. Dead Ball: The ball is dead when:

1. The ball freely falls to the ground.

2. An opponent legally flags the ball carrier.
 3. Any part of the ball carrier touches the ground, other than the ball carrier's hands and feet (the ball is considered an extension of the hand).
 4. The ball goes out of bounds.
 5. A touchdown, P.A.T., or safety occurs.
 6. On a fumble
 7. The snap from center touches the ground before being caught by a player.
 8. Any pass falls incomplete.
 9. The referee rules the ball "not in play".
- B. First Downs
1. A first down shall be awarded when a team crosses the next appropriate zone line to gain.
 2. A team has four downs to attain a first down.
 3. If the offensive team's possession is in a zone behind the original zone, either by penalty or loss of yardage, a first down will be established by crossing the original zone line to gain.
- C. Punts:
1. The Offense may declare a punt on any down. Once this decision is announced, the decision may not be changed unless a time-out is called, a penalty occurs, or the period ends. There are no fake punts. PENALTY: Illegal Procedure, 5 yards.
 2. Prior to making the ball ready for play on fourth down, the Referee will ask the offense, and reciprocate the decision to the defense, if they will:
 - a. Punt
 - b. Attempt play for a first down
 3. Line of scrimmage rules regarding the snap, encroachment, false start, formation, motion, and shift apply to a punt formation.
 4. The ball must be snapped to the punter.
 5. Players may not cross the line of scrimmage until the ball has been kicked. PENALTY: Illegal procedure, 5-yards from the previous spot.
 6. After receiving the snap, the punter must kick the ball immediately in a continuous motion across the line of scrimmage. PENALTY: Illegal Procedure, 5 yards.
 7. If a punt is bobbled, the ball is live as long as it remains in the air and may be advanced by either team once caught. If the ball is uncaught, possession will belong to the offense at the spot the ball lands.
 8. If the punt falls to the ground without being touched, the play will remain live. Only the receiving team will have the opportunity to advance the ball. The kicking team will only have the opportunity to down the ball and end the play.
 - a. If the ball is uncaught and hits the ground, the receiving team can advance the ball at any time until the ball comes to rest or is downed by the kicking team.
 9. While a kick is in flight, no kicking team member may touch the ball or obstruct a receiver's attempt to catch the kick in flight. PENALTY: Kick Catch Interference, 5 yards.
 10. If the receiver shows no intention to catch a punt, a kicking team member may attempt to catch or deflect a kicked ball. Any kicked ball may be deflected parallel to or away from the kicking team's scoring end zone. Deflection toward the kicking team's scoring end zone will result in the ball being placed where it was originally touched.
- D. Touchback: unless moved by penalty the ball shall be snapped from the nearest 14-yard line. A touchback occurs when:
1. A punted ball is kicked into the end zone or touches the goal line.
 2. A defender who intercepts a forward pass in the field of play and downs the ball in the end zone (momentum rule may apply)
 3. A forward fumble, by the offense, that lands in the end zone. Possession will be given to the defense.

IX. GENERAL GAME INFORMATION:

- A. Offensive Line of Scrimmage:
1. The neutral zone will be 1 yard wide, with cones marking the offensive and defensive Line(s) of Scrimmage (LOS)
 2. The offense must be set a full second before the ball is snapped. The only movement allowed after being set before the snap is a legal player in motion. PENALTY: Illegal Procedure, 5 yards (movement must be a simulation of play)
 3. The quarterback must be **two or more** yards behind the center, and receive an airborne snap. PENALTY: Illegal Procedure, 5 yards.
 4. One player may be in motion, parallel to and behind the LOS, at the time of the snap. PENALTY: Illegal Motion, 5 yards.
 5. The snapper is the only player required on the LOS. There are no other restrictions to this rule.
 6. If an offense wishes to shift multiple players, all players must be set a full second before the ball is snapped. PENALTY: Illegal Shift, 5 yards.

7. If an Offensive player lines up in the neutral zone, on the snap the play will be called dead and the offense will be penalized. PENALTY: Illegal Procedure, 5 yards
 8. The center may snap the ball between his/her legs or off to the side. The center may adjust the ball once prior to the snap but must remain behind the offensive line of scrimmage. The snap must leave the snapper's hands with a quick and continuous motion. PENALTY: Illegal Snap, 5 yards.
 9. If the ball hits an offensive player behind the line of scrimmage and is then caught by a defensive player behind the line of scrimmage, the ball is dead and possession is awarded to the defense.
- B. Defensive Line of Scrimmage:
1. All defensive players must start behind the defensive LOS at all times. Defensive players may not enter the neutral zone at any time before the snap. PENALTY: Encroachment, 5 yards.
- C. De-Flagging an Opponent
1. An offensive player is considered "down" when a Defensive player pulls the ball carrier's flag belt. The spot of the end of the play is the location of the ball at the time of the de-flagging.
 2. Anytime a player carrying the ball has inadvertently lost his flags, the player may continue to advance the ball until touched anywhere below the shoulders with one hand, or until the official blows his whistle.
 3. Flag pulling of a player without the ball is prohibited and constitutes un-sportsmanlike conduct, and may result in player ejection from the game. PENALTY: Unsportsmanlike Conduct, 10 yards.
 4. An opponent shall not hold, grasp, or obstruct the forward progress of a runner when in the act of removing the flag belt. PENALTY: Defensive Holding, 10 yards.
 5. Physically tackling any participant will result in a player ejection. PENALTY: Unsportsmanlike Conduct, 10 yards, Player Ejection.
- D. Running With The Ball
1. Any player with possession after a legal snap may advance the ball beyond the line of scrimmage.
 - a. **Co-Rec Rule:** A Male runner may not advance the ball beyond the line of scrimmage Illegal Advancement, 5 yards. PENALTY: Illegal Advancement, 5 yards.
 1. A female runner can advance the ball beyond the line of scrimmage.
 2. Any player may hand the ball forward or backward at any time.
 3. Spinning/jumping/diving is allowed provided contact, or potential contact, does not occur. PENALTY: Personal Foul, 10 yards.
 - a. If contact does occur, the diving player is responsible for the penalty.
 4. Runners shall not prevent or deny the opportunity for an opponent to pull or remove the flag belt. PENALTY: Flag guarding, 10 yards. Examples are:
 - a. Placing or swinging the hand/arm over the flag belt
 - b. Placing the ball in possession over the flag belt
 - c. Using the hand, arm, or ball to make contact that prevents a defender from removing the flag belt.
 - d. Lowering the shoulders in such a manner which covers the flag belt
 - e. Obstructing the flag belt with any part of the player's equipment (i.e. shirt or ball)
 5. Runners shall not contact an opponent with an extended hand/arm, or otherwise purposefully contact an opponent. A runner must avoid contact with all defenders.
 6. The runner shall not grasp a teammate or be grasped, pulled or pushed by a teammate. PENALTY: Helping the Runner, 5 yards.
- E. Passing
1. All players are eligible to catch a pass.
 2. All forward passes must be attempted on or behind the offensive line of scrimmage. **Only one forward pass is allowed per down.**
 - a. It is a forward pass from beyond the line of scrimmage if any part of the passer's foot is beyond the line of scrimmage when the ball is released. The penalty for a forward pass thrown from beyond the line is enforced from the spot where the ball is released.
 3. An offensive player, who runs out of bounds before a forward pass is thrown and without influence from a defender, loses eligibility to catch any forward pass.
 4. In the event of a simultaneous catch, the offense retains possession the ball.
 5. A pass is complete if the receiver has control of the ball and at least one foot is in bounds. If the receiver is in the air and pushed out of bounds by a defender, it shall be ruled a completed pass and illegal contact on the defense.
 6. If a passer has started his forward arm motion it is considered a legal pass even if his/her flag is removed during the motion. If the ball is not released, the offensive player will be considered down.
 7. Defensive players shall not contact, nor force another player to contact, the passer at any time. Inadvertent contact is defined at the official's discretion. PENALTY: Roughing the Passer, 10 yards, Automatic First Down.
 8. The defensive team may advance all interceptions.

9. If the quarterback, before the initial pass, crosses the offensive line of scrimmage, he/she may return to the backfield to throw the initial pass as long as his/her entire body is behind the line of scrimmage.
10. Co-Rec Passing: Open & Closed Plays
 - a. An Open Play will allow any player to be allowed to complete a legal forward pass to any other player.
 1. There are no restrictions after a legal forward pass.
 - b. A Closed Play will require positive yards to be gained while including a female player in the movement of the ball (i.e. female passer, female runner, female receiver). The spot where the ball becomes dead by Rule must be beyond the offensive scrimmage line.
 - c. There shall not be two consecutive plays, wherein a male player completes a legal forward pass to another male player. This rule will apply to the Point After Try. PENALTY:
Illegal Male Reception, 5 yards, Loss of Down
 - d. Any foul, whether accepted or declined, shall have no effect on whether the next play will be designated Open or Closed.
 - e. A pass caught jointly by a male and female is considered a female catch.

F. Blocking/Rushing

1. All blocking, either at the line of scrimmage or down field, must be a screen block or "non- contact block". The initial position of a blocker determines the point of reference for any penalty.
2. A screen block shall take place without contact. Use of a player's hands/arms/legs to assist in blocking, thereby initiating contact with a rushing player, will result in a penalty. PENALTY: Illegal Contact 10 yards (Exception: A blocker may use his hands or arms to break a fall or to retain balance)
3. Defensive players must go around an offensive player's screen block without initiating contact. PENALTY: Illegal Contact 10 yards (Exception: A rushing player may use his hands or arms to break a fall or to retain balance)
4. Downfield blocking is **Legal** if no contact is initiated by the offensive player. A blocker does not need to be set if no contact is made.
5. Co-Rec Rushing
 - a. A male may not advance the ball past the line of scrimmage on a rushing play. PENALTY:
Illegal Advancement

X. CAPTAIN RESPONSIBILITIES

A. Captain's Meeting

1. All captains are highly encouraged to attend a 30-minute Zoom meeting on the Thursday before the season begins where the Intramural Coordinator and Graduate Assistant will review the rules and captains will be able to ask any questions.

B. In-Game Responsibilities

1. All captains are required to participate in each pre-game captain's meeting. In this meeting, expectations are set for both the rules of the game and participant conduct, the captain's duty is to inform their team of the rules and regulations of the game before it begins.
2. All captains are held accountable for their team's conduct on the sideline. Team captains are also responsible for the actions of their fans.

a. Fans must stay on the bleachers/sideline and may not enter the field during the game. An unsportsmanlike conduct penalty can be administered to team based on the conduct of their fans.

XI. SUMMARY OF PENALTIES: (LOD: Loss Of Down, AFD: Automatic First Down)

A. LOSS OF 5 YARDS:

1. Failure to wear required player equipment.
2. Delay of game
3. Illegal Substitution
4. Illegal Procedure
5. Encroachment
6. False Start
7. Illegal Snap
8. Illegal Formation
9. Illegal Motion
10. Illegal Shift
11. Illegal Advancement (Co-rec only)
12. Illegal Backwards Pass (LOD)
13. Illegal Forward Pass (LOD if by offense)
14. Intentional Grounding (LOD)
15. Illegal Male Reception (LOD)
16. Helping the Runner

B. LOSS OF 10 YARDS:

1. Unsportsmanlike Conduct – Illegal Player Equipment
2. Illegal Kick

2. Kick Catching Interference
3. Two or more encroachment fouls during the interval between downs
4. Offensive Pass Interference – contact is required, waving of the arms (face guarding) is no longer considered pass interference.
5. Defensive Pass Interference – contact is required, waving of the arms (face guarding) is no longer considered pass interference.
6. Unsportsmanlike Conduct
7. Stripping
8. Hurdling
9. Unnecessary Contact
10. Diving/Running into Opponent
11. Position upon shoulders or body on a teammate
12. Roughing the Passer (AFD)
13. Illegal Contact
14. Interlocked Blocking
15. Illegal Flag Belt Removal
16. Flag Guarding
17. Holding
18. Illegal Batting – defined as intentionally slapping, striking, or re-directing the ball with the hand or arm
19. Illegal Participation

C. LOSS of 10 YARDS and POTENTIAL DISQUALIFICATION

1. Illegally Flag Belt (LOD if by offense, AFD if by defense)
2. Flagrant Unsportsmanlike Conduct
3. Intentionally contacting an official
4. Leaving the team box and entering the field during a fight
5. Flagrant Personal Fouls
6. Tackling the Runner
7. Fighting
8. Intentional Flag Belt Tampering (LOD if by offense, AFD if by defense)
9. A non-player de-flagging or interfering with a runner
10. Any player receiving two (2) unsportsmanlike penalties will be disqualified from the game.
11. Teams receiving a total of three (3) unsportsmanlike penalties during one game will forfeit the game.

4V4 FLAG FOOTBALL ADAPTATIONS

4v.4 follows the same rules as the 7 v. 7 Flag Football besides the following exceptions.

AREA OF PLAY.

1. The field shall be 60 yards long by 30 yards wide. The length of the field shall be divided into two 20-yard zones and two 10-yard end zones.
2. The 3-yard scoring line shall be marked with a line.
3. The 10-yard First Possession / Scoring Line shall be marked with an X.

Men's/Opens, Women's, & Co-Rec Games

1. Each team will play with no more than four (4) players on the field at once. The minimum number of players required to start and continue a game is three (3).
2. The maximum number of players any roster may have is no longer required.

Timing

A. Game Timing:

1. The game will consist of two - 12 minute halves with a 1 Minute Warning, followed by a Start- Stop Clock
2. The last minute of both halves will continue under a regularly stopped-clock for all dead-ball situations.

Scoring

A. Tiebreaker

1. During the regular season, if time allows, each team will be allowed the opportunity to attempt to score from the 3-yard line (1 point), 10-yard line (2 points), or 20-yard line (3 points). Only one overtime will be allowed.
2. During the Playoffs, teams will play in continuous overtimes until a winner emerges. Teams will alternate 1st and 2nd attempts in each consecutive overtime.

Time-Outs

- A. Each team is entitled to 2 charged time-outs per game

Series of Downs

- A. Each team shall have 3 consecutive downs to advance the ball to the next zone of scrimmage.
- B. A new series of downs is awarded when a team moves the ball legally into the next zone.

Kicking the Ball

- A. All kicks are illegal. *Penalty:* Illegal Kicking, 5 yards

Rushing the QB

- A. The team on defense may not cross their line of scrimmage until the pass is released. *Penalty:* Illegal Advancement, 3 yards from the previous spot.

Runner

- A. The first offensive player to touch the ball after the snap may not advance the ball through their line of scrimmage.

Legal Forward Pass

A. There must be a legal forward pass each down. The receiver must touch the ball beyond their line of scrimmage. The Offense has 5 seconds to release the ball on a forward pass. If the offense fails to release the ball in time, it is a loss of down and the ball is next snapped at the previous spot. The referee will sound their whistle at 5 seconds if the passer has possession of the football.

Mercy Rule

- A. The Mercy Rule does not apply due to the shortened length of the game.

Enforcement of Penalties

A. All 10 yard penalties are 5 yards and all 5 yard penalties are 3 yards.