

## GAME

- At the start of each game, winner of rock, paper, and scissors will determine which team starts with the ball.
- 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, it has (4) plays to score a touchdown.
- If the offense fails to cross midfield or fails to score, the ball changes possession, and the new offensive team takes over on its own 5-yard line.
- All possession changes except interceptions start on the offense's 5-yard line.
- Teams change sides after the first half. Possession changes to the team that started the game on defense.
- Game play will be 5 vs. 5.
- No scores or standings will be kept.
- No extra points will be administered.

## TIMING

- Games are 40 minutes running time (20 minutes each half).
- Halftime is 5 minutes long (Teams changes sides of the field).
- Each time the ball is spotted, a team has 30 seconds to snap the ball.
- Officials can stop the clock at their discretion. In the event of an injury, the clock will stop and then restart when the injured player is removed from the field of play.
- 1 timeout per half (no carry-overs)

## PASSING

- All passes must be forward and must be received beyond the line of scrimmage (LOS). Only one (1) forward pass per play.
- Absolutely NO laterals, pitches or screen passes of any kind are allowed behind or beyond the LOS.
- Shovel passes are allowed but must be received behind the LOS.
- The quarterback has seven (7) seconds to throw the ball.
- If a pass is not thrown within the seven (7) seconds, the play is whistled dead and it's a loss of down. (Treat it like an incomplete pass).
- Once the ball is handed off, there is no seven (7) second rule.
- The referee will be verbally counting out the 7 seconds for the QB.
- If the QB's flag is pulled before the ball leaves his or her hand, the play is ruled dead and the ball is spotted where the QB's feet are.
- Interceptions will result in a change of possession at the team's own 5-yard line.
- If a pass is tipped/ blocked by the defender and the QB catches the ball, the play is whistled dead and considered an incomplete pass.
- The QB may throw the ball to avoid a sack. Pass must go beyond the LOS.

## RECEIVING

- All players are eligible to receive a pass (including the QB if the ball has been handed off behind the LOS).
- Only one (1) player is allowed in motion at a time.
- A player must have at least one foot inbounds when making a reception.
- Once the ball is advanced beyond the LOS, the current ball-carrier is the only player allowed to have possession of the ball until the play is dead.
- Once the ball is advanced beyond the LOS, the remaining offensive players cannot impede the defense from attempting to pull the offensive player's flag. (No screening or blocking; no running next to the ball-carrier)

## RUNNING

- The QB cannot run beyond the LOS with the ball.
- Only direct handoffs behind the line of scrimmage are permitted. Teams may perform multiple handoffs as long as they remain behind the LOS.
- The player who receives the handoff can throw the ball as long as he or she remains behind the line of scrimmage.
- The ball is spotted where the runner's feet are when the flag is pulled, not where the ball is.
- Center sneak play is not allowed. The QB may not handoff the ball to the center on the first handoff of the play.

## NO RUN ZONE

- "No Run Zones" are located 5 yards before midfield and 5 yards before the goal line in each offensive direction.
- If the ball is spotted on or inside the "No Run Zone", the offense MUST use a pass play to achieve a first down or touchdown.

End Zone	No Run Zone		No Run Zone	No Run Zone		No Run Zone	End Zone
Midfield							

## RUSHING THE PASSER

- 1<sup>st</sup>-2<sup>nd</sup> grades cannot rush the passer.
- 3<sup>rd</sup>-4<sup>th</sup> grade – Players that rush the passer must be 7 yards from the LOS when the ball is snapped.
- Before each play, an official will mark off 7 yards from the LOS.

## RUSHING THE PASSER

- The rusher has a clear path to the passer and any interference to impede his or her path will be considered screening.
- If a rusher leaves the rush line early (breaks the 7 yard area), the rusher may return to the rush line, reset and then legally rush the passer.
- Players not rushing the passer may defend on the line of scrimmage but may not enter the backfield unless the ball is handed off.
- Players rushing the passer may attempt to block the pass, however, NO contact can be made with the QB in any way.

## FLAG PULLING

- A legal flag pull takes place when the ball carrier is in full possession of the ball. A defensive player may not pull the flags off of a player who does not have possession of the ball.
- Defenders can dive to pull a ball carriers flag, but cannot hold, tackle or run through the ball carrier when attempting to pull their flags.
- It is illegal to strip or pull the ball from the ball carrier.
- Flag guarding is the attempt by the ball carrier to obstruct the defender access to the flags by stiff arming, dropping the hand, arm, shoulder or head or intentionally covering the flags with the football or uniform.

## PENALTIES

- All penalties are 5 yards, except for the following:
  - Pass Interference – 10 yards
  - Intentional Flag Pulling prior to catch – 10 yards plus replay of down
  - Unintentional Flagrant Foul – 15 yards
  - Unnecessary Roughness (rushing player collides with blocker), Cursing, Swearing or "Trash Talking" after official warning, Tackling.
- The down will be repeated unless otherwise noted, and will be assessed from the line of scrimmage.
- All penalties can be declined.
- Penalties will not exceed half the distance to the opposing team's goal line from the line of scrimmage.
- Referees determine incidental contact that may result from normal run of play.
- All penalties will be assessed from the line of scrimmage.
- Only the coach may ask the referee questions about rule clarification and interpretations.
- Players cannot question judgment calls.
- Games cannot end on a defensive penalty, unless the offense declines it.
- Any loss of down on the fourth down results in a turnover on downs and the other team taking possession.

### Offensive Penalties

- Offside/False Start
- Illegal Forward Pass
- Offensive Pass Interference
- Illegal Motion
- Delay of Game
- Impeding the rusher
- Illegal Procedure
- Unsportsmanlike Conduct
- Screening/Blocking
- Charging
- Flag Guarding

### Defensive Penalties

- Offside
- Illegal Rush
- Illegal Flag Pull
- Roughing the Passer
- Unsportsmanlike Conduct
- Stripping/Holding
- Defensive Pass Interference

## LIVE BALL/DEAD BALL

- The ball must be snapped either between the legs or to the side of the center to start play
- Substitutions may be made on any dead ball.
- Team must have a minimum of four (4) players but no more than five (5) on the field at a time.
- The play is ruled "dead" when:
  - » Ball-carrier's flag is pulled
  - » Ball-carrier steps out of bounds
  - » Incomplete pass
  - » Ball hits the ground
  - » Touchdown or safety is scored
  - » Ball-carrier's knee hits the ground
  - » Ball-carrier's flag falls out (ball is spotted where the flag is on the ground)
  - » Receiver has one (1) or no flags when catching the ball (ball is spotted where the receiver caught the ball)
- Any player who starts a play without a flag is down where he or she touches the ball
- There are no fumbles! Ball is spotted where the ball carrier's feet were at the time of the fumble.
- In the case of an inadvertent whistle, the offense has two options:
  - Take the ball where it was when the whistle blew down is consumed
  - Replay the down from the original line of scrimmage

## EQUIPMENT

- All players must wear shoes. Rubber cleats are allowed, metal cleats are not.
- Players must remove all jewelry deemed hazardous by the officials.
- **Players are required to wear mouth guards.**
- Each team will be provided with footballs, flags, and medical kit.