

FLAG FOOTBALL RULES

- 1) Failure to field a team at the scheduled game time shall result in forfeiture. There is a 15-minute grace period from the scheduled game time. In this case, the game clock shall start. After a 15 minute wait, the game officials shall then declare the game a forfeit.
- 2) Flag teams must have 7 or greater players to start the game; however, they may play with 6 if at any time during the course of the game any injury or ejection occurs
- 3) Each team must have two official NFL OR College size footballs for their games. NO ALTERATIONS ie: Painting end of football etc.
- 4) GAME TIME will be 2, 25 minutes running halves, 23 minute running clock with the last 2 minutes of each half official time. Two time outs per half. Half time is two minutes or less.
- 5) If during the kickoff the kicking team is off side (DEAD BALL) the receiving team WILL have the option to either: re-kick with a 5 yard penalty OR take the ball at the Forty yard line. When the ball goes out of bounds less than 20 yards from the kicker the receiving team takes the ball where it went out of bounds. When the ball goes out of bounds more than 20 yards from the kicker the receiving team can take the ball where it went out of bounds OR 20 yards from the kicker.
- 6) Slaughter Rule: If a team is leading by 29 or more points with 7 minutes or less left in the game or if a team is leading by 18 or more points at the Two-minute warning of the second half the game is over.
- 7) TIE GAME: Always start each new series from the 20-yard line. NO additional time-outs, only carry-overs if any. Each team will get one series. If still tied after each team has had one series, then go back to the 20-yard line and repeat. NO MORE THAN 2 SERIES. Game then ends in a tie.
- 8) NO PANTS with SIDE or BACK pockets. They CAN be taped so as to NOT open. All jerseys must be tucked into the pants unless they are the waist-length jerseys, and those must hang at least four inches above the flag belt.
9. Flags must be of a contrasting color to pants or shorts, each team must furnish their own flags, and they must be of the sonic style. NO BLUE OR BLACK PANTS WITH BLUE FLAGS OR NO GRAY PANTS WITH WHITE FLAGS!!
10. If at any time a conflict in jersey color occurs, the visiting team must make the change of jersey. The visiting team is the first team listed in the team vs. Team column on the schedule. A call to the opposing team's coach before the game could resolve this problem.

11. Obscene or abusive language and un-sportsman like conduct will not be allowed. Coaches are responsible for the conduct of their teams. Obscene language will result in a 15-yard penalty without a warning. Teams displaying the above misconduct could be suspended from the league.

12. In the case of any injury in which blood appears on the skin or on clothing, the player must leave the game and play continues unless a team time-out is taken. He/she may re-enter the game only when:

- (1) the bleeding has stopped or
- (2) the injury is covered completely with a bandage
- (3) clothing that has blood on it must be changed or covered.

13. When kicking an extra point or field goal after the snap occurs the ball must be kicked within 5 seconds. If not kicked within the time frame kick is declared no good.

The following guidelines are used for controlling abusive behavior by any individual or team, and will be mandatory procedure for such action. It is the responsibility of the team and its players to effectively prevent any player who is suspended from future games from participating therein. Failure to do so will result in forfeiture at those games in which the ineligible player participates.

- Players will be ejected from a game for fighting, regardless of who initiated the conflict. Additional action may be taken for incidents occurring between opposing players either before or after scheduled games on county property.
- Players ejected from a game for fighting will be ineligible for their team's next two games, with ejection for all other reasons resulting in a one-game suspension.
- If it is a player's second ejection during the season for fighting, he will be suspended for the remainder of the season.
- Any player touching an official during a game will be automatically suspended for two game. Players who attempt to strike, or do strike an official before, during, or after a scheduled game will be automatically suspended from all county football play for five (5) years.