



FLAG FOOTBALL TOURNAMENT RULES AND REGULATIONS

EQUIPMENT/GENERAL RULES

- Teams must supply their own football (College/NFL size only)
 - If a woman is playing QB they may use a junior size football
- All players must wear shorts/pants WITHOUT pockets. You may sew the pockets closed, zip if they have zippers, or use duct tape to cover pockets.
- All players must wear closed toe shoes, preferably cleats. NO METAL SPIKES ALLOWED.
- Each player must wear a flag belt with 2 (3 for women) flags attached, one flag located on each side of the player's hips and for girls a third flag located on the backside (Flags provided by Treasure Valley Sports Leagues).
- Players may use their own flags as long as they're the same style as TVSL's.
- Towels used by players such as quarterbacks will count as an additional flag if pulled.
- Jerseys/shirts must be tucked in, hats must be worn backwards, sunglasses may be worn.
- Seeding games may end in a tie
 - In the event of a tie in standings, tiebreaker will be determined by point differential
- No team hopping/substitutions of players from other teams
- NO FIGHTING
 - If a fight occurs, all involved will be asked to leave the event location and will be suspended from all Treasure Valley Sports Leagues events for a minimum of six months.

FIELD

- 35 yards wide, 59 yards long (including end zones)
 - End zones are 7 yards in length.
 - Offense starts with the ball 4 yards from the end-zone.
 - First down marker is 11 yards from the offensive starting point.
 - 15 yards between the next first down marker thereafter (two possible first downs).

GAMES

- Captains will play a nice, old fashion game of Rock, Paper, Scissors to decide who calls the coin toss

- Defend/Receive 1st half
- Choose end-zone to defend
- Games consist of two 20-minute halves, with a 5-minute halftime
 - Running game clock
 - In the last two minutes of the game the clock will stop on out of bounds plays, incompletions, penalties, PATs, and change of possession.
 - 25 second play clock
 - Two timeouts per half
- No kickoffs
- No punts
 - If offense declares punt, opposing team will start with the ball on 8 yard line
- Mercy Rule: If a team is ahead by 25+ points at the two minute mark, the game will be over unless both teams agree to keep playing

SCORING

- 6 points per touchdown, 1 point for PAT 4 yards out, 2 points for PAT 8 yards out
 - Safety is 2 points
 - Interceptions on PATs may be returned for equivalent points
- Girls scoring plays will be worth more
 - 7 points per touchdown, 2 points for PAT 4 yards out, 3 points for PAT 8 yards out
 - This includes any form of scoring, i. e., receiving/passing
 - Safeties caused by a girl will be worth 3 points
 - Men may NOT stop to pitch the ball to a woman. This will result in loss of forward moment and play will be dead.

GAMEPLAY

- 6 players on the field with at least 1 woman
 - Team may play down if others are injured but will have to play with 5.
- Must pull TWO flags from a woman's flag belt to be ruled down
- All players are eligible receivers
- NO handoffs
- NO Lining up over the Center; Must be 8 yards back
- Downfield blocking is allowed
- Only one blitz is allowed and has to be 8 yards back from LOS
- Pressing the WR is allowed
- Women playing QB may not pitch to a guy behind the line of scrimmage with the intent to throw the ball unless a full size ball is being used.
 - I.E. No male forward passes with Junior size football
- QB is NOT allowed to run
 - If a female is playing QB they may use a smaller ball
- Only the ball needs to cross the end zone/first down marker
- Offense MUST have the Center snap the ball
 - Ball has to be touching the ground
 - Snap can be through the legs or to either side
- Ball carriers should NEVER lower their shoulder to initiate contact. Defense must respect the same rules. This will be an Unnecessary Roughness call and 5 yards will be added/subtracted to the end of the play.
- One foot in bounds to be considered a catch
- Botched snap is loss of down and spotted where the ball first landed
 - If the ball lands in the end zone or goes out of the back of the end zone, the play will be ruled a Safety

- College "down" rule
- Fumble or dropped pitch is dead ball, down where the ball lands (or where possession was lost, if it went forward)
- If a player becomes irate, at the referee's discretion they can issue a 2-minute "timeout". At that time the player must remove themselves from the playing field. If the player continues the unacceptable behavior, a 5-minute "timeout" will be forced. At the time of a third incident the player will be ejected from the game.

OVERTIME RULES

- College style overtime
 - Starting from the final first down each team will have four downs to score
 - Teams may choose which PAT they would like to go for
 - If teams are tied after first attempt they must go for the PAT from the 8 yard line

OFFENSE

- False Start = 5 yards and replay down
- Ball Carrier Diving/Leaving Your Feet = 5 yards from the spot of the foul and loss of down
- Holding = 5 yards and replay down
- Pass Interference = 5 yards and loss of down
- Illegal Male Forward Pass with Junior Size Football = 5 yards and loss of down
- Stiff Arming, Swatting, or Flag Guarding = 5 yards from the spot of the foul and loss of down
- Unsportsmanlike Conduct = 10 yards and loss of down
- Illegal Block = 5 yards and replay down
- Ineligible Receiver: A receiver that steps out of bounds, returns to the field, and then receives a pass is ineligible, resulting in an incomplete pass on the play.
 - If the ball is tipped, the "ineligible" receiver is now eligible again and may catch the pass.
- Illegal Forward Pass = 5 yards and loss of down
 - Interception on an illegal forward pass still counts

DEFENSE

- Bull Rushing: When the defender makes hard initial contact with both arms extended, forcefully taking the offensive line player out of position. Penalty = 5 yards and replay of down
 - Hand fighting and finesse moves are allowed and highly recommended
- Offsides = "Free play". Offensive team may take result of play or add 5 yards and repeat down
- Pass Interference = Spot foul and automatic first down
- Unsportsmanlike Conduct = 10 yards and loss of down
- Roughing the Passer: Defensive players should always try to pull the FLAGS of the quarterback, not try to swat the ball. Penalty = 10 yards and automatic first down
- Holding: If a defensive player grabs and holds onto an offensive player's apparel/gear in order to pull the flag. Penalty = 5 yards added to the end of the play
- Pushing Out of Bounds = Defensive players should always try and pull the flags of the ball carrier. Penalty = 5 yards added to the end of the play