

TRI SPORTS Flag Football Rules – Revised 1/21

1) Equipment

- 1) TRI SPORTS will supply all equipment. Teams may supply their own regulation-sized football.
- 2) Jerseys must be tucked in, or cut min. 4" higher than waistline. Flags on top of clothing. No Shorts with pockets allowed (tape will be allowed, but not provided). No metal cleats, dangling chains, watches, rings, & jewelry.
- 3) Matching Team Color Shirt MUST be worn each week.
- 4) Protective equipment must be of a soft material or be covered and padded so that no hard plastic or metal is exposed.

2. The Game, Field, and Players

- 1) The game is played 7-on-7. 6 players (min. 1 female for coed) are required to avoid a forfeit. Coed teams with 1 female may play only 6 players on the field. Scheduled game time, plus 10 min. is deadline to avoid a forfeit.
- 2) **No Contact.** A defensive player may not hold, push, obstruct the free movement of or knock offensive players down in an attempt to impede their progress or remove the flag belt. Offensive players may not block, hold, pick, or otherwise obstruct any defensive players. On a kick return, non-ball carriers are expected to stay behind the ball carrier & make themselves available for the lateral; YOU MAY NOT BLOCK or OBSTRUCT for the returner by leading the way/running in front. Blocking during a play will result in an offensive blocking penalty being assessed. Defenders should take angles of pursuit on the flag belts, not the ball carrier. Also, offensive players should not run with their head down, in an attempt to run through the defenders. **Incidental contact is inevitable, but players should never be run over. Violators will be flagged for an unnecessary roughness penalty and may be ejected from the game or the league due to severe infraction and/or repeated violations.**
- 3) **Ball/forward progress** is determined by BELT BUCKLE at time of flag being pulled; NOT the BALL.

3. Periods, Time Factors, and Substitutions

- 1) Rock-Paper-Scissors decides possession & direction to start the game. Winner gets choice of starting with the ball in either half, or direction. There are no kick-offs to start a half or after a team scores. Ball starts on the 10 yard line.
- 2) Game Time. Game clock starts on time OR 3 mins. after the last play of the previous game; whichever comes first. Have your team together ready to go on the sideline in order to maximize playing time as the clock will start on time.
- 3) Games are comprised of two (2) 20-min. halves. A running clock is used for the entire first half & for the first 18 mins. of the 2nd half. Stop clock is used in the final 2 mins. if the score is within 9 points. Clock will stop for timeouts, dead balls, incomplete passes, out of bounds, TD conversions, offensive delay of game, offensive offsides, and on 1st downs (only until the ball is spotted). If a team is up by 10 or more points at any point during the final 2 minutes, the game to a running clock.
- 4) Kneel-Downs: The game will be declared over if the winning team gets a 1st down with a) 2 mins. or less in the 2nd half & the losing team does not have a time out, or b) 1:30 or less in the 2nd half. Playoff seeding is based on head-to-head results & opponent's records. There is NO benefit to beating a team by maximum points.
- 5) Teams may call one, 30-second time-out per half. Timeouts do not carry over at the half.
- 6) Tie Games. In the regular season, ties can result. In playoffs, college football OT rules. Teams are required to go for a min. of 2 pt. conversion starting in the third OT.
- 7) **Delays.** Failure to snap or kick within 30 seconds after the ball is ready for play. The referee will let teams know when there is 10 seconds remaining on the play clock. 5 yard penalty. *Penalty for 2 Consecutive Delay of Game Penalties is turnover to opponent.*
- 8) SUBSTITUTES are allowed, but should not be on the roster of any other league team. PLAYOFFS- players must be on the regular season roster and play in at least 1 game in order to be eligible. Non-rostered players are ineligible.

4. A Dead Ball Results When:

- a) Any part of the runner other than a hand(s) or foot touches the ground.
- b) A passer/runner has a flag belt removed legally or runs out of bounds. A player only needs 1 foot in bounds to make a legal catch (college rules).

- c) A runner is legally tagged with one hand between the shoulders and knees, including the hand and arm, if their flag is missing or has fallen off prior to being touched by the defense.
- d) The football touches the ground for any reason (punts, fumbles, handoffs, etc) the ball is dead at that point. In the case of dropped laterals, the defense can choose to accept where the ball hits or forward progress.
- e) A ball carrier CAN turn their bodies from side to side (180°), but CANNOT spin 360°. Penalty -Dead ball/spot foul.
- f) The ball carrier leaves their feet to advance the ball (i.e. jumping/diving). Players can dive/jump to catch a ball but once in possession he/she cannot leave their feet.

5. Series of Downs, Girl Plays, and First Downs

- 1) The offensive team has 1 set (4 downs) to cross the mid-field marker & 1 more set of 4 downs to score.
- 2) Girl plays required once every set (4 downs); resets with a 1st down. A girl play is a legitimate attempt to advance the ball by a girl: girl must attempt a forward pass, be the sole rusher or intended receiver (in the discretion of the official).
- 3) The female may not lateral the ball unless she has gained positive yardage first (either by catching a forward pass or rushing). This prevents a female from lateralling backwards to a male who then throws a forward pass.
- 4) Defense must play with a rusher that starts behind the back judge, 7 yards from the line of scrimmage. Once the rusher crosses the line, any/all defensive players may cross. A rusher lining up inside the 7 yards, or a defensive player crossing the line before the rusher will result in a Defensive Offsides Penalty of 5 yards.
- 5) The quarterback may only run WHEN, AND IF the rusher crosses the line of scrimmage. No running if the defense doesn't cross the line of scrimmage. Quarterback's rushing prior to the Defense crossing the line of scrimmage, will be assessed an Offensive Offsides Penalty of 5 yards and loss of down.
- 6) Coed "open" or "closed" status - The term "open" means the girl play requirement has been satisfied for this set of downs. The term "closed" means the offensive team has yet to run a girl play.

6. Punting

- 1) Offensive team may punt on 4th down & MUST notify the defense. Offensive players cannot cross the line of scrimmage until the ball is kicked (5 yard penalty results).
- 2) If the ball is kicked through the end zone on a punt (or kicked into the end zone & the receiving team elects not to run the ball out), the offensive team will start their drive at the 10 yard line. If the receiving team opts to catch the ball outside of their end zone and run back into their own end zone, the receiver is in play & runs the risk of being tackled in their own end zone (result is a safety).
- 3) If a punt goes out of bounds before the endzone, ball is spotted where it went out of bounds.

7. Snapping the Ball/Pre-Snap

- 1) Offensive players are responsible for retrieving the ball after an offensive play.
- 2) Prior to the Snap, one offensive player may be in motion, but not in motion toward the opponent's goal line at the snap. Other offensive players must be stationary in their position. *Penalty: Illegal Motion, 5 yards.*

8. Touchdowns and Conversions

- 1) Touchdowns are worth 6 points.
- 2) Conversion Try = 1, 2 or 3 points. The play clock will be used for all conversions, stop clock or not.
 - a) 1 point from the 3 yard line, 2 points from the 10 yard line, or 3 points from 20 yards away.
 - b) If defense intercepts during a conversion, the ball may be returned to the opposite endzone for 2 pts.

9. Safety

Sacking the QB (or any offensive player) in the endzone results in a safety (2 pts. & turnover to defense).

10. Guarding/Grabbing the Flag Belt

- 1) Runner shall not use their hands, arms, or the ball to prevent an opponent from pulling their flag. This includes lowering the shoulders causing their arm/elbow to cover the flag. *Penalty: play is dead at the spot.*
- 2) No extending of the arm (stiff arm) to disrupt a flag pull attempt. *Penalty: Personal Foul, 10 yards.*

- 3) The defensive player shall not hold, grasp, or obstruct the forward progress of a runner when in the act of removing the flag belt or making a legal tag. *Penalty: **Defensive Holding, 10 yards.***

11. Flag Removal

- 1) When the flag is pulled, the ball carrier is down. Forward progress is determined by BELT BUCKLE at time pull; NOT the BALL. The player removing the flag should immediately hold the flag above his/her head to assist the ref in locating the spot.
- 2) If a flag is missing or has fallen off, the ball carrier may be downed with a 1-hand touch between the shoulders & knees. A player may leave his/her feet to remove the flag belt.
- 3) Players must have possession of the ball before they can be downed. If a flag is pulled early, play should continue with the option of the penalty or the result of the play. *Penalty: **Personal Foul, 10 yards***

12. Stripping the Ball/Attempt to steal the ball

A player is not allowed to strip or attempt to strip the ball from a player *in possession* (ref's discretion), including but not limited to: punching, striking or stealing a held ball. *Penalty: **Personal Foul, 10 yards.***

13. **SPORTSMANSHIP**- Sportsmanship is the #1 priority in this league. As a general rule, it is fully expected that the tackler (flag puller) will politely hand the ball carrier's flags back to him/her.

14. **League standing tiebreakers:** will be by head-2-head & opponents' records. There is never any incentive to beat an opponent by the maximum scores possible.

15. **Penalties/Discrepancies:** All decisions made by officials are final and not up for debate. Only captains may discuss a rules question/issue with the official. Discussion about possible rules violations between opponents is considered unsportsmanlike. Please play safely and with good spirit.

- **Defensive penalty (during stop clock) stops the clock. Offense may elect to decline the stoppage.**
- **Blocking (offensive)-** Play will be called dead, a 5-yard penalty assessed from the spot, & loss of down.
- **Blocking (defensive) or Offsides (defensive)-** Offense can elect to take result of current play, or a 5 yard penalty and replay of down.
- **Offsides (offensive)-** Dead ball. A 5-yard penalty & replay the down. If less than 2 mins. remain in the game, a 10 sec. run off will occur before the offense can snap the ball, unless they take a time-out to stop the clock.
- **Unnecessary Roughness-** 10 yard penalty and automatic 1st down **(If on defense)** or loss of down **(if on offense)**.
- **Pass Interference- (defensive)** Ball to be placed at the spot with automatic 1st down. If penalty occurs in the end zone, ball to be placed on 1 yard with automatic 1st down. **(offensive)**- 10y penalty & loss of down.
- **Flag Guarding**- play is dead at the spot where the flag guard occurred.
- **Delay of Game**- Failure to snap ball prior to expiration of 30 sec. clock results in a 5-yard penalty & replay down. If this occurs during stop-clock-time (and clock is currently running) the clock will stop until the ball is snapped.
- **Roughing the Passer**- Swatting or hitting the quarterback's arm in an attempt to deflect a pass, regardless of whether the defender made contact with the ball. 10 yard Penalty and automatic 1st down.
- **Penalty Yardage**- yardage assessed will be specified distance or half the distance to the goal; whichever is less.