

Adult Flag Football Rules



YMCA FACILITY POLICES

- All YMCA facilities and game and practice locations are smoke tobacco, alcohol, and pet free zones.

SPORTSMANSHIP

- If a referee witnesses any acts of tackling, elbowing, cheap shots, or any unsportsmanlike act, the game may be stopped and the player may be ejected. Any trash talking or taunting which is intended to embarrass, ridicule, or demean others under any circumstance will not be tolerated. First offence is a warning; the second offense is ejection from the game.
- Foul language will also not be tolerated. Officials have the right to determine offensive language. This includes talk that may be offensive (or meant to incite) to officials, opposing players, teams, or spectators. If foul language occurs, the referee will give one warning. If it continues, the player or players may be ejected from the game.
- **FOUL PLAY WILL NOT BE TOLERATED.**

EQUIPMENT:

- Teams are to wear matching shirts/uniforms (numbers are not needed).
- Mouth guards are highly recommended. Rubber cleats are optional, metal spikes are **not allowed**.
- The YMCA will provide footballs and flags for games.

ROSTERS:

- Players must sign the team roster to participate in any game. A player cannot play on more than one team.
- All Rosters will be locked for tournament games. Team additions must be made by the first scheduled game of the tournament. No player is eligible for the tournament unless he has signed the roster.

GAME TIME/TIME OUTS/OT

- Games are two 20-minute halves (running clock) with a 5 minute halftime. Clock will stop the last minute of each half on 1st downs, out of bounds, incomplete passes, PAT's, and change of possession.
- Overtime will begin with a coin toss to determine first possession. Each team will have the opportunity to score with the possession beginning at midfield. College Football OT rules will be used.
- Teams have 30 seconds to snap the ball once the ball is spotted.
- Each team has two 60 second timeouts per half, no carryover. Clock will stop for timeouts.
- Officials can stop the clock at their discretion.

GENERAL RULES

- Games will be played 6v6.
- Teams must field a minimum of 4 players at all times.
- A coin toss will be used to determine first possession. Losing team of coin toss will begin second half with the ball.
- Possessions will begin at the 5 yard line. Teams have 4 plays to cross midfield (1st down) and 4 additional plays to score a touchdown.
- If teams fail to gain a 1st down or score a touchdown, the ball changes possession and the opposing team takes over where the change of possession happens or has the option to punt.
- Substitutions can only be made on dead balls.

OFFENSE

- The quarterback cannot run the ball past the line of scrimmage expect when rushed upon by defense.
- The ball must be snapped between the legs, not off to one side, to start play.
- Once the ball has been handed off/tossed/passed behind the line of scrimmage, the rush rule no longer remains in effect.
- The ball is spotted where the ball is when the flag is pulled, not where ball carrier's feet are.
- If the ball carrier accidentally loses the flag belt or falls down, the ball is dead at that spot (receiver is still eligible, but if catches pass, is down at that spot).
- All players are eligible to receive passes/hand offs/pitches.
- A player must have at least one foot in bounds when making a reception.
- The ball is dead when the ball carrier's knee hits the ground.
- Blocking is allowed on the line of scrimmage on the defenders upper body on the front side **ONLY**.

RUSHING

- All players who rush the QB must be a minimum of 7 yards behind the line of scrimmage. The referee will step-off the 7 yard rush line.
- Rushers may try and go around offensive blockers, but not through blockers (bull rushing).

PUNTING

- Teams have the option to punt, but must first notify the officials.
- Defense is not allowed to block the punt.
- Punt team may not run past the line of scrimmage until the ball has been punted.

PENALTIES

- **Unsportsmanlike Conduct** (swearing, disrespecting officials, etc.)-- 10 yard penalty and automatic 1st down or loss of down depending on offense/defense. May result in ejection.
- **Personal Foul** (intentional flagrant actions beyond illegal contact)—Players may first be given a warning and then ejection if actions continue a second time. 10 yard penalty and loss of down or automatic 1st down.
- All penalties within 5 yards of the end zone will be half the distance to the goal line.
- Games cannot end on a defensive penalty, unless offense declines it.

Defense:

- **Offsides**—5 yards and replay down
- **Pass Interference**—10 yards and replay down
- **Illegal Contact** (holding, bull rushing blockers, tackling, pushing)—10 yards and replay down
- **Illegal Rushing** (start rush inside 7-yard marker)—5 yards and replay down

Offense:

- **Illegal Motion** (false start, offsides)—loss of 5 yards and replay down
- **Illegal Forward Pass** (throwing a pass beyond line of scrimmage)—loss of 5 yards and loss of down
- **Illegal Contact**—(stiff arming, holding, charging, pushing, excessive blocking: blocking from behind) - loss of 10 yards and loss of down
- **Offensive Pass Interference** (illegal pick, pushing off defender)—loss of 10 yards and loss of down
- **Flag Guarding/Stiff Arming**—loss of 5 yards from the spot of occurrence
- **Delay of Game** (more than 30 seconds to begin next play)— loss of down