

5th/6th Grade Flag Football Rules

Updated Aug. 2022

- Teams** Seven (7) players will play on the field. Play may begin with four (4) players, but four (4) will be considered a forfeit if at halftime more players have not arrived, however, the game will continue for fun and practice.
- Formation** All offensive players are eligible pass receivers. The ball must be clearly snapped to and in the sole possession of an offensive player other than the center. ***A legal snap can be between the legs or to the side – must stay onside.***
- Equipment** Official game ball will be a junior sized leather ball (TDJ). Metal cleats or spikes are not permitted. Small rubber cleats are recommended. No bare feet or stocking feet will be allowed. Belts and flags must be visible and worn at waist level on each side. No player may tamper or alter his/her flags in any way. Shirts must be tucked in. **No pockets allowed. PLEASE ENCOURAGE YOUR PLAYERS TO WEAR SHORTS WITHOUT POCKETS.**
- Game Length** The game will consist of two 20-minute halves with a running clock. The **clock will stop during the last two (2) minutes of the game for penalties, incomplete passes or fumble, changes in ball possession, or out of bounds** (exception – clock will continue to run if there is an 18point difference). Half time will be 2 minutes in length. Each team will be allowed two (2) one-minute time-outs per half. **Times-outs do not carry over.** Players must stay on the playing field during time-outs.
- Putting ball in play** The offensive team has 30 seconds to put the ball in play.
- Substitutions** Shall be unlimited but may occur on dead balls only.
- Scoring** A touchdown is 6 points. After a touchdown is scored an official shall pull the flag of the ball carrier to check for tied flags. The point after touchdown (PAT) will be attempted from the three-yard line for one point or from the ten-yard line for two points. The offensive team will be required to notify the head official of their choice. ***Point after is dead if pass is intercepted.*** Safety: two points will be awarded if the defensive team forces the ball to be downed behind the offensive team's goal line by fumbling or being downed.
- Kick Off** No Kickoff – The offensive team will start the game with the ball on the 20-yard line. **Offense/Defense to start the game determined by pregame coin flip.**
- First Down** First downs - to keep possession of the ball, the offensive team must advance the ball past the next zone line in four downs. As soon as the ball is advanced over the zone lines, the following down is a first down. A ball on the line is considered in the more forward zone.
- Neutral Zone** The distance between the offensive and defensive lines at the beginning of a play shall be 3 yards if the ball is outside the defensive team's 20-yard line and 1 yard if the ball is inside the defensive team's 20-yard line.
- Diving, spinning, Jumping, Stripping the ball** **No Diving of any kind is allowed.** Offensive players may not dive to advance the ball or score. Defensive players may not dive for offensive players flags – both officials' judgement. **Spinning, diving or jumping results in immediate dead ball. The defense cannot intentionally strip the ball from an offensive player.**
- 4th down/Punting** On 4th down the offensive team has 3 choices: 1. Go for the 1st down 2. Punt the ball to the other team 3. Move the ball to the 30-yard line of the opposing team, change possession, and begin play there. The 4th down decision must be announced to the official prior to beginning the play. The official shall then notify the other team of the decision, so they may get into the appropriate formation. Neither team may cross the line of scrimmage until the ball is kicked. Kick receivers may have the choice to run or make a forward pass after receiving the kick. On the punt, the snapper must clearly snap the ball between his/her legs ***or to the side.***

- Forward Pass** Two forward passes can be made if the quarterback makes the first pass prior to crossing the line of scrimmage. If the quarterback crosses the line of scrimmage prior to passing only one forward pass may be attempted. All players on the field are eligible to receive or intercept passes. If a player has lost his/her flags and catches a pass, the ball will be downed where the ball is caught. If the second pass is incomplete, the ball will be placed at the spot the second pass was thrown. One forward pass is allowed on kickoffs. **Handoffs and lateral passes do not count as forward passes.**
- Blocking** The offensive team must start each play with four (4) players on the line of scrimmage. All offensive players are eligible to receive a forward pass and only three (3) players can be in the backfield blocking. A player may block for his/her runner or passer by using a screen block. **No contact should take place.** If a blocker uses his/her arm, elbows, legs, lowers his/her shoulder or leaves his/her feet, it is an illegal block. Stiff-arming, *spinning*, and jumping are NOT allowed. A runner may not guard/block the flag in any manner. ***Unintentional contact may occur – there is a difference between unintentional contact and illegal contact.***
- Dead Balls**
1. A player is down once one of his/her knees **or body** contacts the ground – ***a hand on the ground to maintain balance is not down.***
 2. In removing the flag or stopping the ball, a defensive player should pull the flag and immediately set it on the ground.
 3. If at any time the belt of the ball carrier falls off, the ball carrier is down, and the ball is dead.
 4. All fumbles are dead the moment the ball contacts the ground. Possession of the ball remains with the team who had possession last. Exceptions: fumble on 4th down prior to making a 1st down; fumble in own end zone is a safety.
 5. If the ball is fumbled on any snap or any play other than a punt, the **ball is dead, and the down is lost.** If the snap is fumbled on 4th down the ball changes possession and play continues from that spot. If the ball is fumbled on a punt snap, the ball may be picked up and punted.
 6. ***Inadvertant whistle – ball is dead, play is over as soon as the whistle blows.***
 7. ***Dual possession on a pass – ball is dead, and offense keeps the ball (no fighting for possession).***
- Overtime** **Overtime will not be played in this league. Games will end in a tie.**
- Conduct** No player, coach, or spectator shall act in an unsportsmanlike manner ***during the game, at halftime, or after the game.*** Examples are, but not limited to:
- a- Using profanity, insulting or vulgar language or gestures.
 - b- Intentionally kicking at, swinging at, or pushing any player, spectator, coach or official.
 - c- Harassing, insulting or badgering any official, coach, spectator, or player.
- Coaches** All coaches must stay on their respective sidelines during all games.
- Sportsmanship** All cities participating in this Flag Football program are committed to providing a quality recreational sport program in a spirit of sportsmanship and fellowship for all our families, friends and neighbors. It is expected that all players, coaches, parents and spectators will strongly adhere to all rules of play and etiquette involving the program. After each game a sportsmanship score will be given to each team. A team will be given between 1 and 5 points. If a team does not earn at least a 3 then they may not be eligible to play in their next game.

No end of season tournament. All teams will play eight games.