



GVFL Co-ed High School Flag Football League

Game Rules

Terminology

Pass Clock: Offensive teams have seven seconds to throw a pass or make a handoff once the snap is made. If the quarterback still has the ball after an official counts off seven seconds, the play is dead and the ball returns to the line of scrimmage as if an incomplete pass occurred

Rush Line: An imaginary line running across the width of the field five yards (into the defensive side) from the line of scrimmage.

Charging: An illegal movement of the ball-carrier directly at a defensive player who has established position on the field. This includes lowering the head or initiating contact with a shoulder, forearm or the chest.

Flag Guarding: An illegal act by the ball-carrier to prevent a defender from pulling the ball-carrier's flags by stiff arm, lowering elbow or head or by blocking access to the runner's flags with a hand or arm.

Lateral: A backward or sideways toss of the ball by the ball-carrier. There are no legal laterals or pitches allowed.

No Run Zone: The 5 yard line on either end of the field. No running, just passes in the no run zone.

Positions

Offense:

1. The five players on offense consist of a center, a quarterback and three eligible receivers. Two of those receivers must be on the line of scrimmage at the snap – each positioned on opposite sides of the center. **Two girls must be on the field at all times. A substitution must occur every single down (boy or girl).**

a.) **Center.** This player's sole responsibility is to snap the ball to begin the play, a critical skill at all levels of football. The center is the only ineligible player on the field. Once the center has delivered the football to the quarterback – either directly or from a pistol or shotgun formation – the center must remain in position except in the case of a turnover, when he or she is then eligible to pull the ball-carrier's flag.

b.) **Quarterback.** This player receives the snap from the center and initiates the play either through a handoff or pass. The quarterback cannot directly run with the ball across the line of scrimmage without first handing the ball off to a teammate and then receiving a second handoff back or receiving a pass.



c.) Receiver/back. Any player who does not initiate the snap nor receive the snap is considered an eligible receiver/back and can either receive a handoff or catch a pass. Two receivers must be on the line of scrimmage at the snap – on opposite sides of the center—while the other is at least one yard behind the line of scrimmage in either a slot or running back position. No player other than the quarterback may line up within three yards of the center.

Defense:

All players on defense are eligible to rush the quarterback or drop back into coverage. **Two girls must be on the field at all times. A substitution must occur every single down (boy or girl).**

1. Rusher. Any player who rushes the quarterback must be a minimum of five yards behind the line of scrimmage at the snap. For fields that do not include yard lines, officials will mark this five-yard zone before every play.

a.) Following a legal handoff, any member of the defense can cross the line of scrimmage.

General Rules

1. At the start of each game, captains from both teams meet at midfield for the coin toss to determine who starts with the ball. The visiting team calls the toss.

2. The winner of the coin toss has the choice of offense or defense. The loser of the coin toss has the choice of direction. Possession changes to start the second half to the team that started the game on defense.

3. The offensive team takes possession of the ball at its 5-yard line and has four plays to cross midfield. Once a team crosses midfield, it has four plays to score a touchdown. Crossing midfield is the only opportunity for an offense to gain a first down within a single possession.

4. If the offense fails to score, the ball changes possession and the new offensive team starts its drive on its own 5-yard line.

5. If the offensive team fails to cross midfield, possession of the ball changes and the opposition starts its drive from its own 5-yard line.

6. If the defense intercepts the ball, a defensive player can attempt to return it until down, out of bounds or possession of the ball is lost.

7. All possession changes, except interceptions, start on the offense's 5-yard line.

8. Teams change sides after the first half. Possession changes to the team that started the game on defense.



Timing

1. Games are played on a 50-minute continuous clock with two 25-minute halves. The clock stops for timeouts or injuries only, though officials can stop the clock at their discretion for injury, to stop a team from delaying or other unsportsmanlike conduct.
2. Pregame warm ups are five minutes. Halftime is five minutes. **Games will absolutely start at their scheduled game time.**
3. 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.
4. Each team has one 30-second timeout per half.
5. In the event of an injury, the clock will stop then restart when the injured player is removed from the field of play and both teams are lined up ready to restart the play.
6. There will be no overtime. Games can end in a tie.

Scoring

1. Touchdown: Six points
2. PAT (point after touchdown) one point from the 5-yard line or two points from the 10-yard line.
 - a.) Because of the no-run zone, a one point PAT is pass only; two point PAT can be run or pass.
 - b.) A team that scores a touchdown must declare prior to the snap whether it wishes to attempt a one- or two-point conversion. Any change, once a decision is made to try for the extra point, requires a charged timeout. A decision cannot be changed after a penalty. Interceptions on conversions cannot be returned.
3. Safety: Two points
 - a.) A safety occurs when the ball-carrier is declared down in his or her own end zone. Runners can be called down when their flags are pulled by a defensive player, a flag falls out, they step out of bounds, a knee or arm touches the ground, a fumble occurs in the end zone or if a snapped ball lands in or beyond the end zone.

Live Ball Dead Ball

1. The ball is live at the snap and remains live until an official's whistle blows the ball dead.
2. The official will indicate the neutral zone and line of scrimmage by spotting the ball before each play and signaling ready for play with a short whistle.



- a.) It is an automatic dead ball foul if any player on defense or offense enters the neutral zone. In regard to the neutral zone, an official may give both teams a “courtesy” neutral zone notification prior to the snap to allow their players to move back behind the line of scrimmage.
3. The defense may not mimic the offensive team’s signals by trying to confuse the offensive players while the quarterback is calling signals to start the play. This will result in an unsportsmanlike conduct penalty.
4. A player who gains possession of the ball is considered inbounds as long as one foot comes down in the field of play.
5. Substitutions may be made on any dead ball.
6. Any official can whistle the play dead.
7. Play is ruled “dead” when:
 - a.) The ball hits the ground
 - b.) If the ball hits the ground as a result of a bad snap, the ball is then placed where the ball hit the ground
 - c.) The ball-carrier’s flag is pulled
 - d.) The ball-carrier steps out of bounds
 - e.) A touchdown, PAT or safety is scored
 - f.) Any part of the body other than feet or hands touches the ground
 - g.) The ball-carrier’s flag falls out
 - h.) The receiver catches the ball while in possession of one or no flag(s)
 - i.) An inadvertent whistle

Running

1. The ball is spotted where the runner’s front foot is when the flag is pulled, not the position of the ball.
2. The quarterback cannot directly run with the ball.
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 take place behind the line of scrimmage. The offense may use multiple handoffs.
 - a.) The “center sneak” play is not allowed as centers are ineligible to receive handoffs or catch passes.



4. No laterals of any kind are allowed, including pitches and throwbacks.
5. No-Run Zones are located five yards before the end zone and five yards before midfield in the direction the offense is headed. They are designed to avoid short-yardage, power-running situations. Teams are not allowed to run in these zones.
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. **There is no diving 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. There is 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. The pass must go beyond the line of scrimmage and be in the vicinity of a receiver.
 - c.) Quarterbacks cannot spike the ball dead unless the ball travels beyond the line of scrimmage and is in the vicinity of a teammate.
2. A seven-second pass clock begins upon the snap and continues until there is a handoff or pass. If the seven-second clock expires while the quarterback still has the ball, the play is blown dead, a down is lost and the ball is returned to the line of scrimmage as if an incomplete pass occurred.
3. Shovel passes are allowed but must be received beyond the line of scrimmage.



4. Any player who has received a legal handoff can throw the ball forward.

Receiving

1. All players – excluding the center – are eligible to receive passes.
2. A player must have at least one foot inbounds to make a legal reception. **There is no diving to catch a pass.**
3. In the case of simultaneous possession by both an offensive and defensive player, possession is awarded to the offense.
4. Interceptions change possession at the point of the catch. Interceptions are returnable and are the only changes of possession that do not result with starting on the 5-yard line.
5. The play is blown dead immediately if an interception is made on an extra-point try. There are no returns on that play.

Rushing the Passer

1. All players who rush the passer must be a minimum of five yards behind 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 five-yard rule no longer is in effect, and all defenders may go behind the line of scrimmage.
3. The referee, will designate a rush line five yards from the line of scrimmage. Defensive players should verify they are in the correct position with the official on every play.
4. A rusher who leaves the rush line early (breaks the five yard area) may return to the rush line, reset and then legally rush the quarterback.
5. Teams are not required to rush the quarterback.
6. 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 still results 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 he or she lines 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 flag is pulled behind the line of scrimmage. The ball is placed where the quarterback's front foot was when flag was pulled.

a.) A safety is awarded if the sack takes place in the offensive team's end zone

Flag Pulling

1. A legal flag pull takes place when the ball-carrier is in full possession of the ball.

2. **Defenders cannot dive to pull flags.** Defenders 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.

a.) If a defender makes a good-faith flag pull while a receiver bobbles or juggles what will be a completed catch, the ball is down where possession is made.

Penalties

1. The officials will call all penalties.

2. Game officials determine incidental contact that may result from normal run of play.

3. All penalties will be assessed from the line of scrimmage, except as noted. (Spot fouls)

4. Only the team captain may ask the referee questions about rule clarification and interpretations.

5. Games and halves may not end on a penalty unless the opposing team declines it.

6. Penalties are assessed live ball then dead ball. Live ball penalties must be assessed before play is considered complete.

7. Penalties will be assessed half the distance to the goal line when the penalty yardage is more than half the distance to the goal.



List of Penalties

Defensive Spot Fouls

Defensive pass interference: Automatic first down

Holding: Automatic first down

Stripping: +10 yds & automatic first down

Offensive Spot Fouls

Screening; Blocking; or Running along with the ball carrier: -10 yds & loss of down

Charging: -10 yds & loss of down

Flag Guarding: -10 yds & loss of down

Defensive Penalties

Unnecessary roughness: +10 yds & automatic first down

Unsportsmanlike Conduct: +10 yds & automatic first down

Illegal Rush: +5 yds from the line of scrimmage & automatic first down

Illegal Flag Pull: +5 yds from the line of scrimmage & automatic first down

Roughing the Passer: +5 yds from the line of scrimmage & automatic first down

Taunting: +5 yds from the line of scrimmage & automatic first down

Offensive Penalties

Unnecessary roughness: -10 yds & loss of down

Unsportsmanlike Conduct: -10 yds & loss of down

Offsides/False start: -5 yds & loss of down

Illegal Forward Pass: -5 yds & loss of down

Offensive Pass Interference: -5 yds & loss of down

Illegal Motion (more than one person moving): -5 yds & loss of down

Delay of Game: -5 yds & loss of down

Impeding the Rusher: -5 yds & loss of down