

Tri-County

# **Youth Football League**

## **Flag Division Rules 2011**

# Table of Contents

- 1. League Team Rosters Requirements**
  - 1.a. roster information**
  - 1.b. player identification cards**
- 2. League Coach Requirements**
  - 2. a. Coaches Photo ID**
  - 2. b. Coaches conduct**
- 3. Flag Division Eligibility**
- 4. Players**
- 5. Playing Field**
- 6. Game Ball**
- 7. Flags**
- 8. Uniforms**
- 9. Prohibited Equipment**
- 10. Rules of the game**
  - 10.a. time**
  - 10.b. kickoffs**
  - 10.c. downs**
  - 10.d. de-flagging**
  - 10.e. blocking**
  - 10.f. ball carriers**
  - 10.g. centers**
  - 10.h. passing/ receiving**
  - 10.i. dead ball**
  - 10.j. game overtime**
  - 10.k. mercy rule**
- 11. Misc.**
  - 11.a. extra points**

**Players will be removed from the field except ball holder and kicker on extra points or field goal tries after ball is snapped**

## **1. League Team Roster Requirements**

### **1.a. Roster Information**

Team rosters including the player's name (in print), birthdate, school grade, jersey number, waiver release, and a copy of each player's birth certificate will be turned in at the official player weigh-in on the Saturday before the league's first scheduled game. For any player that can not attend on this date, there will be one date set prior to this official Saturday. All players are required to show proof of grade along with copy of their birth certificate at weigh-in

### **1.b. Player Identification**

All players will be photographed for identification cards. The player ID cards will be kept by the team representative to present to the opposing coach for player verification prior to every game. Without this verification the game could result in a forfeit. If a player is late for verification, he will not be allowed to play until half time when verification can be made.

## **2. League Coaches**

### **2.a Photo ID**

Coaches are required to Photo ID to be on the sidelines

### **2. b. Coaches Conduct**

Any un-sportsman like behavior including foul language or poor conduct on the field will result in a 15 yard penalty or ejection from the game. The TYFL does have the right to suspend or ban any coach in the league.

### **3. Flag Division Eligibility**

3.a. Any players up to 7 years of age before Aug. 31<sup>st</sup> 2011. Any player that turns 8 years old before Aug. 31<sup>st</sup>, 2011 and/or is considered a 3<sup>rd</sup> grader is ineligible for the flag division.

### **4. Players**

4.a A game is played between two teams of 8 players

4.b. Only players appearing on the official roster that has been turned into the TYFL are eligible to play.

4.c. The Offensive team must have 5 players on the line of scrimmage and 3 in the backfield. The defensive team may pick any formation except kickoffs.

4.d. The TYFL does not allow a defensive nose or any player lining up directly over the offensive center.

4.e. One coach is allowed on the field during the game, all other coaches and players on the sidelines are required to stay with in the 25 yard lines.

4.f. Each team will have 35 seconds to put the ball in play after the whistle.

### **5. Playing Field**

5.a. The field shall be rectangular with lines and zones and shall conform to below.

5.a.1. 100 yard field: This field is the standard football field used by the UIL.

5.b. A down marker will be used to indicate the location of the ball.

5.c. 10 yard markers will be used to indicate a first down.

5.d a Referee will be required to use line of scrimmage markers to be set along with the ball 1 foot apart

## **6. Game Ball**

6.a. The game ball used will be the K2 leather ball

## **7. Flags**

7.a. Each player must wear a belt with two flags

7.b. The flags will attach to the belt and extend down each side of the players body in line with the players arms before each play.

7.c. Flags will be between 12 and 14 inches long and a minimum of 2 inches wide.

7.d. The flags will contrast with the color of the players shorts.

7.e. The securing of the flag to the body, waist or belt is illegal.

7.f. Jerseys and/or under shirts cannot be worn over flags.

7.g. If a player's flag falls off during play then the player must be touched by the opposing player with 1 hand between the shoulders and knees.

## **8. Uniforms and Equipment**

- 8.a. Eyes glass: shall be of athletically approved construction with non-shattering glass (safety glass)
- 8.b. Mouth guards required with no keeper strap
- 8.c. All team members must wear the same color jersey
- 8.d. All jerseys must have a number front and back.
- 8.e. Shorts of contrasting colors to the flags will be worn and will not have front or back pockets.
- 8.f. Jerseys will be tucked in at all times.
- 8.g. Screw-in or metal cleats are not allowed. Molded plastic and hard rubber soles shoe are acceptable.

## **9. Prohibited Equipment**

- 9.a. spiked or street shoes
- 9.b. Padding of any kind, including hard surface padding such as shoulder pads, hips pads and helmets.
- 9.c. Hard metal or any other substance on a players clothing or person.
- 9.d. Anything that conceals flags.
- 9.e. Slick or sticky substances such as grease or glue
- 9.f. Any equipment, that in the opinion of the referee, that will endanger or confuse the players.

## **10. Rules of the Game**

### **10.a. Time**

- 10.a.1. Two 20 minute halves
- 10.a.2. The clock only stops after an extra point to realign for the kick-off and time outs
- 10.a.3. Three time outs per half.

10.a.4. Ten minutes between halves (unless special events dictate a lengthening of time as agreed by both teams.

10.a.5 Within the last two minutes in each half the game clock will stop on all penalties and time will resume on the snap.

### **10.b. Kick-offs**

10.b.1. Each half will start with a kick-off

10.b.2. There will be no on-side kick offs permitted, and the kicking teams will not be permitted to recover the kick-off under any condition.

10.b.3 If the kick goes out of bound the receiving team will have the option of: Taking the ball at the point of where it went out of bounds or accept a five penalty and re-kick the ball.

### **10.c. Downs**

10.c.1. Each team will have four consecutive downs to advance the ball 10 yards to the next line of gain or score a touch down.

10.c.2 At the completion of each down the referee will place the ball in the middle of the field, not the hash marks.

### **10.d. De-flagging**

10.d.1. There shall be NO tacking of the ball carrier, passer, or kicker.

10.d.2. The player carrying or having possession of the ball is down when the flag is removed from the runner's waist.

10.d.3. The defensive player shall hold the flag above his head and stand as close to where he gained the flag as possible.

10.d.4. The defensive player shall not push or touch the ball carrier above the chest or below the thighs and shall not push the ball carrier in order to gain possession of the flag.

10.d.5. A defensive player may not run over, push, or pull a blocker away from him. He may push him sideways if he gets past him but may not push him down.

10.d.6. A defensive player must go for the passers flag and not for the passers arm.

### **10.e. Blocking**

10.e.1. A blocker must stay on his feet at all times while blocking. All linemen, except the center, must not assume the three point stance or otherwise spring from a coiled or crouching start. Instead must simply stand at the line of scrimmage and await the snap. The center, though crouching, if he is to block must first stand up.

10.e.2. Cross body or role blocking is prohibited.

10.e.3. A blocker must not use his hands

10.e.4. Blocking shall be done with the arms and body in the form of a shoulder and brush block only.

10.e.5. A defensive player cannot brush or block the ball carrier out of bounds.

10.e.6. Butting, elbowing or knee blocking is not permitted.

10.e.7 There will be no two on one blocking.

10.e.8. Blocking a player from behind is not permitted (clipping)

10.e.9. There will be no interlocking blocking.

10.e.10. A defensive player will be restricted in the use of his hands to the blockers body and shoulders.

### **10.f. Ball Carrier**

10.f.1. The ball carrier cannot use his hands or arms to protect the flag or bat the hands of a defender away. The defense must have the opportunity to remove the ball carriers flags.

10.f.2. The ball carrier cannot lower his head and charge into the defenders.

10.f.3. The ball carrier cannot hurdle a defender.

10.f.4. The ball carrier can run in any direction until the ball is dead.

### **10.g. Center**

10.g.1. The center must snap the ball between his legs.

10.g.2. He must have both feet on the scrimmage line with no part of his body beyond the forward part of the ball.

10.g.3. Center sneaks are not permitted but QB draws or sneaks are permitted.

### **10.h. Passing**

10.h.1. All players are eligible to receive forward passes.

10.h.2. A receiver may catch the ball out of bounds as long as one foot remains inbounds.

10.h.3. Two or more receivers may touch the ball in succession to complete a pass.

10.h.4. If defensive and offensive players simultaneously catch the ball, the ball is dead at that spot and possession is awarded to the offense.

10.h.5. An offensive player may not leave the playing field and return to catch a pass. That will be ruled an incomplete pass.

### **10.i. Dead Ball**

10.i.1. All balls touching the ground are immediately ruled dead (except kickoffs). For example, the ball is declared dead at the following times:

- When the ball carrier touches the ground with any part of his body other than his feet.
- When the ball carriers flag has been pulled.
- If a pass receiver or ball carrier is missing a flag (ball is dead at that spot)
- Following a touch down, safety, or touch back.
- When the ball goes out of bounds for any reason.
- If the center's snap hits the ground before reaching a backfield man (declared dead at the spot).
- When the ball hits the ground as a result of a fumble (declared dead at the spot).
- If a lateral pass touches the ground (ball is declared dead at that point) if a lateral pass goes out of bounds it is dead at the point it crosses the boundary line.
- If a forward pass strikes the ground (spot goes back to the line of scrimmage)
- When a player on the kicking team touched the ball before a player on the receiving team the ball is dead where it is touched.

### **10.j. Game Overtime**

- In case of a tied score at the end of the game, the game will go into overtime as follows:
- There will be a coin toss to start each overtime session.
- The offense will have 4 plays from the 10 yard line to score.
- Once the offense scores on any of the 4 downs, the other team has the opportunity to match the score until 4 plays have been run without a score.
- After the offense would score then an extra point will be tried.
- Any turnovers recovered by the defense ends that offensive session.
- If a turnover recovered by the defense results in a score, it may end the overtime session.
- The overtime session only allows 1 timeout added to each team per game.
- In the case of season ties on win/loss record, the tiebreaker will be head to head, then points allowed among all teams that are tied.

### **10.k. Mercy Rules**

Once a team's scoring exceeds a 30 point advantage in any game, on the opposing team; the time keeper is required to run the game clock without stoppage for the remainder of the game.

## **11. Misc.**

### 11.a. Extra Point Scoring

- 1 points passing
- 1 point running

- 2 point kicking extra-point
- 3 point field goal kick
- Extra point started from 3 ½ yard line.
- Kick offs will be kicked from the 40 yard line
- Safety kicks will be kicked from the 20 yard line.
- Any extra-point or field goal kick attempted will be allowed to do so without a defensive rush. The defense can block the kick by standing or jumping with their hands up. No fake kicks will be allowed in this situation and the kick must be attempted.
- Teams forfeits- regular season games will result a loss on the teams win/loss record and 50 points will be added to their point allowed count. Playoff games can result in a team suspension for the following year and the head coach will be banned from coaching in the league. The next available team would move into that spot.

**The Tri-County Youth Football League reserves the right to question any players age and grade.**

