

## **WWVYFL FLAG GAMEPLAY RULES**

### **STARTING THE GAME**

- Games will be played as 6 on 6.
- A coin toss will be conducted to determine who possesses the ball first.
- **NO TEAM WILL BE ALLOWED TO PARTICIPATE WITHOUT TEAM SHIRTS AND EVERY PARTICIPANT MUST WEAR A MOUTHGUARD.**
- Team sidelines must be on opposite sides of the field.
- Players are permitted to wear standard football cleats with plastic or rubber spikes. **NO METAL SPIKES ARE ALLOWED.**
- Each team will use its own ball during offensive possessions.
- Kinder - 2nd and 3rd & 4th grade divisions will use Pee-Wee size footballs , 5th & 6th grade will use junior sized footballs. Teams may choose to use a larger ball then what is required, but not smaller.
- Referee will announce the score before each offensive possession begins.
- Only soft shell helmets can be used at players option (not required)

### **ROSTERS**

1. Teams must consist of at least 7 players with a maximum of 15 players.
2. Teams must start games with a minimum of 7 players. In the event of an injury, a team with insufficient substitute players may play with five players on the field but no fewer than four.

### **TIMING**

1. Games are played on a 25 minute continuous clock. The clock stops only for timeouts or injuries.
2. Each time the ball is spotted, a team has 30 seconds (Kinder - 2nd 40 seconds) to snap the ball. Teams will receive one warning before a delay-of-game penalty is enforced.
3. Each team has two 30-second timeouts per game.
4. Officials can stop the clock at their discretion.
5. In the event of an injury, the clock will stop then restart when the injured player is removed from the field of play.

6. If the score is tied at the end of 25 minutes, an overtime period will be used to determine a winner. Overtime format is as follows:
  - a. There will be a coin toss at the beginning of the overtime period with the home team calling the toss. The winner will choose to be on either offense or defense.
  - b. Each team will have 3 plays from the 10 yard line for each overtime period
  - c. Starting with the 3rd overtime and in each subsequent overtime, all PAT's must be 2 point attempts from the 10 yard line
  - d. Overtime periods are not timed
  - e. Scoring methods stay the same in overtime and a game can end on an interception

### **MOVING THE BALL**

1. No kicking/punting.
2. Kinder - 2nd level will have 3 downs to get first down every 10 yards. 3rd & 4th grade and 5th & 6th grade will have 4 downs to get a 1st down. 1st downs are 20 yards.
3. Possession for the Kinder - 2nd division always begins at the 40 yard line at the middle hash. No penalty will be assessed in excess of the 40 yard line. If a penalty would move the offense beyond the 40 yard line, the offense retains the ball at the 40 yard line, but loses a down.
4. Possession for 3rd & 4th grade and 5th & 6th grade divisions always begins at the 40 yard line at the middle hash. No penalty will be assessed in excess of the 40 yard line. If a penalty would move the offense beyond the 40 yard line, the offense retains the ball at the 40 yard line, but loses a down.
5. Offenses always move in the same direction
6. **NO PASSER MAY RUN WITH THE BALL. ALL PASSES MUST BE FORWARD PASS THE LINE OF SCRIMMAGE.** The only laterals that will be allowed will be laterals that occur AFTER the completion of a forward pass.

### **LIVE AND DEAD BALL RULES**

1. The ball is live at the snap of the ball and remains live until the official whistles the ball dead.
2. The official will indicate the neutral zone and line of scrimmage.
3. it is an automatic dead ball foul if any player on defense or offense enters the neutral zone. In regard to the neutral zone, the official may give both teams a

“courtesy” neutral zone notification to allow their players to move back behind the line of scrimmage

4. A player who gains possession in the air is considered inbounds as long as one foot comes down in the field of play.
5. The defense may not mimic the offensive team signals by trying to confuse the offensive players, while the quarterback is calling out signals to start the play. This will result in an unsportsmanlike conduct penalty.
6. Substitutions may be made on any dead ball.
7. Any official can whistle the play dead.
8. Play is ruled “dead” when:
  - a. The ball hits the ground. (If the ball hits the ground as a result of a bad snap, the ball is then placed where the ball hit the ground.)
  - b. The ball-carrier’s flag is pulled.
  - c. The ball-carrier steps out of bounds.
  - d. A touchdown, PAT or safety is scored.
  - e. The ball-carrier’s knee or arm hits the ground.
  - f. The ball-carrier’s flag falls out.
  - g. The receiver catches the ball while in possession of one or no flag(s).
  - h. The set amount of time for each division for the pass clock expires.
  - i. Inadvertent whistle.
9. There are no fumbles. The ball is spotted where the ball-carrier’s feet were at the time of the fumble.
10. In the case of an inadvertent whistle, the offense has two options:
11. Take the ball where it was when the whistle blew, and the down is consumed.
12. Replay the down from the original line of scrimmage.
13. A team is allowed to use a timeout to question an official’s rule interpretation. If the official’s ruling is correct, the team will be charged a timeout. If the rule is interpreted incorrectly, the timeout will not be charged and the proper ruling will be enforced. Officials should all agree upon any controversial call in order to give each team the full benefit of each call.

## **RUNNING**

1. The ball is spotted where the runner’s feet are when the flag is pulled, not where the ball carrier has the ball. Forward progress will be measured by the player’s front foot.
2. The quarterback cannot directly run with the ball. The quarterback is the offensive player who receives the snap.
3. Only direct handoffs behind the line of scrimmage are permitted. Handoffs may be in front, behind or to the side of the offensive player but must be

behind the line of scrimmage. The offense may use multiple handoffs.

("Center sneak" play is no longer allowed. The QB is not allowed to handoff to the center on the first handoff of the play.)

4. Absolutely NO laterals behind the line of scrimmage.
5. No-run Zones are located 5 yards before each end zone and 5 yards before the 20 yard line are designed to avoid short-yardage power-running situations. Teams are not allowed to run in these zones if the subsequent line is LIVE. (Reminder: Each offensive team approaches only TWO no-run zones in each drive – one 5 yards from the 20 yard line to gain the first down and one 5 yards from the goal line to score a TD). Kinder - 2nd only no-run zone is inside the 5 yard line before the endzone.
6. Any player who receives a handoff can throw the ball from behind the line of scrimmage.
7. Once the ball has been handed off in front, behind or to the side of the quarterback, all defensive players are eligible to rush.
8. Runners may not leave their feet to advance the ball. Diving, leaping or jumping to avoid a flag pull is considered flag guarding.
9. Spinning is allowed, but players cannot leave their feet to avoid a flag pull. (Players spinning out of control will be called for flag guarding.)
10. Runners may leave their feet if there is a clear indication that he/she has done so to avoid collision with another player without a flag guarding penalty enforced.
11. No blocking or "screening" is allowed at any time.
12. Offensive players without the ball must stop their motion once the ball has crossed the line of scrimmage. No running with the ball-carrier.
13. Flag obstruction – All jerseys MUST be tucked in before play begins. The flags must be on the player's hips and free from obstruction. Deliberately obstructed flags will be considered flag guarding.

### **PASSING**

1. All passes must be from behind the line of scrimmage, thrown forward and received beyond the line of scrimmage.
  - a. All passes that do not cross the line of scrimmage, whether received or not, are illegal forward passes.
  - b. The quarterback may throw the ball away to avoid a sack. Pass must go beyond the line of scrimmage.
2. Shovel passes are allowed but must be received beyond the line of scrimmage.
3. The quarterback has a seven-second "pass clock." If a pass is not thrown within the seven seconds, the play is dead, the down is consumed and the

ball is returned to the line of scrimmage. Once the ball is handed off, the 7-second rule is no longer in effect. Kinder - 2nd have 10 seconds to throw the ball. If the QB is standing in the end zone at the end of the set amount of time per division for the pass clock, the ball is returned to the line of scrimmage (LOS).

### **RECEIVING**

1. All players are eligible to receive passes (including the quarterback if the ball has been handed off behind the line of scrimmage).
2. Only one player is allowed in motion at a time. All motion must be parallel to the line of scrimmage and no motion is permitted toward the line of scrimmage.
3. A player must have at least one foot inbounds when making a reception.
4. In the case of simultaneous possession by both an offensive and defensive player, possession is awarded to the offense.
5. Interceptions change the possession of the ball at the point of interception.
6. Interceptions are the only changes of possession that do not start on the
7. 40-yard line.
8. Interceptions are returnable but not on conversions after touchdowns.

### **RUSHING THE PASSER**

1. All players who rush the passer must be a minimum of seven yards from the line of scrimmage when the ball is snapped. Any number of players can rush the quarterback. Players not rushing the quarterback can defend on the line of scrimmage.
2. Once the ball is handed off, the seven-yard rule is no longer in effect and all defenders may go behind the line of scrimmage.
3. A special marker, or the referee, will designate a rush line seven yards from the line of scrimmage. Defensive players should verify they are in the correct position with the official on every play.
4. A legal rush is:
  - a. Any rush from a point 7 yards from the defensive line of scrimmage.
  - b. A rush from anywhere on the field AFTER the ball has been handed off by the quarterback.
  - c. If a rusher leaves the rush line early (breaks the 7 yard area), they may return to the rush line, reset and then legally rush the quarterback. iv. If a rusher leaves the rush line early and the ball is handed off before he/she crosses the line of scrimmage, he/she may legally rush the ball carrier.
5. A penalty may be called if:

- a. The rusher leaves the rush line before the snap crosses the line of scrimmage before a handoff or pass – illegal rush (5 yards from the line of scrimmage and repeat down).
  - b. Any defensive player crosses the line of scrimmage before the ball is snapped – offsides (5 yards from line of scrimmage repeat the down).
  - c. Any defensive player not lined up at the rush line crosses the line of scrimmage before the ball is passed or handed off – illegal rush (5 yards from the line of scrimmage repeat the down).
6. Special circumstances:
  - a. Teams are not required to rush the quarterback with the seven second clock in effect.
  - b. Teams are not required to identify their rusher before the play.
7. Players rushing the quarterback may attempt to block a pass; however, NO contact can be made with the quarterback in any way. Blocking the pass or attempting to block the pass and then making contact with the passer will result in a roughing the passer penalty.
8. The offense cannot impede the rusher in any way. The rusher has the right to a clear path to the quarterback, regardless of where they line up prior to the snap. If the “path or line” is occupied by a moving offensive player, then it is the offense’s responsibility to avoid the rusher. Any disruption to the rusher’s path and/or contact will result in an impeding the rusher penalty. If the offensive player does not move after the snap, then it is the rusher’s responsibility to go around the offensive player and to avoid contact.
9. A sack occurs if the quarterback’s flags are pulled behind the line of scrimmage. The ball is placed where the quarterback’s feet are when the flag is pulled.

### **FLAG PULLING**

1. A legal flag pull takes place when the ball-carrier is in full possession of the ball.
2. Defenders can dive to pull flags but cannot tackle, hold or run through the ball-carrier when pulling flags.
3. It is illegal to attempt to strip or pull the ball from the ball-carrier’s possession at any time.
4. If a player’s flag inadvertently falls off during the play, the player is down immediately upon possession of the ball and the play ends. The ball is placed where the flag lands.
5. A defensive player may not intentionally pull the flags off of a player who is not in possession of the ball.

6. Flag guarding is an attempt by the ball-carrier to obstruct the defender's access to the flags by stiff arming, dropping the head, hand, arm or shoulder or intentionally covering the flags with the football jersey.

### **SPECIAL RULES**

1. No blocking or jamming in any division.
2. Each team in the Kinder - 2nd Division will have 40 seconds to snap the ball once it has been marked ready for play. 3rd & 4th grade and 5th & 6th grade Divisions will have 30 seconds to snap the ball once it has been marked ready for play; delay of game penalty will be a 5-yard penalty.
3. If the timekeeper sees that the clock has exceeded the time restriction, he waits until the play is over (the play is not blown dead), then brings the ball back to the original line of scrimmage with loss of down.
4. Defensive Pass Interference will be a spot foul (1st down at the closest first down spot). High School rules apply. Responsibility to avoid contact is with the defense. There will be NO chucking, or deliberate bumping or grabbing when the ball is in the air. These actions will result in a "tack on" penalty at the end of the play (5-yard penalty).
5. False Start as well as illegal motion (more than 1 man at a time) will be a 5 yard penalty.
6. No taunting or "trash talking." (5-yard penalty & ejection if flagrant or repeated). Any player(s) involved in fighting will be ejected from the game and the following game. If a team fight occurs, the teams involved will be ejected from the league and denied participation the remainder of the season. Fighting and/or any penalty given to a coach or player(s) that result in their ejection will be administered according to the WIAA rules in regards to the length of their suspension.
7. Any dead ball foul on a play that results in the defense getting the ball and it is unable to be penalized back to the 40 yard-line will result in a loss of down penalty.
8. One coach is allowed on the field for the Team's offensive possession. The coach must remain behind all offensive players at all times. For Kinder - 2nd Division only, 1 coach will be allowed on the defensive side of the ball. 3rd & 4th will have a 1 week grace period for coaches on the field during defense.
9. All players in all divisions must have the opportunity to touch the ball in every game.

### **SCORING**

1. Official score is kept by the field referee and score/timekeeper.

2. 6 points for TD
3. 1 point for PAT from 3 yard line
4. 2 point PAT from 10 yard line (interception on PAT is dead ball).
5. 1 point will be awarded for an interception
6. 3 points of an interception that is run back.

### **TIME**

1. 25 minute game with continuous clock.
2. 2 timeouts per team; with the EXCEPTION of injuries. Games on the Field will halt until player(s) can be removed as soon as safety dictates.
3. No halftime.