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# 49ers PREP Flag Football



## Official's Handbook

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## Expectations of Officials

Flag football can be a difficult, but rewarding game to officiate. The position demands a strong performance from each official. Each team of officials must work cooperatively to make intelligent calls on the field.

The primary job of an official is to see that each game progresses smoothly. Don't interfere with play more than necessary. Call the penalties that are clearly illegal. If you aren't sure about a call, don't make it. You want to be seen as someone that knows what he/she is doing, not someone that likes to guess about calls.

The essentials of good officiating include:

1. The ability to handle players in a friendly, firm and, fair fashion, while maintaining control of the game and its players.
2. Knowing the rules and applying them fairly and intelligently without fear.
3. Knowledge of and adherence to improve on mechanics with a thorough mastery of the assignments and duties of each officiating position.

Setting the standard for calls is something that needs to be done from the onset of the game. Players will be looking to you for consistency and fairness. Be aware of the level you are officiating. Don't expect young players to be able to correctly execute plays the same way more experienced players can. Keep your standards of what is a legal play in accord with the level you are officiating.

Thank you for taking time out of your schedule to help officiate 49ers PREP Flag Football. Your efforts will help provide our players a fun and safe environment where they can learn and play the game of flag football.

# GAME

1. At the start of each game, captains from both teams shall meet at midfield for the coin toss to determine who shall start with the ball. The visiting team shall call the toss.
2. The winner of the coin toss has the choice of offense or defense. The loser of the coin toss has the choice of direction.
3. The offensive team takes possession of the ball at its 5-yard line and has four (4) plays to cross midfield. Once a team crosses midfield, they have four (4) plays to score a touchdown.
4. If the offensive team fails to cross midfield after four plays or reach the endzone, the possession changes and the opposition starts its drive from its own 5-yard line.
5. Teams change sides after the first half. Possession changes to the team that started the game on defense.

# TERMINOLOGY

**Boundary Lines** - The outer perimeter lines around the field. They include the sidelines and back of the end zone lines.

**Line of Scrimmage (LOS)** - An imaginary line running through the point of the football and across the width of the field.

**Line-to-Gain** - The line the offense must pass to get a first down or score.

**Rush Line** - A line running across the width of the field seven yards (into the defensive side) behind the line of scrimmage. Ref may use rope marker to mark Rush Line.

**Offense** - The team with possession of the ball.

**Defense** - The team opposing the offense to prevent it from advancing the ball.

**Passer** - The offensive player that throws the ball and may or may not be the team's quarterback.

**Rusher** - The defensive player assigned to rush the quarterback to prevent him/her from passing the ball by pulling his/her flags or by blocking the pass.



## ELIGIBILITY

1. All players legal guardians must agree to 49ers PREP waiver form for their specific league before participating.
2. Players must be at least 7 years old by the first practice to participate.
3. Players cannot be older than 14 years old by the first day of practice to participate.
4. Players must be in good standing with the partnering organization that they want to play for.

## ROSTERS

1. Home teams wear red color jerseys; visiting teams wear white color jerseys.
2. Teams must consist of at least 6 players, with a maximum of 8 players.
3. Teams must start a game with a minimum of 5 players. In the event of an injury, a team with insufficient substitute players may play with four players on the field, but no fewer than four.

## EQUIPMENT

1. The league provides each player with a mouth guard, reversible jersey, and flag football flags.
2. Players must wear shoes. Football cleats are encouraged; however, cleats with exposed metal are not allowed and must be removed. Cleats must be rubber or plastic on the bottom.
3. Players may tape their forearms, hands and fingers. Players may wear gloves, elbow pads, and kneepads. Braces with exposed metals are not allowed.
4. Players must remove all hats, watches, earrings and any other jewelry that the officials deem hazardous.
5. Official 49ers Prep jerseys must be worn during play.
6. Player's jerseys must be tucked into the pants if they hang below the belt line.
7. Sweats or shorts with no pockets must be worn.
8. No adhesive like substances that may enhance performance play.

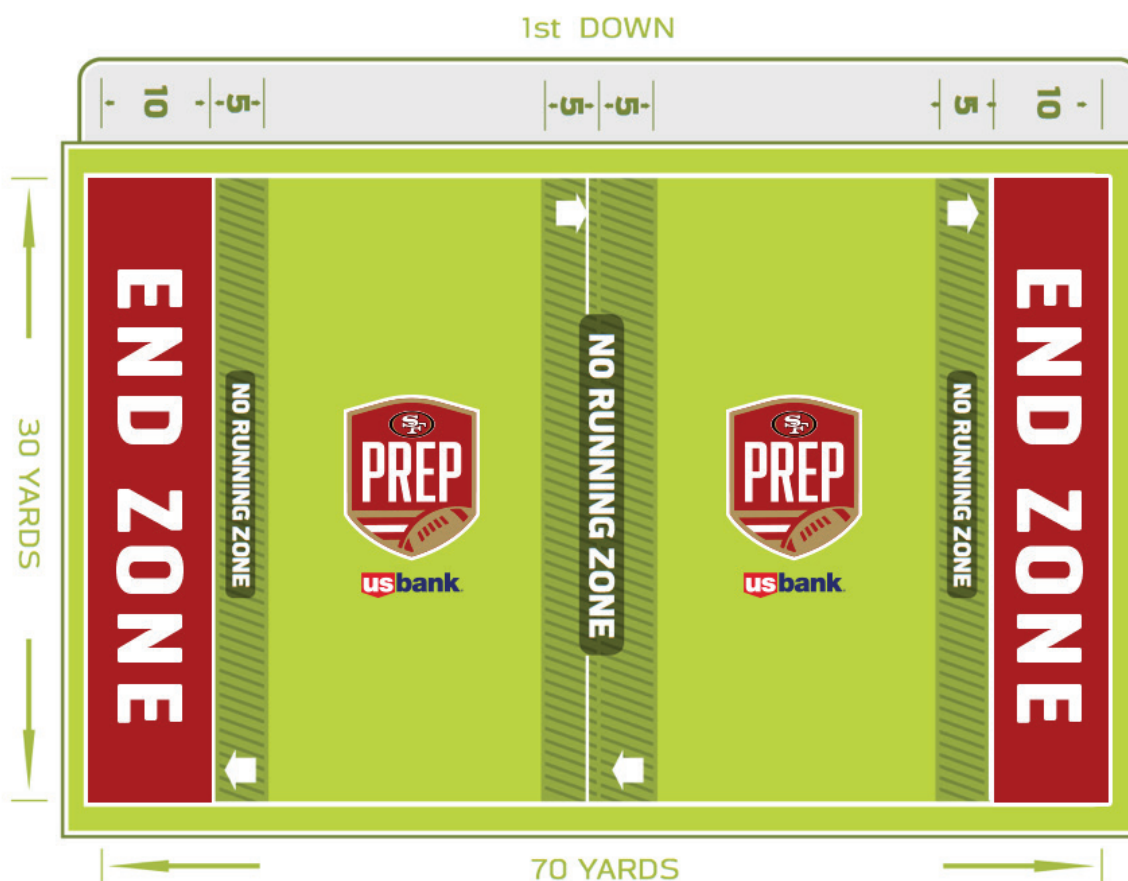


# FIELD

1. The field dimensions are 30 yards by 70 yards with two 7-yard end zones and a midfield line-to-gain. The No-Run Zone precedes each line-to-gain by 5 yards. However, field size may vary based on field availability. Stepping on the boundary line is considered out of bounds.

2. No-Run Zones are in place to prevent teams from conducting power run plays. While in the No-Run Zone (a 5 yard imaginary zone before midfield and before the end zone), teams cannot run the ball. All plays must be pass plays. The only time a run can be performed from this point is if the quarterback is rushed. The quarterback cannot directly run with the ball until the defense crosses the rush line. At that point, the quarterback may scramble, or may advance the ball beyond the line of scrimmage. The quarterback is the offensive player that receives the snap.... IF the defense decides to rush in a no run zone or a pass only situation the quarterback is allowed to run the ball. No handoffs or pitches in the "No Run Zones".

3. Each offensive team approaches only TWO No-Run Zones in each drive (one zone 5 yards from midfield to gain the first down, and one zone 5 yards from the goal line to score a TD).



# TIMING AND OVERTIME

1. Games are played in two 20 minute continuous clock halves with a 10 minute halftime.
2. The clock stops only for timeouts, with the exception of the last two minutes of the first and second half where teams will get a 2 minute warning.
3. Halftime is approximately 10 minutes long.
4. Each time the ball is spotted, a team has 20 seconds to snap the ball. Teams will receive one warning per game before a delay-of-game penalty is enforced.
5. Each team has one 60 second time out per half.
6. Officials can stop the clock at their discretion.
7. In the event of an injury the clock will stop and then restart when the injured player is removed from the field of play.
8. If the score is tied at the end of 40 minutes, the game should be determined a tie (during the regular season).
9. In playoff situations, an overtime (OT) Period will be used to determine a winner. OT format is as follows:
  - The team that wins the coin toss has the choice to take the ball first, or defend first.
  - Each team will start from the 12-yard line. They will have two plays to attempt to score. If a team scores, they may attempt either an extra point or a two-point conversion.
  - Both teams will drive into the same end zone. The game is over when each team has had possession of the ball, and one team was able to score more points than their opponents.
  - If the score is still tied after the first overtime, the team that didn't have the choice in the first overtime will make the choice for the beginning of the second overtime.
  - If the score is still tied after the second overtime, teams will go into Sudden Death play.
  - For Sudden Death, the ball will be spotted at the five yard line. Each team will be given two downs to drive the length of the field. The team that gains the most positive yardage from the original line of scrimmage will be declared the winner. (If a team throws an interception then the game is over and the team that intercepted the ball is declared the winner)
  - The team that was just on defense during the second overtime will start on offense.



## SCORING

1. **Touchdown:** 6 points
2. **PAT** (Point After Touchdown) 1 point (5-yard line) or 2 points (12-yard line) Note: 1 point PAT is pass only, 2 point PAT can be run or pass.
  - a. A team that scores a touchdown must declare whether it wishes to attempt a 1-pt. conversion (from the 5-yard line) or a 2-pt. conversion (from the 12-yard line). Any change, once a decision is made to try for the extra point, requires a charged time out. Decision cannot be changed after a penalty. Interceptions on conversions can be returned, and the defense will be awarded 2 points for the conversion, regardless of whether the interception occurred on a 1 or 2 point try.
3. **Safety:** 2 points
  - a. A Safety occurs when the ball carrier is declared down in his/her own end zone. They can be called down when their flags are pulled by a defensive player, their flag falls out, they step out of bounds or they hit the ground with their knee or arm. A Safety also occurs when there is an offensive penalty in the end zone.
4. **Mercy Rule:** After one team is winning by 35 points or more, the losing team gets one offensive series to continue regulation play. If they do not score, the game goes into scrimmage mode playing without any more scoring or losing team can forfeit.

## COACHES

1. Coaches are typically volunteer parents or family members helping the players learn and enjoy the game. Parents are encouraged to support the coach at all time.
2. Coaches are not allowed on the field to direct players.
3. Coaches are expected to adhere to 49ers PREP policies, coaching guidelines and codes of conduct, as well as the code of conduct specific to 49ers PREP signed by all coaches at the beginning of the season.
4. Substitutions may be made on any dead ball.

# LIVE/DEAD BALL

1. The ball is live at the snap of the ball and remains live until the official whistles the ball dead.
2. The official will indicate the neutral zone and line of scrimmage. It is an automatic dead ball foul if any player on defense or offense enters the neutral zone. In regard to the neutral zone, the official may give both teams a “courtesy” neutral zone notification to allow their players to move back behind the line of scrimmage.
3. A player who gains possession through the air is considered in bounds as long as one foot comes down in the field of play.
4. The defense may not mimic the offensive team signals, by trying to confuse the offensive players, while the quarterback is calling out signals to start the play. This will result in an unsportsmanlike penalty.
5. Substitutions may be made on any dead ball.
6. Any official can whistle the play dead.
7. Play is ruled “dead” when:
  - a. The ball hits the ground
  - b. The ball carrier’s flag is pulled
  - c. The ball carrier steps out of bounds
  - d. A touchdown, PAT or safety is scored
  - e. The ball carrier’s knee or arm hits the ground
  - f. The ball carrier’s flag falls out
  - g. The receiver catches the ball while in possession of one or no flag(s)
  - h. Inadvertent whistle

NOTE: There are no fumbles. The ball is spotted where the ball carrier’s feet were at the time of the fumble. During a snap the ball is spotted where the ball original lands regardless if contact is made by any offensive player.

8. In the case of an inadvertent whistle, the offense has two options:
  - a. Take the ball where it was when the whistle blew and the down is consumed.
  - b. Replay the down from the original line of scrimmage.

# RUNNING

1. The ball is spotted where the runner's feet are when the flag is pulled, not where the ball carrier has the ball. Forward progress will be measured by the player's front foot.
2. The quarterback cannot directly run with the ball until the defense crosses the rush line. At that point, the quarterback may scramble, or may advance the ball beyond the line of scrimmage. The quarterback is the offensive player that receives the snap.
3. Only direct handoffs behind the line of scrimmage are permitted. Handoffs may be in front, behind, or to the side of the offensive player, but must be behind the line of scrimmage. The offense may use multiple handoffs.
  - a. "Center Sneak" play – The ball must completely leave the center's hands on the snap and he/she must step backwards off the line of scrimmage in order to receive a direct handoff from the QB before advancing the ball.
4. The No-Run Zone located 5 yards before each end zone and 5 yards on either side of midfield are designed to avoid short-yardage power-running situations. Teams are not allowed to advance the ball with a run in these zones. (Reminder: Each offensive squad approaches only TWO No-Run Zone in each drive – one 5 yards from midfield to gain the first down, and one 5 yards from the goal line to score a TD). "No hand offs or pitches in the "No Run Zones". The player who takes the handoff can throw the ball from behind the line of scrimmage. Once the ball has been handed off in front, behind or to the side of the quarterback, all defensive players are eligible to rush.
5. Runners may not leave their feet to advance the ball. Diving, leaping, or jumping to avoid a flag pull is considered flag guarding.
6. Spinning is allowed, but players may not leave their feet to avoid a flag pull. Jumping in the air in a forward motion to advance the ball, while attempting to avoid a flag pull, is not allowed.
7. Lateral moves to the left or right are permitted.

8. Runners may leave their feet if there is a clear indication that he/she has done so to avoid collision with another player without a flag guarding penalty enforced. No blocking or “screening” is allowed at any time. The main part of this rule is that the offense cannot prevent the defense in any way from approaching the ball carrier. No blocking or screening is allowed. The offense does not have to make contact for it to be considered blocking or screening. The offensive players should continue their run away from the ball carrier or come to a complete stop to avoid a block or screen from happening. If the offensive players are running towards the ball carrier or are running toward defenders to try and create a disruption for the defenders, then this is considered blocking or screening. Offensive players must not interfere with the play once the ball has crossed the line of scrimmage. No running ahead of the ball carrier or preventing the defense from approaching the ball carrier. However, the receiver may continue a route AWAY FROM the ball carrier.

9. Flag Obstruction – All jerseys MUST be tucked in before each play begins. The flags must be on the player’s hips and free from obstruction. Deliberately obstructed flags will be considered flag guarding.

## PASSING

1. All passes must be from behind the line of scrimmage, thrown forward and received beyond the line scrimmage.

2. Shovel passes are allowed, but must be received beyond the line of scrimmage.

3. The quarterback has a seven-second “pass clock” if no pass rush occurs. If a pass is not thrown within the seven seconds, play is dead, the down is consumed and there is a 5-yard penalty assessed to the offense. Once the defense crosses the rush line, or the ball is handed off, the 7-second rule no longer is in effect.

a. If the line of scrimmage is less than 10 yards from the team’s defensive end zone, the penalty will be assessed as half the distance to the goal at the end of the 7-second clock.

## RECEIVING

1. All players are eligible to receive passes (including the quarterback, if the ball has been handed off behind the line of scrimmage).
2. Only one player is allowed in motion at a time. All motion must be parallel to the line of scrimmage and no motion is permitted towards the line of scrimmage.
3. A player must have at least one foot inbounds when making a reception.
4. In the case of simultaneous possession by both an offensive and defensive player, possession is awarded to the offense.
5. Interceptions change the possession of the ball at intercepting team's own 5 yard line.
6. Interceptions are not returnable.

## RUSHING THE PASSER

1. All players who rush the passer must be a minimum of seven yards from the line of scrimmage when the ball is snapped (different distance in yards for different divisions). Any number of players can rush the quarterback. Players not rushing the quarterback may defend on the line of scrimmage.
2. Once the ball is handed off, the seven-yard (or more) rule no longer is in effect and all defenders may go behind the line of scrimmage.
3. A special marker, or the referee, will designate a Rush Line seven yards (or more) from the line of scrimmage. Defensive players can verify they are in the correct position with the official on every play.
  - a. A legal rush is:
    - i. Any rush from a point 7 yards from the defensive line of scrimmage
    - ii. A rush from anywhere on the field AFTER the ball has been handed off by the quarterback
    - iii. If a rusher leaves the rush line early (breaks the 7 yard area), they may return to the rush line, reset and then legally rush the quarterback
  - b. A penalty will be called if:
    - i. The rusher leaves the rush line before the snap crosses the line of scrimmage before a handoff or pass – Illegal Rush (5 yards LOSS and first down)

ii. Any defensive player crosses the line of scrimmage before the ball is snapped – Offside (5 yard gain for the offense)

iii. Any defensive player not lined up at or beyond the rush line crosses the line of scrimmage before the ball is passed or handed off – Illegal Rush (5 yards LOSS and first down). c. Special circumstances:

i. Teams don't rush the quarterback, seven second clock in effect if there is no rush

ii. If rusher leaves the 7-yard line before the snap, he/she may immediately drop back to act as defender with no offside penalty enforced

4. Players rushing the quarterback may attempt to block a pass; however, NO contact can be made with the quarterback in any way. Blocking the pass or attempting to block the pass and then making contact with the passer will result in a roughing the passer penalty.

5. The offense cannot impede the rusher in any way. The rusher has the right to a clear path to the quarterback, regardless of where they line up prior to the snap. If the "path or line" is occupied by a moving offensive player, then it is the offense's responsibility to avoid the rusher. Any disruption to the rusher's path and/or contact will result in an impeding the rusher penalty. If the offensive player does not move after the snap, then it is the rusher's responsibility to go around the offensive player and to avoid contact.

6. A sack occurs if the quarterback's flags are pulled behind the line of scrimmage. The ball is placed where the quarterback's feet are when flag is pulled.

a. A Safety is awarded if the sack takes place in the offensive team's end zone. On a safety, the defense is awarded 2 points, and takes over possession of the ball at their own 5-yard line.

# FLAG PULLING

1. A legal flag pull takes place when the ball carrier is in full possession of the ball.
2. Defenders can dive to pull flags, but cannot tackle, hold or run through the ball carrier when pulling flags. For the safety of the players, here is the clarification of the rule. If the defense is set then the ball carrier has the obligation to run around the defender. The defender however cannot try and impede the ball carrier by running at them and then blocking the ball carrier from moving by holding or extending their arms. The defender must only make an attempt to grab the flag. If they grab the player or grab the uniform of the player, the defender must first completely let go and then make an attempt to grab the flag.
3. If they grab the flag while holding onto the player or the players uniform then this will be called as holding against the defense.
4. It is illegal to attempt to strip or pull the ball from the ball carrier's possession at any time.
5. If a player's flag inadvertently falls off during the play, the player is down immediately upon possession of the ball and the play ends.
6. A defensive player may not intentionally pull the flags off of a player who is not in possession of the ball.
7. Flag guarding is an attempt by the ball carrier to obstruct the defender's access to the flags by stiff arming, dropping the head, hand, arm or shoulder, or intentionally covering the flags with the football jersey.



# FORMATIONS

1. Offense must have a minimum of one player on the line of scrimmage (the center) and up to four additional players on the line of scrimmage. The quarterback must be off the line of scrimmage.
  - a. One player at a time may go in motion at least 1-yard behind and parallel to the line of scrimmage.
  - b. No motion is allowed towards the line of scrimmage.
2. Offensive players must come to a complete stop for one second before the ball is snapped
3. Movement by a player who is set or a player who runs toward the line of scrimmage while in motion is considered a false start.
4. The center must snap the ball with a rapid and continuous motion between his/her legs to a player in the backfield, and the ball must completely leave his/her hands. Players in Rookie Division can snap the ball directly backwards and not through their legs.

# UNSPORTSMANLIKE CONDUCT

1. If the referee witnesses any acts of intentional tackling, elbowing, cheap shots, blocking or any unsportsmanlike act, the game will be stopped and the player will be ejected from the game. The decision is made at the referee's discretion. Additional penalty may be assessed. **FOUL PLAY WILL NOT BE TOLERATED!**
2. Offensive or confrontational language is illegal. Officials have the right to determine offensive language. If offensive or confrontational language occurs, the referee will give one warning. If it continues, the player or players will be ejected from the game.
3. Players may not physically or verbally abuse any opponent, coach or official.
4. Ball carriers **MUST** make an effort to avoid defenders with an established position.
5. Defenders are not allowed to run through the ball carrier when pulling flags.
6. Fans must also adhere to good sportsmanship, as well:
  - a. Yell to cheer on your players, not to harass officials or other teams.
  - b. Keep comments clean and profanity free.
  - c. Compliment ALL players, not just one child or team.
7. Fans are required to keep fields safe and kids friendly:

# PENALTIES

## General

1. The referees will call all penalties.
2. Referees determine incidental contact that may result from normal run of play.
3. All penalties will be assessed from the line of scrimmage, except as noted. (spot fouls)
4. Only the team captain or head coach may ask the referee questions about rule clarification and interpretations. Players may not question judgment calls.
5. Games may not end on a defensive penalty, unless the offense declines it.
6. Penalties are assessed live ball or dead ball. Live ball penalties must be assessed before play is considered complete.
7. Penalties will be assessed half the distance to the goal yardage when the penalty yardage is more than half the distance to the goal.

# DEFINITIONS

**Delay of Game** - Failure to snap the ball within the 15 second time limit after the referee has set the ball.

**False Start** - Any flinch by an offensive player after the offense has been set.

**Offsides**- The defensive act of being across the line of scrimmage at the time of the snap.

**Holding** - The act of grabbing a player or his jersey that prevents him/her from moving freely.

**Illegal Motion** - More than one person moving at the same time after the offense has been set.

**Illegal Forward Pass** - Any pass where the passer's foot is beyond the line of scrimmage.

**Illegal Flag Pull** - Intentionally pulling the flag from an offensive player without the ball.

**Illegal Contact** - Any contact made to an opponent that serves to be dangerous to the players involved or impedes a player's progress (i.e. blocking, holding, kicking, punching, tripping, tackling, etc.).

**Offensive Pass Interference** - Any contact made by the offense that creates an advantage for the receiving team (i.e. pushing off, screening the defender on passing plays, etc.).

## SPOT FOULS

<b>Defensive Pass Interference</b>	Automatic First Down
<b>Holding</b>	+5 yards & Automatic First Down
<b>Stripping</b>	+10 yards & Automatic First Down
<b>Defensive Unnecessary Roughness</b>	+10 yards & Automatic First Down
<b>Screening, Blocking or Running in front of the Ball Carrier</b>	-5 yards & Loss of Down
<b>Charging</b>	-10 yards & Loss of Down
<b>Flag Guarding</b>	-10 yards & Loss of Down
<b>Offensive Unnecessary Roughness</b>	-10 yards & Loss of Down

## DEFENSIVE PENALTIES

<b>Offside</b>	+5 yards from line of scrimmage & Automatic First Down
<b>Illegal Rush (Starting rush from inside 7-yard marker)</b>	+5 yards from line of scrimmage & Automatic First Down
<b>Illegal Flag Pull (Before the receiver has the ball)</b>	+5 yards from line of scrimmage & Automatic First Down
<b>Roughing the Passer</b>	+10 yards from line of scrimmage & Automatic First Down
<b>Taunting</b>	+10 yards from line of scrimmage & Automatic First Down
<b>Defensive Pass Interference</b>	SPOT FOUL, Automatic First Down
<b>Holding</b>	SPOT FOUL, +5 yards & Automatic First Down
<b>Stripping</b>	SPOT FOUL +10 yards & Automatic First Down
<b>Defensive Unnecessary Roughness</b>	SPOT FOUL + 10 yards & Automatic First Down

# OFFENSIVE PENALTIES

<b>Offside / False Start</b>	-5 yards from line of scrimmage & Loss of Down
<b>Illegal Forward Pass (Pass received behind the line of scrimmage or throwing a pass after crossing the line of scrimmage)</b>	-5 yards from line of scrimmage & Loss of Down
<b>Offensive Pass Interference</b>	-5 yards from line of scrimmage & Loss of Down
<b>Illegal Motion (More than one person moving)</b>	-5 yards from line of scrimmage & Loss of Down
<b>Delay of Game</b>	-5 yards from line of scrimmage & Loss of Down
<b>Impeding the Rusher</b>	-5 yards from line of scrimmage & Loss of Down
<b>Screening, Blocking or Running Ahead of the Ball Carrier</b>	SPOT FOUL, - 5 yards & Loss of Down
<b>Charging</b>	SPOT FOUL, -10 yards & Loss of Down
<b>Flag Guarding</b>	SPOT FOUL, -10 yards & Loss of Down
<b>Offensive Unnecessary Roughness</b>	SPOT FOUL, -10 yards & Loss of Down



## GENERAL PENALTY INFORMATION

- If the offense throws an interception and commits an infraction after the interception, when the opposing team takes offensive possession they will get an additional 5 yards from the line of scrimmage.
- A game or half will not end on any accepted live ball defensive penalty.
- Any offensive penalty in your own end zone results in a safety (2 points).
- A second penalty on an extra point, will equate to the number of points the offensive team was attempting and be awarded.

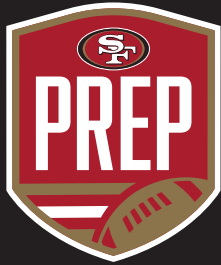
## WARNINGS

- At the official's discretion, a warning may be given in place of a penalty to a player or coach for any of the stated rules. Coaches and players should not expect to receive more than one warning if any.



## EJECTIONS

- Flagrant Unsportsmanlike Conduct or Personal Fouls (Tackling, Pass Interference, and Charging)
- Intentionally Tampering with Equipment
- At the official's discretion, a player or a coach may be ejected from the field for unsportsmanlike conduct or any flagrant violation of the rules.
- Any player or coach ejected may be put on probation with possible suspension for the remainder of the event, depending upon the severity of incident.
- Trash talking is not allowed. Trash talking is offensive language used against opposing coaches, players, officials, league personnel or fans. Disciplinary action may be taken.
- If any league personnel or official witness any act of rough housing, including but not limited to, tackling, elbowing, cheap shots, or any other unsportsmanlike act, the game will be stopped and that player may be ejected. Further disciplinary action may follow including league expulsion.
- After the game, teams are expected to form a line at midfield and congratulate the opposing team regardless the outcome of the game. 49ers PREP will always provide an atmosphere where players, friends and families can feel comfortable enjoying a day of football. Any players, teams, or family members that jeopardize that environment will be asked to leave by an official or league administrator. 49ers PREP operates under a **ZERO TOLERANCE POLICY**.



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### **About 49ers PREP**

49ers PREP is the evolution of our youth football program, providing a boots-on-the-ground approach to serving Bay Area youth. 49ers PREP provides children ages 5-18 with the opportunity to experience football through a multitude of diverse programs aimed at creating young, healthy leaders on and off the field. We bring our program to schools throughout the Bay Area and over 60% are Title 1 designated sites.

With grassroots efforts that include hosting free youth flag football leagues and free youth football camps, 49ers PREP has increased youth participation by 59% since 2013. While promoting a more enjoyable, safer game for boys and girls, 49ers PREP engaged more than 32,000 participants in 2017 and hosted 144 events in partnership with the NFL's "Play 60" initiative, which encourages children to get outside and play for 60 minutes each day.

**49ERS**  
FOUNDATION

### **About the 49ers Foundation**

The 49ers Foundation harnesses football to educate and empower Bay Area youth through collective and innovative community-focused strategies. From award-winning STEAM education and nationally recognized youth football programs, to impactful community partnerships with leading non-profits, the 49ers Foundation is tirelessly dedicated to inspiring the confidence and collaboration youth need to tackle what is possible. Last year alone, the 49ers Foundation invested more than \$4 million back into the Bay Area community and in its 27 years in existence has donated more than \$40 million.