



## FLAG FOOTBALL RULES

### ALL DIVISIONS

- The home team will start with the ball.
- All players will receive equal playing time throughout the game.
- The offensive team takes possession of the ball at its 5-yard line and has **four** plays to cross midfield.
- Once a team crosses midfield, it has **four** more downs to score a touchdown.
- All possession changes, except interceptions, start on the offense's 5-yard line.
- **DECEPTIVE PLAYS WILL NOT BE ALLOWED.** Trick plays are allowed that fall within the rules of the game. If there are questions regarding the definition of each, please contact the Director of Football or an official for clarification.

### Coaches

- All coaches must wear be cleared through security clearance and have their approved coaching shirt to be on the sideline. NO photographers/videographers allowed on sideline
- Only Head Coaches may address and discuss rules/calls with officials during the game.
- Coaches may be in the huddle with playbook (printed sheets/tablet) but may not have a writing utensil to draw up new plays. Play clock will be enforced

### Tie Game/Overtime

- Recreational League Regular season games will remain a tie, no overtime (**playoffs will play OT**)
- Competitive League: All games (regular season & playoffs) will have a winner & play OT if needed.
- OT Format
  - Visiting Team will start with the ball.
  - Both teams will get an offensive series starting from the opponent's 8-yard line
  - Team with most points at end of series will be winner.
  - 2<sup>nd</sup> overtime, teams will be required to take extra point from 8-yard line.
  - 3<sup>rd</sup> overtime – winner is determined, teams will get 1 play from the 8-yard line. (no extra points)

### Playing Equipment

- 7<sup>th</sup>/8<sup>th</sup> grade players must wear a mouthpiece at all times during practices and games.
  - CCV will provide 1 mouthpiece per player at first practice. Players are responsible for replacement mouthpieces.
- Players are not allowed to participate in practice and games with a cast or splint on any body parts.
- Flag belts are to be worn with flags on hips. Jerseys must be tucked in.
- No hats or jewelry is to be worn.

### Game Timing

- 2 – 20-minute halves
- 4-minute half time
- Change of Possession: clock stops, 30 seconds to run play. Clock stops until ball is placed; ref will blow whistle to resume clock.
- Play Clock: 30 seconds to run play
- Clock stops on injuries
- Each team gets 3 – 60 second times out per game.

### Scoring

- Touchdowns – 6 points
- Extra points from 3 yd line – 1 point (pass only)
- Extra point from 8 yd line – 2 points
- Safety – 2 points (no safeties in PREK & 1<sup>st</sup>/2<sup>nd</sup>)
- Turnovers on extra points may not be advanced by the defense and the play is over.

### Defensive Plays/Rushing the Quarterback (PREK-6<sup>th</sup>)

- Players not rushing the quarterback may defend up to the line of scrimmage, until the ball is handed off or there is a forward pass. If the quarterback makes a forward pass behind the line of scrimmage, the defender may step across the line of scrimmage to pull the flag of the receiver.
- Once the ball leaves the Quarterback's hand either with a forward pass, lateral, or handoff, all defenders may go beyond the line of scrimmage. Rushing defenders **WILL** be allowed to deflect passes during rush.
- If defensive player makes contact with QB (regardless if ball is deflected or not) it is illegal contact.
- There is no limit on the players allowed to line up on the line of scrimmage prior to the snap of the ball.
- Offensive team may not snap the ball until rush cone is set.
- An offensive player is down where their hip is located when a defender pulls their flag. There is not "extending of the ball" over a line to gain a first down or score.
- **Only one player** may rush the quarterback, **7<sup>th</sup>/8<sup>th</sup> grade division will have no rusher.**
  - The player rushing must start beyond the line marked by the rush cone (10-12 yards) and start at the cone.
    - Player must be within 1 yard of the cone and be established to referee prior to snap.
    - Only one (1) defensive player may be at the rush cone.
- **7<sup>th</sup>/8<sup>th</sup> grade division** will be playing without a rusher, the quarterback will have **5** seconds to throw a forward pass. (referees will keep the **5** sec clock)
  - *Count will be – 1, 2, 3, 4, 5 then whistle. Ref will extend his arm out to the side and verbally count out loud.*

### Interceptions

- Interceptions are live, and may be returned for touchdowns. Interceptions are the only changes of possession that do not start on the 5-yard line. The ball will be spotted where the flag is pulled by the opposing team.

### **Start of Offensive Series**

- The play will start when the quarterback holds the ball in his hand, standing at the line of scrimmage, and gives a clear cadence call to start the play. (No center snap) No silent count. Offensive player will start with the ball extended.
- Once the quarterback snaps the ball, the play has started, and the defense will be allowed to rush. (Exception 7<sup>th</sup>/8<sup>th</sup> grade league)
- There is no limit on the number of players who can line up on the line of scrimmage.
- Only one player is allowed in motion at a time, running laterally.

### **Running**

- The quarterback cannot run beyond the line of scrimmage with the ball, unless the ball has already been handed off or passed to another player.
- A run play may not be used in "No Run Zones"
  - "No Run Zones" – Located 3 yards from the intended scoring end zone
  - Laterals or Pitches are allowed to be used in a No Run Zones as long as they are followed by a forward pass
- Handoffs, laterals, pitches.
  - The player who takes the handoff, lateral, or pitch can throw the ball from behind the line of scrimmage.
  - Once the ball has been handed off, lateraled, or pitched all defensive players are eligible to rush.
- Spinning & jump cuts are allowed, there is no diving or jumping to advance ball up field. Play will be blown dead if player dives or jumps to advance ball up the field.
- Flag Guarding is not allowed and is defined as the offensive player intentional guarding his/her flag or pushing away the hand of the defensive player who is attempting to pull the offensive player's flag. ***It is not considered flag guarding if the offensive player is using his/her normal running motion.*** Lowering of the shoulder to run over a defensive player is not permitted.
- Laterals or pitches behind the quarterback's forward progress are allowed, and are considered a running play
  - If the player receiving the ball then throws a forward pass, it would be considered a passing play.
- When a running player's flag is pulled, they are down where their hip is located (no extending the ball over the line).

### **7<sup>th</sup>-8<sup>th</sup> Grade Division**

- This division is pass only.
- The ball may only cross the line of scrimmage from a forward pass.
  - Teams may pitch, use handoffs or lateral passes behind the line of scrimmage but they cannot advance the ball past the line of scrimmage **until forward pass is made across the line of scrimmage.**

- The 5 second play clock is in effect as soon as ball is snapped and does not reset on any lateral or pitch.
- Defensive players may not cross the line of scrimmage on a lateral, handoff, or pitch.

### Receiving

- All players are eligible to receive passes (including the quarterback if the ball has been handed off or passed backwards from the quarterback).

### Dead Ball (Substitutions may be made on any dead ball)

### Passing

- Passing is defined as one player throwing the ball to another player while the ball travels in a forward flight. If the ball is caught the receiver may advance the ball. If the ball is dropped the pass is incomplete, and the play is over.
- A quarterback is the player who throws a forward pass. He continues to be the passer until the pass ends, or until he moves to participate in the play.
- Shovel passes are allowed and considered a forward pass. Must cross the line of scrimmage for 7<sup>th</sup>/8<sup>th</sup> grade.
- Once ball is snapped the QB cannot step over the line of scrimmage. If the ball is handed off, passed forward, or lateralled to another player, that player can run past the line of scrimmage. If that player would like to throw the ball, he/she may not step past the line to attempt a pass. Attempting to pass the ball beyond the line of scrimmage will result in an Illegal Play Penalty. The offensive team will be penalized 5 yards and a loss of down.
- After a forward pass is completed, laterals are allowed as long as they are pitched behind the player in possession of the football. There is an unlimited amount of laterals allowed once the forward pass is completed.
- **Play is ruled "dead" when:**
  - Ball carrier's flag is pulled
  - Ball carrier steps out of bounds
  - Touchdown or safety is scored
  - Ball carrier's knee hits the ground
  - Player dives with the ball
- When a runner loses his/her flag belt either accidentally, inadvertently (not removed by grabbing or pulling), or on purpose, play continues. The deflagging reverts to a one-hand tag of the runner between the shoulders and knees and the play is ruled dead.

**Note:** *There are no fumbles. The ball is spotted where the ball hits the ground or at the point where the ball carrier fumbled if the ball is fumbled forward. Defense may not "strip" the ball and take possession.*

### Blocking

- There is no blocking!

- A player blocking (shadow or other contact) will cause the play to be over at the point of the penalty. There will be a 10 yard penalty from the spot of the foul, and loss of down. Coaches are encouraged to teach their players if the ball doesn't come to them to continue running away from the play.

### Defensive Penalties

- *Offside* = 5 yards and replay the down.
- *Pass Interference* = 10 yards from line of scrimmage and automatic first down
- *Illegal Contact* = 10 yards from the spot of the foul and automatic first down
  - Holding, blocking, straight arming, etc. (***If a player dives for a flag, and causes a player to fall it will be deemed illegal contact (intentional or non-intentional). If a player dives for a flag and pulls a flag without knocking down the player it will be deemed a legal flag pull without penalty. Coaches are encouraged to teach their players to stay on their feet, and not to dive at an opposing player's flag***)
- *Illegal Flag pull* = 10 yards from the line of scrimmage and automatic first down
  - Pulling flags before receiver has ball. The defensive player may not wrap his/her arms around the body (bear hug/holding) while searching to pull the flag
- *Illegal rushing* = 5 yards from the line of scrimmage and automatic first down
  - Rushing from within the line established by the rush cone or rushing more than one defender at once
- If a defender pulls an offensive player's flag before the offensive player catches the football, then a penalty will be assessed from the spot of the catch

### Offensive Penalties:

- *Illegal motion* = 5 yard penalty, replay down (more than one person moving before the offense is set)
- *Illegal forward pass (QB steps over line of scrimmage)* = 5 yard penalty and loss of down
- *Illegal contact* = 10 yard from the line of scrimmage, loss of down (Pushing, blocking, etc.)
- *Offensive pass interference* = 10 yards from the line of scrimmage, loss of down
- *Flag guarding* = 10 yards spot foul
- *Delay of game* = 5 yards – NO loss of down
- *Shirts not tucked in causing interference with the pulling of flags* = 10 yard penalty and the ball is down at the spot of the foul
- Games will not end on a defensive penalty unless the offense declines it.

### Unsportsmanlike Conduct

- Any taunting, illegal play, verbal abuse of referee or opposing team will result in an automatic =15-yard penalty.
  - If the unsportsmanlike play happens after a player scores, the score will be removed. The ball will be spotted back at the original line of scrimmage and the 15-yard penalty will be added on.

- \*\*If this occurs on a defensive interception (return for touchdown) the touchdown will be called back & ball will be placed at midfield. The team who intercepted the ball (defense) will retain possession.

### **PRESCHOOL-KINDERGARTEN DIVISION**

- 6v6
- Will use mini football
- No score will be kept
- No referees; coaches are on field directing traffic and keeping time
- Home team starts with ball

### **1<sup>ST</sup>-2<sup>ND</sup> GRADE and K – 2<sup>ND</sup> DIVISION**

- 6v6
- Field length will be 25 yds x 50 yds
- Pee Wee Football will be used.
- Running and passing is allowed.
- 1 coach is allowed on the field for both offense and defense.
- No safeties in this league, if downed in end zone, offensive team will remain with ball on 5 yd. line.
- Home team starts with ball

### **3<sup>RD</sup>-4<sup>TH</sup> GRADE DIVISION**

- 6v6
- 35 yds x 70 yds field
- Pee Wee Football will be used.
- Running and passing is allowed.
- 1 coach is allowed on the field for both offense and defense
- Home team starts with ball

### **5<sup>TH</sup>-6<sup>TH</sup> GRADE DIVISION**

- 6v6
- 35 yds x 70 yds field
- Junior size football will be used
- Running and passing is allowed. No limitations on either.
- 1 coach is allowed on the field for both offense and defense
- Home team starts with ball

## **7<sup>TH</sup>-8<sup>TH</sup> GRADE BOYS DIVISION**

- 6v6
- 35 yds x 70 yds field
- Youth size football will be used
- Passing only, no running is allowed in this league.
- No defensive rusher, 5 seconds to throw forward pass.
- No coaches are allowed on field during games.
- Home team starts with ball

*CCV Stars Flag Football will follow the National Federation of State High School (NFHS) Association Football Rules with modifications listed below to fit the needs of our league. Please refer to NFHS Football Rulebook for items not listed here. Rules are subject to change at the discretion of CCV Stars.*