

Putnam County Parks and Recreation Flag Football Rules

The Basics

- A coin toss determines first possession.
- The offensive team takes possession of the ball at its 5-yard line and has three plays to cross midfield. Once a team crosses midfield, it has three plays to score a touchdown. If the offense fails to score, the ball changes possession and the new offensive team takes over on its 5-yard line.
- If the offensive team fails to cross midfield, possession of the ball changes and the opposition starts its drive from its 5-yard line.
- All possession changes, except interceptions, start on the offense's 5-yard line.
- Teams change sides after the first 30 minutes. Possession changes to loser of coin toss and the clock does not stop.

Players/Game Schedules

Teams must field seven players at all times.

Players should play at least half of the game and they should be rotated between defense/offense, different positions, etc.

Games will be played Mondays, Tuesdays and Thursdays with some Saturdays.

Timing/Overtime

Games are played to 60 minutes running time (clock stops during timeouts). The clock does stop at 5 minutes to go in the game. If the score is tied at the end of 60 minutes, teams move directly into overtime. The first team to score wins.

Each time the ball is spotted, a team has 30 seconds to snap the ball. Teams will receive one warning before a delay-of-game penalty is enforced.

Each team has one 60-second and one 30-second time-out per half.

Officials can stop the clock at their discretion.

Scoring



Touchdown:

6 points

Extra point:

1 point (played from 5-yard line) or

2 points (played from 10-yard line)

Safety:

2 points

Running

The quarterback can not run with the ball with one exception (see receiving section).

Only direct handoffs behind the line of scrimmage are permitted. The offense may use multiple handoffs.

"No-running zones" located five yards from each end zone and five yards on either side of midfield are designed to avoid short-yardage, power-running situations.

Once the ball has been handed off, all defensive players are eligible to rush.

Spinning is allowed, but players cannot leave their feet to avoid a defensive player (no diving).

The ball is spotted where the ball carrier's feet are when the flag is pulled, not where the ball is.

All Pitches are allowed.

Receiving

All players are eligible to receive passes (including the quarterback if the ball has been handed off behind the line of scrimmage).

As in the NFL, only one player is allowed in motion at a time.

A player must have at least one foot inbounds when making a reception.

Passing

Shovel passes are allowed.

The quarterback has a seven-second "pass clock." If a pass is not thrown within the seven seconds, play is dead, loss of down. Once the ball is handed off, the seven-second rule no longer is in effect.

Interceptions change the possession of the ball at the point of interception. Interceptions are the only changes of possession that do not start on the 5-yard line.

Dead Balls

The ball must be snapped between the legs, not off to one side, to start play.

Substitutions may be made on any dead ball.

Play is ruled "dead" when:

- Ball carrier's flag is pulled
- Ball carrier steps out of bounds
- Touchdown or safety is scored
- At the point of an interception (interception returns are not allowed)
- Ball carrier's knee hits the ground
- Ball carrier's flag falls out



Note: There are no fumbles. The ball is spotted where the ball hits the ground.

Rushing the Quarterback

All players who rush the passer must be a minimum of five yards from the line of scrimmage when the ball is snapped. Any number of players can rush the quarterback. Players not rushing the quarterback may defend on the line of scrimmage.

Once the ball is handed off, the five-yard rule no longer is in effect, and all defenders may go behind the line of scrimmage. A special marker, or the referee, will designate five yards from the line of scrimmage. Remember, no blocking or tackling is allowed.

Sportsmanship/Roughing

If the field monitor or referee witnesses any acts of tackling, elbowing, cheap shots, blocking or any unsportsmanlike act, the game will be stopped and the player will be ejected from the game. FOUL PLAY WILL NOT BE TOLERATED.

Penalties

All penalties will be called by the referee.

Defense:

Offsides

Five yards and automatic first down

Interference

10 yards and automatic first down

Illegal contact

(holding, blocking, etc.)

10 yards and automatic first down

Illegal FLAG pull

(before receiver has ball)

10 yards and automatic first down

Illegal rushing

(starting rush from inside 5-yard marker)

10 yards and automatic first down

Offense:

Illegal motion

(more than one person moving, false start, etc.)

Five yards and loss of down

Illegal forward pass

(pass thrown beyond line of scrimmage)

Five yards and loss of down



Offensive pass interference
(illegal pick play, pushing off/away defender)
10 yards and loss of down

FLAG guarding
10 yards (from line of scrimmage) and loss of down

Delay of game
Clock stops, 10 yards and loss of down

Referees determine incidental contact that may result from normal run of play. All penalties will be assessed from the line of scrimmage.

Only the team captain may ask the referee questions about rule clarification and interpretations. Players cannot question judgment calls.

Games cannot end on a defensive penalty, unless the offense declines it.

Attire

Cleats are allowed, except for metal spikes. Inspections must be made. All players must wear a protective mouthpiece; there are no exceptions.

Jerseys must be worn during play.

Note: There are no kickoffs, and no blocking is allowed.

