

Winter Rule Book

(11/03/2022)



TABLE OF CONTENTS

I. Terminology.....	3
II. Game.....	4
III. Eligibility.....	5
IV. Equipment.....	5-6
V. Field.....	6-7
VI. Rosters.....	7
VII. Timing and Overtime.....	7
VIII. Scoring.....	8
IX. Coaches.....	8
X. Live Ball/Dead Ball.....	9-10
XI. Running.....	10-11
XII. Passing.....	11
XIII. Receiving.....	11-12
XIV. Rushing the Passer.....	12-13
XV. Flag Pulling.....	14
XVI. Formations.....	14-15
XVII. Unsportsmanlike Conduct.....	15
XVIII. Penalties.....	16
i. General	
ii. Spot Fouls	
iii. Defensive Penalties	
iv. Offensive Penalties	

I. Terminology

Boundary Lines	The outer perimeter of the field; marked by lines or boundary walls.
Line of Scrimmage	(LOS), an imaginary line running through the football which indicates where each offensive play will start.
Line-to-gain	The line/marker the offense must get beyond in order to pick up a first down or a touchdown
Rush Line/Marker	An imaginary line running across the field 7 yards downfield from the LOS. Marks the points all pass rushers may blitz from.
Offense	The team in possession of the football and attempting to score.
Defense	The team on the field who is working to prevent the offense from scoring.
Passer	The offensive player who throws the football from behind the LOS. May or may not be the quarterback (QB).
Rusher	The defensive player blitzing the quarterback in an attempt to prevent him from completing a pass, usually by pulling the QB's flags.
Downs (1 st , 2 nd , 3 rd)	The specific play (or try) that the offense is on. Offenses have three plays to pick up a first down or score a Touchdown.
Live Ball	Refers to the time when a play is in action. Generally used in regards to penalties to determine if a penalty is during the play.
Dead Ball	Refers to the time immediately before or after a play.
Whistle	Sound made by an official to indicate the end of a play, start of a half, etc.
Touchdown (TD)	When the ball carrier enters his designated endzone with his flags still on.
Charging	The movement of the ball carrier directly at a defensive player who has an established position. This includes lowering the head, driving through with the shoulder, forearm, or chest. Results in a penalty against the ball carrier.
Flag Guarding	An act by the ball carrier to prevent a defender from pulling the ball carrier's flags by stiff arm, lowering the elbow, or by blocking access to the runner's flag with a hand or arm. Results in a penalty against the ball carrier.
Shovel Pass	A legal pass attempted beyond the LOS by throwing the ball underhand or pushing it towards a receiving in a shot put type manner.
Lateral	An illegal toss by the ball carrier to a teammate that travels backwards or sideways.
Unsportsmanlike Conduct	A rude, confrontational, or offensive behavior or language committed by a player, a coach, or a fan.

II. Game

1. Prior to the start of each game, captains and coaches from both teams shall meet for the coin toss. The visiting team shall call the toss.
 - a. Teams change sides after the first half. The team that started on defense in the first half will get the first offensive possession in the second half.
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. Teams may not choose to defer to the second half.
3. The offensive team takes possession of the ball at its 5-yard line and has three (3) plays to pick up a first down and an optional 4th down. If they succeed in getting the first down then they will have 3 plays, plus the optional 4th, to score the touchdown. On 4th down the offense has two choices:
 - a. “Punt” the ball: The ball will be spotted on the opponent’s 5-yard line and possession will change. There is no kicking the ball.
 - b. Go for it: If the offense picks up the first down then the drive continues. If they fail to pick up the first down then possession goes to the opposition at either the original line of scrimmage (incomplete pass) or wherever the offensive player’s flag had been pulled that was short of the line to get.
4. All possession changes, except interceptions and failed 4th down attempts, start on the opposing offense’s 5-yard line.

III. Eligibility

1. All players’ legal guardians must agree to the online waiver form during registration at www.nvasports.org before participating.

IV. Equipment

1. The league provides each player with a flag belt and NFL FLAG jersey.
 - a. Teams must use an NFL FLAG Football provided to them by the league.
2. Players must wear the fabric NFL FLAG belts and flags provided to them by the league.
 - a. If the flag belt is too loose and falls below the waist, the referee will blow the play dead at that spot.
 - b. If the ball carrier starts the play with their flags anywhere other than on their hips, the moment a defender attempts to pull one of their flags a flag guarding penalty will be called.
 - i. It is not a penalty if the flags were on the ball-carrier's hips and a defender, in an attempt to pull the flag, spins the belt. The ball-carrier needs to correct it before the next play.
3. Players must wear shoes. Football cleats are encouraged; however, cleats with exposed metal are not allowed and must be removed.
4. Players may tape their forearms, hands, and fingers. Players may wear gloves, elbow pads, and kneepads. Braces with exposed metals are NOT allowed.
5. Players must remove all watches, earrings, and any other jewelry that the officials deem hazardous. Wristbands may not be worn on the flag belt.
6. Mouth Guards and Official NFL FLAG jerseys and flags must be worn during play.
7. Players' jerseys must be tucked into their pants if they hang below the belt line. The extra part of the flag belt should be wrapped up or taped. If a

defender pulls the extra part of the belt, it will be considered the same as pulling a flag.

8. Pants or shorts with belt loops or pockets must be taped. The league will not provide tape for coaches/players. If a player has pockets they will still be permitted to play however they will not be permitted to wear flags and will be down upon gaining possession of the football.

V. Field

1. The field dimensions are different for the different grade divisions:
 - a. 2/3, 4/5, and MS Divisions: Games are played on an indoor field at the Michael & Son Dulles Sportsplex (170" x 70"). The first down is at midfield, marked by a white line or cones. No-Run Zones precede each first down and touchdown by 5 yards.
2. No-Run Zones are in place to prevent teams from conducting power run plays. While in the No-Run Zone (a 5-yard imaginary zone before the first downs and before the end zone), teams cannot run the ball in any fashion. All plays must be pass plays. Handoffs are permitted but the ball carrier may not advance past the line of scrimmage.
3. Touching the boundary wall is considered out of bounds and results in a dead ball (end of play).
 - a. No players may shove another player into the wall. This will result in a 10 yard penalty and an immediate ejection from the game.

4. Each offensive squad approaches only TWO No-Run Zones in each drive (one zone 5 yards from the first down and one zone 5 yards from the goal line to score a TD).

VI. Rosters

1. Home teams wear dark color jerseys; visiting teams wear light color jerseys. If there is a conflict in these colors the home team has the right to decide which team switches sides.
2. Teams will play 5 v 5 and must start a game with a minimum of four players. In the event of an injury, a team with insufficient substitute players may play with no fewer than four players.

VII. Timing and Overtime

1. Games are played on a 40 minutes continuous clock with two twenty minute halves. The clock stops for: timeouts from the coach or referees, an injury, or a change of possession in the final minute of each half. Officials can stop the clock at their discretion.
2. Halftime is 2 minutes long.
3. Each team will have a 35 second play clock which will start the moment the previous play has ended. Upon change of possession teams will be given a 40 second play clock to allow for subs to be made.
4. Each team has two 30-second timeouts each half.
5. In the event of an injury the clock will stop while the player is on the field and will start again when the injured player is removed from the field of play. The injured player is required to miss one play before returning to the field of play.
6. If the score is tied at the end of 40 minutes, the game will be determined a tie. There is NO overtime during the regular season.
7. During the end of the season tournament if the score is tied at the end of 40 minutes then an overtime period will be used to determine a winner. OT format is as follows:
 - a. The captains and referees will conduct a coin toss to start the OT period.

- b. There are NO time-outs.
- c. Teams will take turns going for either a 1pt conversion (Pass only from the 5 yard line) or a 2pt conversion (Run or Pass from the 10 yard line). Whichever team is unable to answer the other, wins. If the teams are still tied after three rounds, then both teams will be required to go for 2pts in all subsequent rounds.

VIII. Scoring

1. **Touchdown:** 6 points
2. **PAT (Point After Touchdown)** 1 point (5-yard line) or 2 points (10-yard line)
 - a. A team that scores a touchdown must declare whether it wishes to attempt a 1-pt conversion (pass only) or a 2-pt conversion (run or pass). Any change, once a decision is made to try for the extra point, requires a charged time out if the referees have already set up their cones. Decisions cannot be changed after a penalty. A 2-pt conversion is returnable in all divisions.
3. **Safety:** 2 points
 - a. A Safety occurs when the ball carrier is declared down in his/her own end zone; their flags are pulled, their flag falls out, they touch the boundary wall/step out of bounds, or they hit the ground with their knee or arm (not hand). A Safety also occurs when there is an offensive penalty in the end zone.

IX. Coaches

1. Coaches are volunteer parents, family members, or individuals who enjoy coaching youth sports. Parents are encouraged to support the coach at all times and to respect the time and effort these individuals are putting forth to aid and develop the players.
2. Coaches are expected to adhere to the philosophies, coaching guidelines, and codes of conduct found on their coaching applications.
3. Coaches are allowed on the field to direct players according to need and division.
Defensive coaches must move to the boundary wall before the snap of the ball.
 - a. 2/3 Div: 2 coaches on the field for offense and defense
 - b. 4/5 Div: 1 coach on the field for offense.
 - c. MS: 1 coach on the field for offense.

x. Live Ball/Dead Ball

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 line of scrimmage. It is an automatic dead ball foul if any player on defense or offense crosses the line of scrimmage when the ball is snapped. The official may give both teams a “courtesy” offside notification to let the players know to back up.
3. A player who gains possession in the air is considered in bounds as long as one foot comes down in the field of play and so long as this player did not touch the wall before landing in the field of play.
4. 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 penalty.
5. Substitutions may be made on any dead ball.
6. Play is ruled “dead” when:
 - a. The ball hits the ground.
 - b. The ball carriers flag is pulled.
 - c. The ball carrier touches the boundary wall.
 - d. A touchdown, PA, 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 7 second pass clock expires.
 - i. Inadvertent whistle.

Note: There are no fumbles. The ball is spotted where the ball carrier’s feet were at the time of losing the ball.

7. In the case of an inadvertent whistle, the offense has two options:
 - a. Take the ball at the spot when the whistle was blown, and the down is consumed.
 - b. Replay the down from the original line of scrimmage.

8. A team is allowed to use a time out to question an official's rule interpretation. If the official's ruling is correct, the team will be charged a time out. If the rule is interpreted incorrectly, the time out 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.

XI. Running

1. The ball is spotted where the ball is when the flag is pulled. Diving is not permitted.
2. The Quarterback (QB), the offensive player who receives the snap, cannot directly run with the football. The QB may scramble in the back field but cannot advance the ball beyond the line of scrimmage.
3. Teams are permitted to pitch the ball behind the line of scrimmage. The player who receives the pitch may hand the ball off, run the football, or throw a pass to another offensive player. The offense may use multiple handoffs in a play.
 - a. Defenders may cross the line of scrimmage the moment the ball leaves the QB's hands on a pitch.
 - b. If the ball is pitched and it lands on the ground the play will be ruled dead and the new line of scrimmage will be where the ball landed, not where the offense touched it last.
4. Versions of the "Center Sneak" play are illegal. For it to be legal, the center must completely lose possession of the football and stand up before they regain possession of the football.
5. Offenses may not run the football when in the designated No-Run Zones. Handoffs are permitted but the offensive player may not advance the ball past the line of scrimmage and is required to throw it.
6. The player who receives the handoff or pitch may throw the ball from behind the line of scrimmage without the 7-second pass clock in effect.
7. Once the ball has been handed off/pitched, all defensive players are eligible to rush.

8. Diving or leaping to avoid a flag pull is considered flag guarding. Lateral moves to the left or right are permitted.
9. Runners may leave their feet if there is a clear indication that he/she has done so to avoid a collision with another player without a flag guarding penalty being enforced.
10. Offensive players must stop their motion once the ball has crossed the line of scrimmage. No running with the ball carrier is permitted.
 - a. No blocking or “screening” is allowed at any time.
11. Flag Obstruction: All jerseys must be tucked in before play begins. Flags must be on the player’s hips and free from obstruction. Coaches are advised to switch players out in order to fix their jerseys in order to keep the flow of the game going.
 - a. Jerseys that come untucked during the play are acceptable

XII. Passing

1. All passes must be from behind the line of scrimmage. Passes may be received behind the line of scrimmage.
 - a. When in a no-run zone all passes must be beyond the line of scrimmage.
2. The QB has a seven-second “pass clock”. If a pass is not thrown within the allotted time then the play is dead, the down is consumed, and the ball is returned to the line of scrimmage. No yardage is penalized and if this occurs in the endzone it is not a safety.
 - a. Once the ball has been handed off/pitched, the “Pass Clock” is no longer in effect.

XIII. Receiving

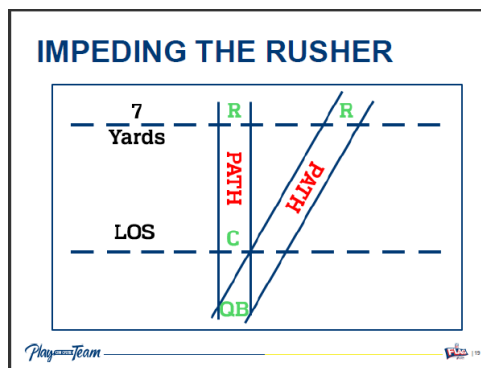
1. All players are eligible to receive passes (including the QB, if the ball has been handed off behind the line of scrimmage first).
2. Only one player is allowed in motion at a time. All motions must be parallel to the line of scrimmage and no motion is permitted towards the line of scrimmage.
3. A player may not touch the wall while attempting to receive a pass or touch the wall on his way back down. Both will be considered an incomplete pass.

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 where the defender who intercepted the pass is ruled down.

XIV. 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 QB. Players not rushing the QB may defend on the line of scrimmage.
2. The offense may not snap the football until the rush line has been set and the line of scrimmage referee has returned to their spot.
3. A referee will designate the “Rush Line” seven yards from the line of scrimmage. Defensive players are advised to verify they are in the correct position with the official on every play if they intend on rushing.
 - a. A legal rush is:
 - i. Any rush 7 or more yards from the defensive line of scrimmage
 - ii. A rush from anywhere on the field AFTER the ball has been handed off by the QB.
 - iii. If a rusher leaves the rush line early and the ball is handed off before they cross the line of scrimmage they may continue their rush.
 - b. A penalty may be called if:
 - i. The rusher leaves the rush line before the snap and crosses the line of scrimmage before a handoff or pass – Illegal Rush
 - ii. Any defensive player crosses the line of scrimmage before the ball is snapped – Offside
 - iii. 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
 - iv. The rusher jumps the spot early, resets, and then continues to blitz.
 - c. Special circumstances:
 - i. Teams are not required to rush the QB.

- ii. If a rusher advances beyond the 7-yard line before the snap, they may reset prior to the snap. If the ball is snapped before they get reset, they may not blitz.
 - iii. Once the ball has been handed off any defender, regardless of where they lined up, may cross the line of scrimmage.
- 4. Players rushing the QB may attempt to block a pass. However, defenders may not initiate contact with the QB in anyway. It is not a penalty if the throwing motion of the QB initiates contact with the rusher.
- 5. Players rushing the QB may start from any point behind the 7 yard blitz marker (see diagram). If an offensive player does not move after the snap, it is the rusher's responsibility to avoid contact. Offensive players running routes across the middle must ensure they do not initiate contact with the blitzer.
 - a. Impeding the Rusher Penalty: When an offensive player intentionally moves back and forth in front of the rusher in an attempt to slow them down OR if the offensive player initiates contact with the rusher regardless of intention.
- 6. A sack occurs if the QB's flags are pulled, or fall off, behind the line of scrimmage. The ball is placed where the ball was (while in possession) when the flag is pulled.
 - a. A safety is awarded if the sack takes place in the offensive team's end zone.



XV. 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. This will result in a penalty. It is the responsibility of the defender to pull the flags without committing the above offenses.
 - a. A defender may not shove the ball-carrier into the wall. This will result in a 10yd penalty and an ejection from the game.
3. It is illegal to attempt to strip or pull the ball from the ball carrier's possession at any time. If a receiver and a defender are going up for a ball then the defender may push it away from the receiver's hands.
4. If a player's flag inadvertently falls off during the play, prior to gaining possession, the player is down immediately upon possession of the ball and the play ends.
 - a. A defensive player may not intentionally pull the flags off a player who is not in possession of the ball. This will result in a 5 yard penalty and the offense will be awarded an automatic first down.
5. Flag guarding occurs when the ball carrier makes contact with a defender who is attempting to pull their flag. This can be by stiff arming, dropping the head, hand, arm, or shoulder, or intentionally covering the flags with the football jersey.

XVI. Formations

1. The offense must have a minimum of one player on the line of scrimmage (the center) and up to four players on the line of scrimmage.
 - a. One player at a time may go in motion behind and parallel to the line of scrimmage.
 - b. No motion is allowed towards the line of scrimmage.
2. Offensive players must come to a complete stop for one second before the ball is snapped unless he/she is the only player in motion.
3. Movement by a player who is set or a player who runs toward the line of scrimmage while in motion is considered a false start.

4. The center must snap the ball with a rapid and continuous motion between his/her legs to a player in the backfield, and the ball **MUST** completely leave his/her hands before they are permitted to gain possession of the football again.
5. Shifting is allowed. Shifting is when multiple offensive players move around. However they must all, save one, come to a complete stop for one second before the ball is snapped.

xvii. Unsportsmanlike Conduct

1. If the field monitor or referee witnesses any acts of intentional tackling, elbowing, cheap shots, blocking or any unsportsmanlike act, the game will be stopped and the player will be ejected from the game. The decision is made at the referee's discretion. No appeals will be considered. **FOUL PLAY WILL NOT BE TOLERATED!**
2. Offensive or confrontational language is not tolerated. Officials have the right to determine offensive language. If offensive or confrontational language occurs, the referee will give one warning. If it continues, the player (s), coaches, or parents will be ejected from the game.
3. Players and coaches may not physically or verbally abuse any opponent, coach, parent, or official.
4. Ball carriers **MUST** make an effort to avoid defenders with an established position. Defenders have the right to the spot.
5. Defenders are not allowed to run through a ball carrier when pulling flags.
6. Fans must also adhere to good sportsmanship as well:
 - a. Yell to cheer on your players, not to harass officials or other teams.
 - b. Keep comments clean and profanity free.
 - c. Compliment **ALL** players, not just one child or team.
7. Fans are required to keep fields and safe and kids friendly:
 - a. Keep younger kids and equipment such as coolers, chairs, and tents away from the field.
 - b. Help keep fields clean of trash during and after your games.

Determination of First Down When a Spot Foul Occurs - If a spot foul penalty is enforced against the offense and the resulting penalty yardage spots the new line of scrimmage behind the first down line then a first down was not achieved.

Loudoun NFL Flag Penalty Sheet

Offensive Penalties	
Offside/False Start	-5 yards from L.o.S.
Delay of Game	-5 yards from L.o.S. & Loss of Down
Illegal Motion (more than one, or towards the L.o.S)	-5 yards from L.o.S.
Illegal Forward Pass/run (part of the QB was over/on the L.o.S.)	-5 yards from L.o.S. & Loss of Down
Offensive Pass Interference	-5 yards from L.o.S. & Loss of Down
Impeding the Rusher	-5 yards from L.o.S. & Loss of Down
Downfield Blocking	SPOT FOUL, -5 yards & Loss of Down
Charging/Trucking	SPOT FOUL, -10 yards & Loss of Down
Flag Guarding	SPOT FOUL, -10 yards & Loss of Down

Defensive Penalties	
Offside	+5 yards from L.o.S. & Replay the Down
Illegal Rush	+5 yards from L.o.S. & Replay the Down
Illegal Flag Pull (player did not have ball)	+5 yards from L.o.S. & Automatic First Down
Roughing the Passer	+10 yards from L.o.S. & Automatic First Down
Defensive Pass Interference	+15 yards from L.o.S & Automatic First Down
Holding	SPOT FOUL, +5 yards & Automatic First Down
Stripping	SPOT FOUL, +10 yards & Automatic First Down
Tackling	SPOT FOUL, +10 yards, & Automatic First Down

Unsportsmanlike/Miscellaneous Penalties	
Offensive Unnecessary Roughness	SPOT FOUL, -10 yards & Loss of Down
Defensive Unnecessary Roughness	SPOT FOUL, +10 yards & Automatic First Down
Too Many Players on the Field (Offense)	-5 yards from L.o.S. & Loss of Down
Too Many Players on the Field (Defense)	+5 yards from L.o.S & Replay the Down
Two Forward Passes in a Play	Loss of Down
7-Second Pass Clock Expired	Loss of Down