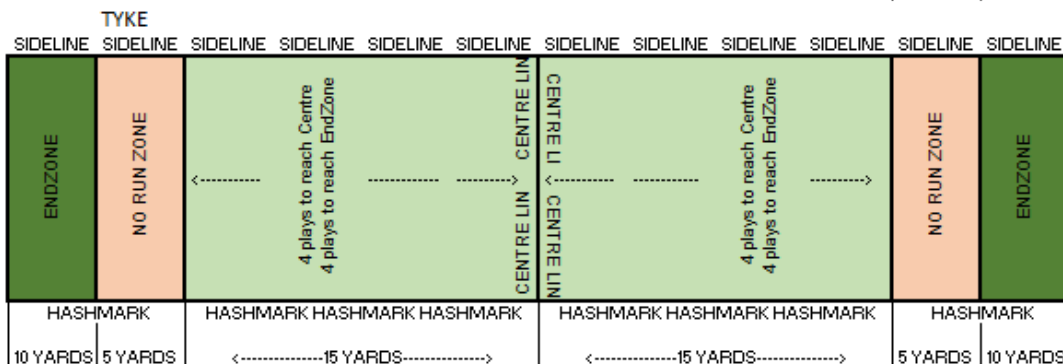
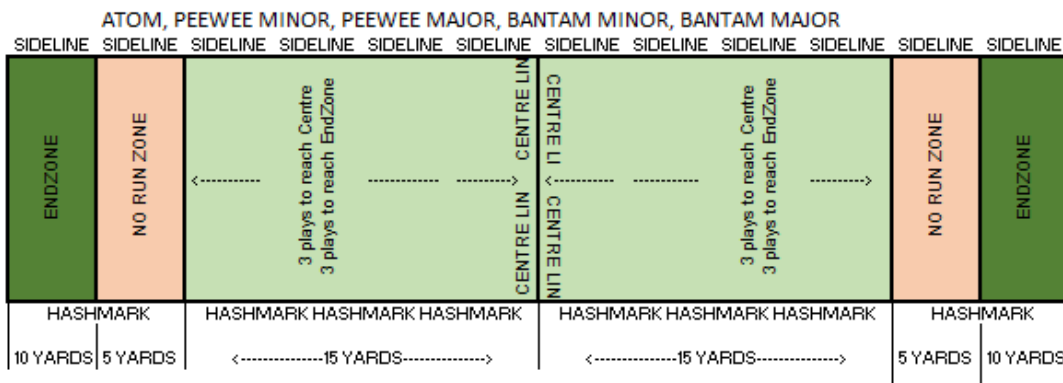
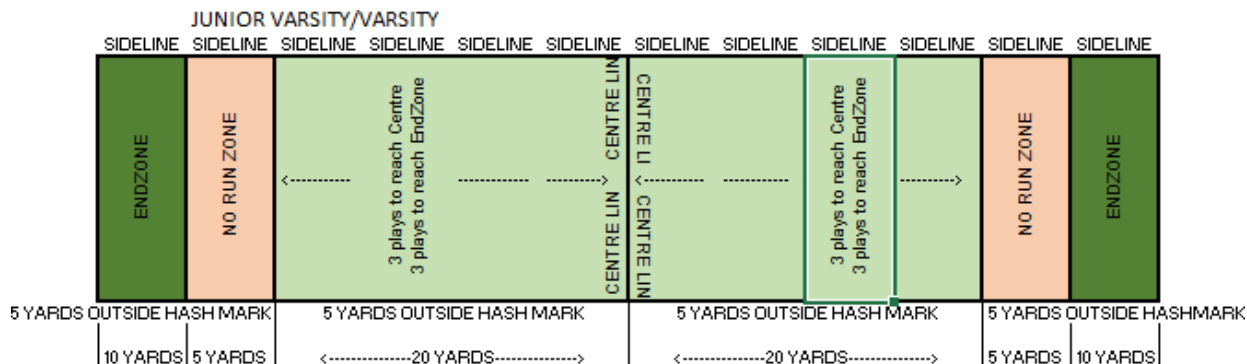




RULE BOOK (2023)

FIELD SIZES

- JV/VARSITY – 70 YARD FIELD (25 YDS PER HALF PLUS TWO 10 YARD END ZONES)
BOUNDED BETWEEN SIDELINE TO LINE BETWEEN FIELD GOAL UPRIGHTS.
- ALL OTHERS – 60 YARD FIELD (20 YDS PER HALF PLUS TWO 10 YARD END ZONES)
BOUNDED BETWEEN SIDELINE TO HASH MARK.
FIVE YARD NO RUN ZONE AT GOALINE.



FLAG RULES

GENERAL OUTLINE OF THE GAME

GENERAL GAME PROCEDURES

- Tyke Division plays 4 downs for $\frac{1}{2}$ field; all other divisions 3 downs for $\frac{1}{2}$ field
- 4 on-field players (minimum);
- Winner of coin toss gets first possession on its own 5-yard line; loser chooses end, and gets possession at start of 2nd Half;
- Teams change ends for 2nd Half;
- Each team starts possession from their 5 yard line
- 3 downs (4 downs in Tyke) are given to gain center field; if achieved, a new series of 3 downs (4 downs in Tyke) is given to score a touchdown;
- Failure to gain center field or to score in the given downs causes possession to revert to the other team, which then starts at its own 5-yard line;
- Interceptions – defense can return interceptions until flagged. The intercepting team will start with the ball at the point of flag. Same first down rules apply from that starting point.
- Each team is allowed ONE – 60 second time-out per half, clock stops;
- Team time out must be requested by a player on the field;
- 20 seconds to put the ball into play after the ref. “whistles in the play”;
- There will be no running plays allowed in JV/Varsity

TIMING

- 2 x 22 – minute halves running time
- Tyke division: 2 x 20 minute halves running time
- 2 minute rest at half time;
- At the end of half the referee announces 5 plays; then 5 plays will be played to end of period

- In the last five (5) plays;
- Only the last play will be repeated after an infraction is called
- Converts are considered a play
- IF TOUCHDOWN SCORED ON LAST PLAY, TEAM CAN ATTEMPT A CONVERT

RUSHING

- RUSHER STARTS AT 10 YARD RUSH FOR: TYKE, ATOM, PEEWEE, and BANTAM (7 yards for JUNIOR VARSITY and VARSITY).
- usher is deemed the first player to cross the line starting 7 yards (12 yards Tyke, Atom, PeeWee Minor) from LOS. In order to “maintain the privilege of a clear and direct path without interference”, the rusher(s) must line up no further than 2 yards to either side of the “rusher’s bag”. Any player rushing outside 2 yards of the rushers bag can rush but does not have this privilege.
- Designated rusher inside the 2 yard mark will declare by raising their hand prior to snap
- In Tyke, Atom divisions’ only one Mandatory Designated rusher allowed. OTHER DIVISION CAN HAVE ANY NUMBER OF PLAYERS TO RUSH THE QUARTERBACK.
- If there is NO RUSH the QB has 7 seconds [5 SECONDS IN JV/VARSITY] from the snap, to throw the ball; the count ends if the ball is given to another player; [NOT APPLICABLE IN JV/VARSITY] (countdown to be called by official)
- All defenders may rush once the ball has been handed or tossed OR FAKED to a 2nd. Player in the backfield, as this latter action cancels the requirement of the rusher rule;

OTHER GAME PLAY NOTES

- First to possess the ball will be deemed the QB (first to touch after snap);
- The QB may be directly behind the center, or in the “shotgun” formation, any distance back;
- Center must snap the ball between the legs
- PLAY ACTION FAKES IN ANY DIRECTION BY THE QB ARE ALLOWED
- Only one forward pass over the line of scrimmage per play (thrown, shoveled in the direction of the opponents’ goal line)

- All forward passes must cross the line of scrimmage before being caught. Any forward pass behind the line of scrimmage will result in an immediate whistle and play will be deemed an incomplete pass.
- FORWARD HANDOFFS ARE NOT ALLOWED
- Multiple handoffs to side or behind the QB are allowed.
- Defender players must be at least 1 yard away from the LOS (line of scrimmage) prior to snap
- Any defender in front of center must be at least 3 yards away, before the snap;
- Fumbles are dead; ONLY EXCEPTION: the QB.-Center exchange, (the snap), if mishandled/untouched remains live to QB in order for play to continue; in these instances, the defence need only touch the QB or the ball to end the play, whether possession has been regained or not. (1 hand touch)
- Lateral passes to secondary player behind the QB which strike the ground first are dead at point of contact.
- Lateral pass muffed by secondary player that then strikes the ground, is live ball to that player only.
- LOSING A FLAG: A PLAYER WHO HAS POSSESSION OF THE BALL LOSES A FLAG, THEY MAY CONTINUE TO PLAY UNTIL THEY ARE TOUCH BY THE DEFENSE WITH ONE HAND.
- Ball in Possession is defined as stop rotation
- Ball placement will be at the point ball held at time of whistle.
- One running play allowed per Offensive possession unless at or in the no run zone.
- Unlimited motion towards the offenses dead ball line (behind LOS) prior to snap
- Spinning is allowed during a run;
- Penalties may result in additional downs being awarded;
- Players are encouraged to hand flags back to opponents after play are dead.
- Players must exercise control to avoid unnecessary contact

NOT ALLOWED

- Kickoffs, punts;
- “Guarding the flag” in any manner;
- Jumping/hurdling past defender(s) to avoid “de-flagging”; play is dead at point of jump.
- Attempting to advance the ball after being “down on the ground” – anything other than 2 feet and one hand contacting the ground constitutes “being down”; (knee down rule applies)
- QB running the ball across a line of scrimmage
- Running the ball over the line of scrimmage when scrimmaging on or within the opponent’s five-yard line (NO RUN ZONE)
- No laterals after the catch
- After the first forward attempt has been made, any transfer that results in the ball travelling in the direction of the opponent’s “dead-ball line” (offside pass);
- Extension of arm with ball to gain yards (including goal line);
- Blocking/obstruction, holding/tackling;
- Any defender contacting the QB’s arm during the throwing motion.
- No forward passes behind the line of scrimmage (LOS) ie. Screen plays
- No batting the ball out of the players hands

EQUIPMENT REQUIRED

- Mouth guards properly in place– no option;
- 2 flags will be used, one on each side
- Flags properly attached and available at the start of each play;
- Shirts tucked in, (Tyke, Atom, can have shirts pulled down with belts and flags attached around waist) and with belts not dangling, nothing obstructing access to flags;

EQUIPMENT NOT ALLOWED

- Shorts/pants with pockets;
- metal “cleats” or “spikes”;
- tampering with the ball’s surface;
- casts or braces not properly covered

SCORING

- Touchdown – 6 points; when the ball breaks the plane of the goal line. (Ball must break the plane of the goal line)
- Converts
- 1 point, scrimmage on the 5-yard line, ball must not be run over the line of scrimmage;
- 2 points, scrimmage on the 12-yard line;
- INTERCEPTION ON CONVERT CAN BE RUN BACK ACROSS THE ORIGINAL LINE OF SCRIMMAGE –POINTS AWARDED BASED ON Line of Scrimmage (1 point from 5 and 2 points from 12 yard line.)
- Safety touch – 2 points.

MERCY RULE

- When one team is more than 30 points more.
- When one team is 30 points more than the other team; then the team behind gets to start at the opponent's 10 yard line and has 4 plays to score. The team ahead starts on their 5 yard line as normal but now must get to the center in 2 plays as well as get to the goal line and score in two plays. This takes place until the score difference is least than 30 points. Then we return to the regular game.

MOST COMMON INFRACTIONS

Definitions:

- **Blocking:** When a player deliberately impedes an opponent's approach to the ball, ball carrier, or potential ball carrier by making bodily contact with the opponent.
- **Bodily Contact:** When a player contacts an opponent in such a manner as to stop the opponent's forward motion, to push the opponent backwards, to knock the opponent down or to move the opponent off stride or away from the opponent's intended direction or position.
- **De-flagging player 'not in possession':** flag removal when player does not have possession of the ball.
- **Flag Guarding:** any action by the ball carrier to interfere with contact to a defender's attempt at flag removal, including, but not limited to;
 - running with the arm at a level that obstructs a defender's attempt;
 - using the ball to hinder the defender's attempt;
 - pushing away a defender;
 - lowering a shoulder to obstruct a defender's attempt;
- **Holding:** grasping a PLAYER'S person/clothing and impeding that player's progress, whether the flag has been pulled or not.
- **IMPEDE:** TO FORCE AN OPPONENT TO CHANGE DIRECTIONS OR SLOW DOWN WITH OR WITHOUT CONTACT.
- **INTERFERENCE ON RUSHER:** ANY ACTION THAT TAKES AWAY THE RUSHER'S DIRECT PATH TO THE QB. OR PASSER
- **Illegal Rush:** rush by a defender who had not lined up according to rule or did not abide by the other restrictions before crossing the line of scrimmage.
- **Intentional Grounding:** QB throws ball to area over the line of scrimmage with no receivers to avoid being flagged by opponent
- **Objectionable Conduct:** any action deemed to be inappropriate, derogatory or demeaning.
- **Offside:** breaking the plane of the line of scrimmage before the snap.

- **OBSTRUCTION: WHEN A PLAYER IMPEDES AN OPPONENT'S APPROACH TO THE BALL, BALL CARRIER OR INTENDED RECEIVER WITH OR WITHOUT CONTACTING THE OPPONENT**
- **PASS INTERFERENCE (TARGET-AREA) OCCURS IN CLOSE PROXIMITY TO THE ARRIVAL POINT OF THE BALL AND RECEIVER. ALL ELSE IS OBSTRUCTION.**
- **Screening: When any player who is not playing the ball extends the arms or waves a hand in an attempt to distract a receiver, to block a receiver's vision, or to touch the ball. If the ball hits the "screener", the play is treated as target-area pass interference.**
- **Tackling: standing directly in the path of the ball carrier and creating contact in an attempt at flag removal, thereby impeding that player's progress; OR, grasping the ball carrier's person/clothing and causing that player to fall.**
- **Tripping: leg contact causing the opponent to fall, will be at the officials discretion.**
- **Unnecessary roughness: any action causing excessive contact or that is deemed to be extreme/unwarranted**

PENALTY APPLICATIONS

Most infractions incur a penalty of 5 yards; the non-offending team has the option to decline the penalty.

LEGEND

- **DnR. = Down not repeated.**
- **DR. = Down repeated.**
- **F. = Flag thrown.**
- **LoS. = Line of Scrimmage.**
- **NO. = No Options, no opportunity to decline penalty.**
- **PBD. = Point where the ball was ruled dead.**
- **Pol. = Point of Infraction.**
- **P5. = Penalty of 5 yards.**
- **StO. = Subject to Options.**
- **W. = Whistle blown to end play.**
- **WF. = Whistle blown AND flag thrown**

APPLICATION

- **Blocking/Interference** WF., P5., Pol., DnR., NO.(Generally, by the offence during a run)
- **Deflagging player 'not in possession':** F., P5., Pol., DnR.
- **Flag Guarding:** WF., P5., Pol., DnR., NO.
- **Holding:** F., P5., Pol., DR., StO.
- **Illegal Rush:** F., P5., LoS., DR., StO.
- **Intentional Grounding:** F. Pol., DnR
- **Jumping/diving:** WF., P5., Pol., DnR., NO.
- **Objectionable Conduct:** F., P10., PBD., automatic 1st. down, NO.
- **Obstruction:** By the offence, of the rusher – F., P5., from LoS., DR., StO.
- **Offside:** F., P5., LoS., DR., StO.
- **Pass (Remote Target) Interference:**
- **By the offence, target area –** P5., LoS, DnR., StO.
- **By the defence : target area –** F., P5., Pol, automatic 1st.. down, StO.
- **Remote area –** F., P5., LoS., DR., StO.
- **Screening:** F., P5., LoS, automatic 1st.. down, StO.
- **Tackling:** F., P5., Pol., automatic 1st. down, StO.
- **Tripping:** F., P5., Pol., automatic 1st. down, StO.
- **Unnecessary Roughness:** F., P10., Pol., automatic 1st. down., StO.