

Brevard County Youth Football and Cheerleading Association

2009

JUNIOR / SENIOR TRAVEL FLAG

GUIDELINES

COUNTY FLAG DIRECTOR:

MIKE TUBIOLO

1.0 TEAM REQUIRMENTS

- 1.1 The MAXIMUM AGE FOR FLAG FOOTBALL PLAYERS IS SEVEN (7) YEARS OLD by August 1st. (4-5 YEARS OLD FOR JUNIORS) (6-7 YEARS OLD FOR SENIORS)
- 1.2 **NINE (9) JR FLAG / ELEVEN (11) SR FLAG PLAYERS** IS THE MAXIMUM ALLOWED ON THE FIELD AT ANY GIVEN TIME. SHOULD A TEAM NOT BE ABLE TO FIELD NINE (9) JR FLAG OR ELEVEN (11) SR FLAG PLAYERS, THE OPPOSING TEAM SHALL FIELD THE SAME NUMBER OF PLAYERS.
- 1.3 **NINE (9) JR FLAG / ELEVEN (11) SR FLAG PLAYERS** IS THE MINIMUM A TEAM NEEDS TO PLAY THE GAME. SHOULD A TEAM NOT MEET THE MINIMUM NUMBER OF PLAYERS REQUIRED, THE GAME SHALL BE DECLARED A FORFEIT. UNLESS BOTH TEAMS AGREE ON A MINIMAL NUMBER TO PLAY (9) NINE PLAYERS FOR SENIORS AND (7) SEVEN PLAYERS FOR JUNIORS.
- 1.4 MINIMUM NUMBER OF OFFENSIVE PLAYERS ON THE LINE OF SCRIMMAGE AS FOLLOWS:
ELEVEN PLAYERS-----**SEVEN** ON THE LINE
NINE PLAYERS-----**FIVE** ON THE LINE
- 1.5 A DEFENSIVE TEAM CAN HAVE AS MANY PLAYERS ON THE LINE OF SCRIMMAGE AS THEY WISH.
- 1.6 PLAYERS ARRIVING LATE PRIOR TO THE START OF THE GAME WILL BE ELIGIBLE TO PLAY AS LONG AS THE OPPOSING HEAD COACH IS NOTIFIED OF THE ENTRY. OPPOSING HEAD COACH MUST BE NOTIFIED. NO EXCEPTIONS.
- 1.7 PLAYERS ARRIVING AFTER THE START OF THE GAME WILL NOT BE ELIGIBLE TO PLAY UNTIL THE START OF THE SECOND HALF AND MUST NOTIFY THE OPPOSING HEAD COACH PRIOR TO ENTRY INTO THE GAME. HEAD COACH MUST BE NOTIFIED. NO EXCEPTIONS.
- 1.8 EACH PLAYER IS REQUIRED TO HAVE LAMINATED ID CARDS WITH A RECENT PHOTO FOR EACH PLAYER AND MUST BE CERTIFIED BY HIS/HERS BCYFCA MEMBER PRESIDENT OR REPRESENTITIVE.
- 1.9 JEWELRY IS PROHIBITED. RINGS, NECKLACES, WATCHES, EARRINGS, BRACELETS, ETC.
- 1.10 NO CAST (HARD OR SOFT) IS ALLOWED.

2.0 EQUIPMENT

- 2.1 PLAYERS MUST WEAR A MOUTHPIECE AT ALL TIMES WHILE ON OFFENSE OR DEFENSE OR A FIVE YARD PENALTY WILL APPLY. MOUTHPIECES WILL BE CHECKED DURING TEAM VERIFICATION. NO CLEAR MOUTHPIECES SHALL BE ACCEPTED.
- 2.2 MOLDED RUBBER CLEATS ARE PREFERRED, BUT ONLY TENNIS SHOES MAY BE WORN AS A SUBSTITUTION TO CLEATS.
- 2.3 TEAM PLAYERS MUST WEAR SIMILARLY COLORED SHIRTS AND PANTS.
- 2.4 PLAYERS ON THE FIELD MUST HAVE THEIR SHIRTS TUCKED INSIDE THEIR PANTS AND/OR SHORTS AT ALL TIMES ON THE FIELD.
- 2.5 PLAYERS MUST WEAR A TRIPLE THREAT FLAG BELT® THE FLAGS MUST BE OF

CONTRASTING COLOR. THE TRIPLE THREAT FLAG BELT® MAY NOT BE ALTERED. THE TRIPLE THREAT FLAG BELT MUST BE 12 INCHES IN LENGTH FROM THE TOP OF THE BELT. BELT MUST NOT BE TIED, CUT, OR ANYTHING THAT WOULD ALTER THE GRASP OF THE FLAG BELT.

- 2.6 ANY ALTERATION TO FLAG BELT WILL RESULT IN THE HEAD COACH BEING SUSPENDED FOR ONE WHOLE GAME. ANY SECOND OFFENSE WILL RESULT IN REMOVAL OF HEAD COACH.

3.0 REFEREES

Referees JR Flag

- 3.1 FLAG REFEREES MUST ATTEND A CERTIFIED CLINIC SCHEDULED BY THE COUNTY FLAG DIRECTOR ON OR BEFORE AUGUST 1ST.
- 3.2 REFEREES WILL NOT BE CONSIDERED CERTIFIED UNTIL COMPLETION OF A CERTIFICATION CLINIC AND A CERTIFICATION EXAMINATION ON THESE RULES TAKES PLACE. ONCE THE EXAMINATION IS PASSED, REFEREES WILL BE ISSUED A BCYFCA CERTIFICATION CARD PRIOR TO JAMBOREE.
- 3.3 A LIST OF CERTIFIED REFEREES WILL BE PROVIDED TO EVERY BCYFCA MEMBER PRESIDENT. THE PRESIDENT AND/OR LEAGUE REPRESENTATIVE ARE RESPONSIBLE TO CHECK REFS CERTIFICATIONS PRIOR THE GAME.
- 3.4 EACH HEAD FLAG COACH IS RESPONSIBLE TO PROVIDE A CERTIFIED REFEREE FOR THE GAME IMMEDIATELY FOLLOWING THEIR GAME. THE HOST TEAM WILL PROVIDE 2 CERTIFIED REFEREES FOR THE FIRST GAME OF THE DAY.
- 3.5 EACH REFEREE WILL BE REQUIRED TO BE ON THE OPPOSITE SIDE OF THEIR HOME TEAM WHILE REFEREEING ON THE FIELD.
- 3.6 EACH REFEREE MAY BE ON THE LINE OF SCRIMMAGE AT THE START OF EACH PLAY.
- 3.7 THE TEAM THAT FAILS TO HAVE A CERTIFIED REFEREE TO OFFICIATE MAY HAVE TO FORFEIT THE GAME. THE OPPOSING TEAM MAY CHOOSE TO CONTINUE ON WITH THE GAME USING THEIR REFEREES. THE OUTCOME OF THE GAME WILL STAND AS A REGULAR SCHEDULED GAME OR THE OPPOSING TEAM CAN ACCEPT A FORFEIT ONLY PRIOR TO THE GAME NOT ONCE THE GAME STARTS.

Referees SR Flag

- 3.8 OFFICIAL REFEREES WILL BE USED AND MUST BE SCHEDULED THROUGH THE HEAD OFFICIAL REFEREE, WHO IS RESPONSIBLE AS TO THEIR QUALIFICATION.
- 3.9 THE HOST SITE MEMBER ORGANIZATION IS RESPONSIBLE FOR PAYING THE OFFICIALS.
- 3.10 ALL REFEREES WILL BE DETERMINED. THE BOARD OF DIRECTORS PRIOR TO AUGUST 1 OF THE CURRENT SEASON MUST APPROVE ALL OTHER REFEREES.
- 3.11 OFFICIALS ARE PROVIDED AND PAID FOR BY THE HOME TEAM AS FOLLOWS: A MINIMUM OF TWO (2) REFEREES ARE REQUIRED AT ALL REGULAR SEASON GAMES. A MAXIMUM OF FOUR (4) REFEREES MAY BE ALLOWED AT PLAYOFF GAMES AND SUPER BOWL.

- 3.12 IF AN OPPOSING TEAM DOES NOT SHOW UP FOR A SCHEDULED GAME, THAT TEAM IS RESPONSIBLE FOR REIMBURSING THE HOST SITE MEMBER ORGANIZATION FOR THE REFEREE FEES.
- 3.13 FOR ANY SITUATION THAT IS NOT COVERED BY THESE RULES THE REFEREE WILL REFER TO BCYFCA RULES THEN THE FLORIDA HIGH SCHOOL RULES AS ADOPTED BY THE FLORIDA HIGH SCHOOL ATHLETIC ASSOCIATION
- 3.14 JR FLAG TRAVEL:
ANY ASSIGNED FLAG COACH/ASSIGNEE WHO DOES NOT REFEREE THEIR SCHEDULED GAME WILL RESULT IN THE FOLLOWING PENALTIES:
- 1ST--1 GAME SUSPENSION
 - 2ND--2 GAME SUSPENSION
 - 3RD--SUSPENSION FOR THE SEASON INCLUDING PLAY OFF GAMES.

4.0 COACHES

- 4.1 ONE (1) COACH IS PERMITTED TO BE ON THE FIELD FOR SR FLAG ONLY.
TWO (2) COACHES WILL BE PERMITTED ON THE FIELD FOR JR. FLAG.
- 4.2 THE COACH ON THE FIELD MUST BE FIFTEEN (15) YARDS AWAY FROM THE LINE OF SCRIMMAGE WHEN THE OFFENSIVE TEAMS HUDDLE IS BROKEN.
- 4.3 THE COACH ON THE FIELD MAY NOT BE INVOLVED IN THE PLAY, PHYSICALLY OR VOCALLY. WARNINGS WILL BE ISSUED, THEN PENALIZED IF IT CONTINUES.
- 4.4 COACHES ON THE SIDELINES MAY GIVE VOCAL COMMANDS AT ANY TIME.
- 4.5 THE TEAMS HEAD COACH IS RESPONSIBLE FOR THE BEHAVIOR OF HIS/HER ASSISTANT COACHES AND ALL THEIR PLAYERS.
- 4.6 ANY COACH WHO IS FLAGGED TWICE IN ONE GAME WILL BE EJECTED FROM THE ONSITE LOCATION AND SUSPENDED FOR THE NEXT GAME. REFUSAL TO LEAVE THE GAME AFTER BEING ASKED TO LEAVE MAY RESULT IN HIS/HER TEAM FORFEITING THE GAME.
- 4.7 EACH COACH ON THE FOOTBALL FIELD MUST HAVE A BCYFCA LAMINATED ID BAGDE VISIBLE. NO ONE ELSE WILL BE PERMITTED ON THE FIELD OR THE TEAM BENCH AREA. IF THERE IS A VIOLATION OF THIS RULE, THE REFEREE WIIL STOP THE GAME AND THE PERSON WILL BE ASKED TO RETURN TO THE SPECTATOR'S AREA.
- 4.8 COACHES ON THE SIDELINE MUST NOT PASS THE TWENTY-FIVE (25) YARD LINE MARKER FOR COACHES.

5.0 PENALTY CLARIFICATIONS

- 5.1 ALL PENALTIES ARE FIVE (5) YARDS UNLESS OTHERWISE DEEMED FLAGRANT BY THE REFEREE.
- 5.2 FLAGRANT PENALTIES ARE TEN (10) YARDS AND AN AUTOMATIC FIRST DOWN. INTENTIONAL TACKLING WILL BE DEEMED A FLAGRANT PENALTY.
- 5.3 REFEREES WILL MAKE ALL PENALTY DECISIONS AND MUST FOLLOW THE GUILDLINES

STATED IN THIS RULE BOOK.

- 5.4 TEAMS DO NOT HAVE THE OPTION OF ACCEPTING OR DECLINING PENALTIES. IF THE OFFENSIVE PLAY ADVANCE IS GREATER THAN THE YARDAGE AWARDED FOR A DEFENSIVE PENALTY, THE PEANALTY IS IGNORED.
- 5.5 OFFENSIVE PENALTIES SHOULD BE CALLED IMMEDIATELY AND THE PLAY STOPPED.
- 5.6 A PENALTY INCURRED BY THE DEFENSE DURING A TOUCHDOWN WILL BE ASSESSED ON THE KICK OFF.
- 5.7 IF IN THE OPINION OF THE REFEREE THE OFFENSE WOULD HAVE SCORED A TOUCHDOWN IF A DEFENSIVE PENALTY HAD NOT OCCURRED. THE REFEREE MAY AWARD THE TOUCHDOWN AND THE PENALTY WILL STILL BE ASSESSED DURING KICK OFF.

EXAMPLE: THE BALL CARRIER IS CLEARLY ON THE WAY TO SCORE, BUT THE ONLY DEFENSIVE PLAYER NEAR THE BALL CARRIER TACKLES THE BALL CARRIER. THE REFEREE SHOULD AWARD THE TOUCHDOWN AND AWARD THE PENALTY ON THE KICK OFF. BALL PLACED ON THE THIRTY (30) YARD LINE MINUS THE PEANALTY.

- 5.8 COACHES AND PARENTS MUST BE AWARE THAT IF THEY BECOME ABUSIVE AND UNRULY IN THE REFEREES OPINION. TO PREVENT THE SITUATION FROM GETTING OUT OF CONTROL. THE REFEREE MAY CHOOSE TO:
 - A. WARN THE TEAM
 - B. PENALIZE THE TEAM
 - C. DECLARE A FORFEIT BY THE OFFENDING TEAM
- 5.9 PENALTIES TO BE ASSESSED ARE AS FOLLOWS:
 - A. GRABBING A PLAYER OR HIS/HER CLOTHING
 - B. DELIBERATE PUSHING
 - C. ILLEGAL BLOCKING
 - D. ILLEGAL WEARING OF A FLAG
 - E. UNECESSARY ROUGHNESS (AUTOMATIC TEN (10) YARDS AND LOSS OF DOWN
 - F. UNSPORSTMAN LIKE CONDUCT (AUTOMATIC TEN (10) YARDS AND LOSS OF DOWN.
 - G. WRONG NUMBER OF OFFENSIVE PLAYERS ON THE OFFENSIVE LINE
 - H. ILLEGAL USE OF THE HANDS
 - I. OFFSIDES, ENCROACHMENT FALSE-START
 - J. FLAG GUARDING
 - K DELAY OF GAME; INCLUDES DELIBERATE MUNIPULATING OF THE TIME CLOCK BY THE TEAM WINNING THE GAME. THIS APPLIES TO BOTH OFFENSE AND DEFENSE WITH LESS THAN TWO (2) MINUTES LEFT IN THE SECOND AND FOURTH QUARTER. PENALTIES SHALL BE AWARDED AS FOLLOWS:
 - 1) DEFENSIVE DELAY OF GAME- FIVE (5) YARD PENALTY AND AN AUTOMATIC FIRST DOWN FOR THE OFFENSE.
 - 2) OFFENSIVE DELAY OF GAME- FIVE (5) YARD PENALTY AND LOSS OF DOWN.
 - 3) THE REFEREE WILL STOP THE CLOCK UNTIL THE BALL IS SNAPPED.

6.0 THE GAME

- 6.1 IT IS MANDATORY THAT ALL FLAG TEAMS ARE REQUIRED TO CHECK IN THIRTY (30) MINUTES PRIOR TO THEIR SCHEDULED GAME WITH THE REFEREES AVAILABLE FOR THEIR GAME. (JR FLAG @ 7:30AM & SR FLAG @ 8:30AM)

- 6.2 EITHER HEAD COACHES OR OFFICAL LEAGUE REPRESENTATIVE WILL VERIFY REFEREE'S CERTIFICATION AND TEAM ROSTERS.
- 6.3 TEAM WINNING THE COIN TOSS SHALL HAVE THE CHOICE OF OFFENSE OR DEFENSE.
- 6.4 THE TEAM LOSING THE COIN TOSS HAS THE CHOICE OF OFFENSE OR DEFENSE AT THE START OF THE SECOND HALF.
- 6.5 THE TEAM ON DEFENSE AT THE START OF THE GAME MAY CHOOSE WHICH GOAL TO DEFEND. AT THE START OF THE SECOND HALF THE TEAMS MUST SWITCH GOALS.
- 6.6 THERE ARE NO KICK OFFS IN FLAG FOOTBALL. THE BALL WILL BE PLACED ON THE THIRTY (30) YARD LINE TO BEGIN THE GAME, AND TO START THE SECOND HALF.
- 6.7 THE GAME WILL CONSIST OF FOUR (4) TEN MINUTE QUARTERS AND A TEN (10) MINUTE BREAK BETWEEN HALVES.
- 6.8 THE TEN MINUTE QUARTERS WILL BE PLAYED UNDER A CONTINUOUS TIME CLOCK, INCLUDING OUT OF BOUND PLAYS, AND TOUCHDOWNS. EXCEPTION TO THE CONTINUOUS TIME CLOCK; WILL BE THE LAST TWO MINUTES OF THE SECOND AND FOURTH QUARTERS, AT WHICH THE CLOCK WILL STOP FOR OUT OF BOUND PLAYS, PENALTIES, INCOMPLETE PASSES, CHANGE OF POSSESSIONS AND TOUCHDOWNS.
- 6.9 ONLY ONE (1) TIME OUT LASTING FOR A PERIOD OF ONE (1) MINUTE PER QUARTER IS ALLOWED PER TEAM. TIME OUTS CAN NOT BE COMBINED TO THE LAST TWO MINUTES OF THE GAME.
- 6.10 IF A PLAY BEGINS AND RUNS INTO THE TWO MINUTE WARNING TIME, THE CLOCK WILL CONTINUE.
- 6.11 IF THE CLOCK REACHES THE TWO-MINUTE WARNING BEFORE THE PLAY STARTS, A WARNING SOUND WILL INDICATE THAT TWO MINUTES REMAIN ON THE CLOCK. EACH TEAM SIMULTANEOUSLY WILL BE GIVEN ONE (1) MINUTE TO PREPARE FOR THE REMAINING TWO MINUTES.
- 6.12 FORTY (40) SECONDS ARE ALLOWED TO PUT THE BALL IN PLAY AFTER THE BALL HAS BEEN SPOTTED BY THE REFEREE AND BLOWS A WHISTLE TO SIGNIFY THAT TIME HAS STARTED TO PUT THE BALL IN PLAY.
- 6.13 TIME CLOCK IS STOPPED ONLY FOR TIME OUTS, OFFICIAL TIME OUT, INJURY, OR DELAY OF GAME PENALTY. (REFER TO PENALTY CLARIFICATIONS UNDER SECTION 4.0)
- 6.14 IF AN INJURY TIME OUT IS CALLED, THE INJURED PLAYER MUST LEAVE THE GAME FOR ONE (1) OFFICIAL PLAY.
- 6.15 PLAYERS GOING INTO THE GAME AS SUBSTITUTES MUST REMAIN IN THE GAME FOR ONE OFFICIAL PLAY.

7.0 THE RULES

- 7.1 OFFENSE SHALL HAVE FOUR (4) DOWNS TO GAIN TEN YARDS.
- 7.2 DEFENSE MUST STAY THREE (3) FEET FROM THE LINE OF SCRIMAGE.

- 7.3 NO DEFENSIVE PLAYER MAY LINE UP DIRECTLY IN FRONT OF CENTER. A DEFENSIVE PLAYER MAY BE WITHIN TWO (2) YARDS OF THE CENTER (THREE FEET FROM THE LINE OF SCRIMAGE AND THREE FEET TO THE LEFT OR RIGHT.
- 7.4 OFFENSIVE LINE MUST BE ONE FOOT FROM THE LINE OF SCRIMAGE.
- 7.5 OFFENSE AND DEFENSE MAY NOT CROSS INTO THE NEUTRAL ZONE UNTIL THE BALL MOVES. IF THIS OCCURS THE PLAY MUST BE CALLED DEAD.
- 7.6 THE CENTER MAY ADJUST THE BALL TO PREPARE FOR THE SNAP, BUT MUST NOT LIFT THE BALL OFF THE GROUND IN AN EFFORT TO DECEIVE THE DEFENSE. THE CENTER IS NOT ELIGIBLE TO ADVANCE THE BALL.
- 7.7 THERE ARE NO SILENT SNAPS BY THE CENTER IN FLAG FOOTBALL. THERE MUST BE AN AUDIBLE CALL AND ONE (1) SECOND MUST PASS WHERE THE OFFENSIVE LINE MUST REMAIN MOTIONLESS BEFORE THE BALL IS SNAPPED. THIS IS A SAFETY ISSUE TO ALERT THE DEFENSIVE PLAYERS TO BE READY. IF THE OFFENSIVE LINE FAILS TO REMAIN MOTIONLESS, A PENALTY WILL BE GIVEN.
- 7.8 THE BALL CARRIER MAY NOT GUARD THE FLAG OR SLAP THE DEFENDERS HAND(S) AWAY FROM THE FLAG. THE BALL BECOMES DEAD AT THE SPOT OF THE INFRACTION.
- 7.9 THE BALL CARRIER MAY NOT STIFF ARM. THE BALL BECOMES DEAD AT THE SPOT OF THE INFRACTION.
- 7.10 A LEGAL FLAG PULL IS WHEN A DEFENSIVE PLAYER DETACHES THE FLAG/BELT FROM THE BALL CARRIER WITHOUT GRABBING, HOLDING OR TACKLING OF THE OFFENSIVE PLAYER CAUSING ANY PENALTIES IN THE PROCESS. THE BALL WILL BE PLACED AT THE SPOT WHERE THE FLAG/BELT WAS DETACHED. IF A BALL CARRIER LOSES HIS OR HER FLAG WHILE RUNNING, THE BALL BECOMES DEAD AT THE SPOT OF DETACHMENT.
- 7.11 FORWARD PASSING IS PERMITTED. OFFENSIVE ENDS, QUARTERBACKS, AND RUNNING BACKS ARE THE ONLY ELIGIBLE RECEIVERS. NON - ELIGIBLE RECEIVERS ARE NOT PERMITTED TO CROSS THE NEUTRAL ZONE UNTIL THE BALL HAS BEEN THROWN.

8.0 OFFENSIVE BLOCKING

- 8.1 BLOCKING IS ALLOWED ONLY FROM THE WAIST UP TO THE FRONT CHEST ARMPIT LINE ACROSS THE CHEST. NO BLOCKING ABOVE THE SHOULDERS. REPEATED OFFENSES BY A PLAYER WILL CAUSE A POSSIBLE YARDAGE PENALTY FOR THE TEAM.
- 8.2 HANDS MAY BE HAND OVER HAND WITHIN THE CHEST SHOULDER AREA, OR ANOTHER METHOD TO KEEP THE HANDS AND ARMS CONFINED WITHIN THE CHEST AND SHOULDER REGION TO PREVENT POSSIBLE INJURY TO HIMSELF OR OTHERS. IF THE HANDS ARE SEPERATED BEYOND THE SHOULDERS OF THE BLOCKER, AN ILLEGAL BLOCK MAY BE CALLED.
- 8.3 DOWNFIELD BLOCKING IS PROHIBITED DUE TO POSSIBLE INJURY OF THE INDIVIDUAL OR AN OPPOSING TEAM PLAYER. HOWEVER, SCREENING IS ALLOWED. IF A PENALTY OCCURS THE OFFENSE OR DEFENSE HAS THE OPTION FOR THE BETTER RESULT.
- 8.4 CONTACT BLOCKING IS ALLOWED BEHIND THE LINE OF SCRIMAGE OUT TO THREE (3) YARDS DOWNFIELD. BLOCKERS ENGAGED AT THE LINE MAY STAY ON THE BLOCK.

9.0 FUMBLES

- 9.1 ALL FUMBLES ARE DEAD AT THE POINT WHERE THE BALL CONTACTS THE GROUND.
- 9.2 ANY FUMBLE THAT DOES NOT TOUCH THE GROUND MAY BE ADVANCED BY THE RECOVERING TEAM, EXCEPT ON EXTRA POINT ATTEMPTS.
- 9.3 A FUMBLE IN THE OFFENSIVE TEAMS END ZONE IS A SAFETY. (SEE SCORING SECTION 11)
- 9.4 NO FUMBLE WILL RESULT IN A POSITIVE YARDAGE. BALL MARKED AT THE PLAYERS POSITION AT THE TIME OF FUMBLE.

10.0 PUNTS

- 10.0 PUNTS MUST BE ANNOUNCED BEFORE THE BALL IS SNAPPED.
- 10.1 FAKE PUNTS ARE NOT PERMITTED; THE BALL MUST BE PUNTED WITHIN TEN (10) SECONDS AFTER THE BALL IS SNAPPED.
- 10.2 NO RUSHING THE PUNTER. NO OFFENSE OR DEFENSE MAY CROSS THE LINE OF SCRIMMAGE AHEAD OF THE BALL.
- 10.3 IF THE TEAMS DECIDES TO PUNT THE BALL ON FOURTH DOWN OPTION, THEY MAY CHOOSE TO HAVE THE BALL ADVANCED TWENTY (20) YARDS OR ACTUALLY PUNT THE BALL. THE OPPOSING TEAM THEN TAKES OVER AT THE SPOT WHERE THE BALL FIRST CONTACTS THE GROUND AFTER A PUNT OR TWENTY (20) YARDS DOWNFIELD FROM THE LINE OF SCRIMMAGE REGARDLESS OF FIELD POSITION.
- 10.4 IF THE BALL IS INSIDE THE THIRTY (30) YARD LINE AND THE OFFENSIVE TEAM DECIDES TO PUNT, THE BALL MAY ONLY BE ADVANCED _ THE DISTANCE TO THE GOAL.
- 10.5 THE PUNTER MAY LINE UP DIRECTLY BEHIND THE CENTER TO RECEIVE THE BALL FOR A PUNT. THE PUNTER MUST THEN BACK UP FIVE (5) YARDS AND ATTEMPT TO PUNT THE BALL. THE PUNTER MAY ALSO CHOOSE TO ALREADY BE FIVE (5) YARDS BEHIND THE CENTER TO RECEIVE THE SNAP. IN EITHER CASE, THE PUNTER HAS TEN (10) SECONDS IN WHICH TO TAKE THE SNAP AND PUNT THE BALL. IF THE PUNTER DROPS THE BALL, HE MAY PICK IT UP AND CONTINUE AS LONG AS THIS DOES NOT EXCEED THE TEN (10) SECOND RULE.
- 10.6 IF THE PUNTER FAILS TO PUNT THE BALL WITHIN THE TEN SECONDS, A DEAD WHISTLE WILL SOUND AND THE OPPOSING TEAM WILL TAKE OVER AT THAT POINT.
- 10.7 IF THE PUNTER MISS KICKS THE BALL, THE PLAY IS DEAD AND A TURNOVER IS GIVEN AT THE POINT WHERE THE BALL TOUCHES THE GROUND.
- 10.8 AFTER A PUNT, THE BALL IS DECLARED DEAD AT THE POINT WHERE IT FIRST TOUCHES THE GROUND. THERE ARE NO PUNT RETURNS IN FLAG FOOTBALL.

11.0 SCORING

- 11.0 SEASON GAMES WILL BE PLAYED WITHOUT A SCOREBOARD. A RUNNING CLOCK WILL REMAIN DURING ALL GAMES. PLAYOFF AND SUPER BOWL GAMES WILL BE PLAYED WITH A SCOREBOARD AND A CLOCK. BASED ON THE FOREGOING (11.0), WHEN APPLICABLE,

THE FOLLOWING RULES WILL APPLY:

- 11.1 A TOUCHDOWN IS SIX (6) POINTS
- 11.2 A TEAM MAY ELECT TO RUN, OR PASS FOR THE EXTRA POINT TRY. THE BALL IS PLACED ON THE TWO (2) YARD LINE. IF THE EXTRA POINT ATTEMPT IS SUCCESSFUL, THE TEAM IS AWARDED ONE POINT. THIS IS ENCOURGED FOR JR LEVEL.
- 11.3 A TEAM MAY ELECT TO KICK FOR THE EXTRA POINT. THE BALL IS PLACED ON THE TWO (2) YARD LINE. THE DEFENSE WILL SIT QUIETLY AND MOTIONLESS ON ONE KNEE ON THEIR SIDELINE. THE BALL HOLDER MAY LINE UP DIRECTLY BEHIND THE CENTER TO TAKE THE SNAP OR BE FIVE YARDS BACK. THERE WILL BE TEN (10) SECONDS IN WHICH THE TEAM MUST SNAP THE BALL AND MAKE THE KICK. IF THE BALL HOLDER DROPS THE BALL, HE IS ALLOWED TO PICK IT UP AND PLACE IT ON THE BLOCK/TEE. IF THE KICK IS OFF IN TIME AND IT GOES OVER AND THROUGH THE GOAL POST CROSSBAR, THE TEAM IS AWARDED TWO POINTS.
- 11.4 A SAFETY IS WORTH TWO POINTS AND WILL BE AWARDED TO THE DEFENSE
- 11.5 DEFENSE CAN NOT SCORE FROM A TURNOVER ON AN EXTRA POINT ATTEMPT.
- 11.6 IF THE CLOCK RUNS OUT AT THE END OF THE FIRST HALF AFTER A TEAM SCORES A TOUCHDOWN THE SCORING TEAM MUST BE PERMITTED TO ATTEMPT AN EXTRA POINT PLAY.
- 11.7 AT THE END OF THE GAME IF A TEAM SCORES AND THE CLOCK RUNS OUT, THE TEAM MUST BE PERMITTED AN EXTRA POINT PLAY ONLY IF IT COULD AFFECT THE OUTCOME OF THE GAME.

12.0 GAME BALL

- 12.1 THE HOME FIELD FLAG COORDINATOR WILL SUPPLY AN OFFICIAL GAME BALL FOR EACH FLAG GAME.
- 12.2 THE FOOTBALL SHALL BE A NCAA (WILSON MODEL # F164FHDW OR OTHER BRAND) WILL BE OF PROPER DIMENSION (8-1/2") LONG AND (16-1/2") IN CIRCUMFERENCE. THE FOOTBALL SHALL BE INFLATED TO 4-6 LBS. NO EXCEPTIONS.
 - A. THIS ELIMINATES TEAMS FROM USING CUSTOMIZED BALLS
 - B. SEARCHING FOR OTHER TEAMS BALL WHEN TURNOVERS OCCUR
 - C. MINIMIZES CLOCK TIME, OR CALLING AN OFFICIAL TIME OUT
 - D. BOTH TEAMS WILL BE ON EQUAL LEVEL

13.0 TIE GAMES

- 13.1 TEAM CAPTAINS WILL FLIP A COIN TO SEE WHO GETS THE BALL FIRST
- 13.2 THE BALL IS PLACED ON THE TEN (10) YARD LINE
- 13.3 EACH TEAM SHALL HAVE FOUR (4) DOWNS TO SCORE
- 13.4 DURING A PLAYOFF GAME TIEBREAKER, A TEAM CAN ACCUMULATE TIME OUTS FROM THE SECOND HALF OF REGULATION PLAY FOR SUBSEQUENT OVER TIME PERIODS.

14.0 PLAYOFFS AND SUPERBOWLS

- 14.1 YEARLY PLAYOFF SITES WILL BE BASED ON A ROTATIONAL SCHEDULE BETWEEN EACH LEAGUE. LEAGUES HOSTING THE CHEERLEADING COMPETITION AND SUPERBOWL WILL NOT BE ASSIGNED FLAG PLAYOFFS.
- 14.2 REFEREES FOR THE SEMI FINALS AND DIVISIONAL FINALS WILL NOT BE FROM ANY CITY THAT IS ALIVE IN THE PLAYOFFS.
- 14.3 ALL BYES WILL HAPPEN IN THE FIRST ROUND OF THE PLAYOFFS. THIS MIGHT CAUSE A PLAY IN GAME WHERE TWO TEAMS WILL PLAY BEFORE THE START OF THE PLAYOFFS AND THE WINNER WILL PLAY THE BYE TEAM.
- 14.4 NO TEAMS FROM THE SAME LEAGUE WILL MEET UNTIL THE 3RD ROUND IF THE PLAYOFF BRACKETS ARE LARGE ENOUGH. IF NOT THEN NO SAME LEAGUE TEAMS WILL MEET IN THE 1ST ROUND.

15.0 GAME SCHEDULE

- 15.1 (1) ONE SR FLAG TEAM WILL BE SCHEDULED TO PLAY AT THE SAME FIELD AS THE TACKLE TEAMS PRIOR TO ROOKIE GAME.
- 15.2 IF THE TRAVEL FLAG TEAM(S) ARE AWAY AND THE OPPOSING LEAGUE DOES NOT HAVE A TRAVEL FLAG TEAM(S), THE FLAG TEAM(S) WILL HAVE A BYE.
- 15.3 IF THE TRAVEL FLAG TEAM(S) ARE AT HOME AND THE OPPOSING LEAGUE DOES NOT HAVE A TRAVEL FLAG TEAM(S), THE SAME LEAGUE FLAG TEAM(S) WILL PLAY EACH OTHER.
- 15.4 IF A LEAGUE HAS MORE TRAVEL FLAG TEAMS THAN THE OPPOSING LEAGUE, THEN THE ADDITIONAL SAME LEAGUE TEAMS WILL PLAY EACH OTHER.

- ❖ IT IS IMPORTANT THAT ALL FLAG COACHES STUDY THESE RULES AND KNOW THEM. THIS WILL ALLOW FOR A BETTER SEASON FOR ALL.
- ❖ ANYONE TESTING TO REFEREE THE GAMES ON OR BEFORE AUGUST 1ST MUST KNOW THESE RULES IN ORDER TO BE CERTIFIED.