



ICYP FLAG FOOTBALL

OFFICIAL TEAM

- Only players listed on official team roster that meet the eligibility rules are approved to participate. Rosters will be approved prior to the season by ICYP.
- **Rookie, Pee Wee and Junior:** An official game will consist of 7 players on the field. A game may begin or finish with 6 players.
- **Senior:** An official Game will consist of 6 players on the field. A game may begin or finish with 5 players for all regular season games.

OFFICIALS

- Two officials will be used for all regular season games (EXCEPT ROOKIE)
- Officials have the authority to call or suspend a game if conditions warrant
- The head coach & team captain are the only people who should speak to an official before and during a game

EQUIPMENT & UNIFORMS

A. Game Ball

- Rookie – Nerf football
- Pee Wee – Pee Wee Size 6
- Junior – Junior Size 7
- Senior – Youth Size 8
- Ball must be a different color from your jersey. Ex: (red jerseys mean no red football).

B. Uniforms

- Players are required to wear team jerseys for all games.
- Numbers on the jersey are MANDATORY. A number shall be printed on the front and back of each jersey.
- All jerseys must be tucked in.
- The flags must be worn on the hips and be free of obstruction.
- Players are required to wear flag belts and flags for all games.
- Shorts/sweatpants must be a different color from the players' flags.
- Cleats are allowed (No metal cleats or spikes)
- Mouth guards must be worn at all times.

COACHES RESPONSIBILITIES

- Coaches are responsible for the supervision of their team before, during and after the game.
- Bench personnel are limited to:
 1. Players listed on the eligibility roster, two (3) coaches (1 head coach, and 2 assistant coach/trainer)
- The bench will be from the twenty (20) yard line to the opposite twenty (20) yard line.
- Defensive coach is permitted on the field when setting up the defense. Once the referee has issued the play clock to be down to 10 seconds (remaining on the play clock), the coach must move off the field to his/her sideline.

- Offensive coach is permitted on the field with the offense to call plays. Once the referee has issued the play clock to be down to 10 seconds (remaining on the play clock), the coach must move off the field to his/her sideline.

FIELD OF PLAY

- The field shall be 70 yards long and 30 yards wide with two – ten (10) yard deep end zones. Rookies is modified.

RULES OF COMPETITION

1. Game

1. The Visiting team makes the call on the coin toss.
2. The winning team of the coin toss has the choice of taking the ball in the First Half of the Game or the Second Half of the Game. If winning the toss and choosing to play defense, you will let the official know what goal you will defend. Teams will automatically switch sides in the second half. You cannot defer as a choice!
3. Offensive team will take possession at the five (5) Yard line and has four (4) downs to cross midfield. On 4th down, a team can choose to “punt” by placing the opposing team on their own 5-yard line or go for the 1st down. Once the team crosses midfield, they have 4 additional downs to score a touchdown.
4. If the offense fails to score or cross midfield, the ball changes possession and the new offense starts from its own five (5) yard line. If a team goes for a first down on 4th down and does not convert, the opposing team takes over from the spot.
5. All possession changes other than interceptions and failed 4th down plays start on the offensive teams own five (5) yard line. Interceptions and failed 4th down plays are spotted where the play is concluded (flag grab/drop), except after an extra point.

2. Timing and Overtime

1. All games will consist of two (2) twenty-five-minute halves (running time) with a five (5) minute intermission between halves. Rookies is twenty minute halves.
2. The Clock stops for:
 - A.) **Timeouts**
 - a.) Each team will be allowed two (2) thirty (30) second timeouts per half.
 - b.) Unused timeouts do not carry over to the second half.
 - c.) A coach or a player on the field may call a timeout.
 - d.) If a timeout is taken after a touchdown, the clock does not run during the extra point. It will start at the next offensive possession.
 - B.) **Clock will stop after one minute remaining on the game clock during the second half for: (first half clock runs continuously unless a timeout is used)**
 - a.) Incomplete pass (including QB spike)
 - b.) All penalties (except for intentional penalties that are intended to stop the clock)
 - c.) Out of bounds.
 - d.) Change of possession
 - e.) Extra Point
 - f.) First Downs – after converting a first down, the clock will stop to spot the ball and will resume running on the Referee’s ready whistle.
 - g.) Referees’ discretion including all injuries.
3. Each time the ball is spotted, a team has 30 seconds to snap the ball. Teams will receive one warning before they receive a delay of game penalty. Rookies will get 40 seconds.
4. There will be no Overtime during the regular season. Tie games at the end of regulation time will be deemed a tie.

3. Scoring

1. Touchdown = 6 points
 - A.) Both player's feet, the ball and two flags must be in the end zone and over the goal line for it to be a touchdown.
 - B.) A team that scores a touchdown must declare whether it is going for a 1- or 2-point PAT. Once the ball is spotted, the decision cannot be changed without the use of a timeout.
2. PAT (Point After Attempt) = 1 point from 5 Yard line or 2 points from 15 Yard line (10-yard line for Pee Wee)
 - A.) Intercepted PAT's can be returned. Will be scored as 2 points.
3. Safety = 2 points
 - A.) A safety is determined when:
 - a.) The offensive player's flag is pulled (or falls out) in his own end zone.
 - b.) When the offensive player goes out of bound in his own end zone.
 - c.) A Penalty is taken within their own end zone.
4. **Live Ball/Dead Ball**
 1. The ball remains live from the snap until the official blows the whistle.
 2. The official will mark the line of scrimmage. Any player that crosses the line of scrimmage before the snap will be called for an off side. Referees will give both teams one courtesy neutral zone warning to allow players to move back onside before the snap.
 3. An inadvertent whistle is blown. In the case of an inadvertent whistle, the offense has 2 choices.
 - A.) Take the ball at the spot when the whistle blew or
 - B.) Replay the down.
5. **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.
 2. Both feet, the ball and both flags must be in the end zone and over the goal line for it to be a TD or a First Down at midfield
 3. A QB cannot directly run with the ball even if he catches a battered ball from his own pass
 4. A QB may handoff or pitch BEHIND the line of scrimmage. The ball must be thrown underhand and behind. Multiple handoffs and option plays are permitted.
 5. Once the QB hands off or laterals the ball, he is then eligible to receive and run with the ball.
 6. **No run zone is located 5 yards before each end zone and the midfield first down. Teams are not allowed to run from these zones.**
 7. Any player who receives the ball behind the Line of scrimmage can only pass behind the Line of Scrimmage
 8. Once the ball has been handed off, all defensive players can rush.
 9. Spinning is allowed but a player may not leave his feet to avoid a flag pull.
 10. No blocking or screening is permitted.
 11. Fumbles are spotted at the spot where the ball hits the ground, or where the players front foot is if he fumbles forward.
 12. If a ball is fumbled in the end zone, it is a safety.
 13. Two players cannot run together with both touching the ball.
6. **Passing**
 1. All passes must be from behind the Line of Scrimmage, thrown forward and received beyond the Line of scrimmage. Laterals either behind or to the side of a player are allowed to be thrown underhand or overhand.
 2. The QB has seven seconds (Rookies, Pee Wee and Junior) or five seconds (Senior) to pass the ball or the whistle will blow the play dead and the ball will be returned to the Line of Scrimmage.
 3. If the QB is in his own end zone when the 7-second or 5-second whistle is blown, the

ball will be returned to the Line of Scrimmage and it is NOT a safety or a penalty.

4. The ball must be snapped between the legs. Shotgun formation is permitted. Rookies coach can give ball to quarterback but must stay in spot until play is dead.
 5. No direct handoffs from the QB to the Center. All handoffs must be behind the Line of Scrimmage.
 6. If the QB muffs the center snap, he can still pick up the ball and complete the play. He cannot, however, reach over the Line of Scrimmage and retrieve the ball.
 7. No deliberate hard or soft snap counts with intent to deceive the defense. One warning will be given and further attempts will result in a Loss of Down penalty.
 8. The Ball must be snapped to the QB standing directly behind the Center.
 9. Two forward passes on the same play are not permitted.
 10. Spiking to stop the clock is allowed only in the last minute of play only.
7. **Receiving**
1. All players are eligible to receive a pass from another player.
 2. More than one player is allowed in motion at a time. All motion must be parallel to the Line of Scrimmage and not permitted towards the Line of Scrimmage.
 3. A player must have both feet in bounds for a reception including the end zone.
 4. Simultaneous possession goes to the offense.
 5. All interceptions may be returned. (not on conversions).
8. **Defensive Rush**
1. The Defense cannot rush on a pass play until:
 - A.) A hand off, lateral, toss or reverse has occurred.
 - B.) The defense may rush once the ball has left the QB's hand.
9. **Flag Pulling**
1. A legal flag pull occurs only when the ball carrier has full possession of the ball.
 2. No ball stripping at any time.
 3. Defenders may not Dive, tackle, hold or run through the ball carrier.
 4. If a flag inadvertently comes out, the ball is marked at the spot of possession. If a flag inadvertently comes out during a run, the ball is spotted where the flag fell out.
 5. A defensive player may not intentionally pull the flag of any player who does not have possession of the ball.
 6. Flag guarding is not permitted. (An attempt to obstruct the defenders access to the flag by stiff arming or covering the flag in any way.)

10.

PENALTIES

1. **General**
 1. The referee will call all penalties.
 2. All penalties will be assessed from the Line of Scrimmage, except noted spot fouls.
 3. Games cannot end on a penalty, unless declined.
 4. Penalties will be assessed half the distance to the goal when the penalty is more than half the distance to the goal.
 5. 7-Second play clock remains in effect until the ball crosses the line of scrimmage.
 6. Holding penalties will not result in an automatic first down. Down will be replayed for both offensive and defensive penalties, unless declined by coach.
2. **5 Yard Penalties:**
 1. Illegal equipment
 2. Offsides (No automatic first down or loss of down; replay the down)
 3. Hard or soft counts deliberately used to draw offsides
 4. Illegal motion
 5. Illegal forward pass

6. Offensive Pass Interference
7. Delay of Game
8. Defense illegal contact (holding)
9. Offensive illegal contact (holding)
10. Defense illegal flag pull (before the player has the ball)
11. Defense illegal pass rush
3. **10 Yard Penalties**
 1. Roughing the passer (Contact with QB before pass)
 2. Taunting
4. **Spot Fouls**
 1. Defensive Pass Interference
 2. Flag guarding – 5 yards & loss of down
 3. Charging – 10 yards & loss of down
 4. Stripping – 10 yards & First Down
 5. Offensive Unnecessary Roughness – 10 yard & loss of down
 6. Screening/blocking – 5 yards & loss of down
 7. Defensive Unnecessary Roughness – 10 yards & First Down
 8. Intentional Grounding – Spot of the grounding and loss of down or safety if in end zone
 9. Intentional push out of bounds.
5. **Unsportsmanlike Conduct will result in:**
 1. 15-yard penalty
 2. Possible ejection at discretion of referee

6.

CAUTION AND DISQUALIFICATION

- A. Teams are expected to conduct themselves in a manner that the game officials and ICYP administration feel shows respect and dignity towards its opponent.
- B. A player ejected from a game for any reason shall be suspended for the next two (2) scheduled games.
- C. Any player, coach or other person who receives two (2) ejections during the course of the season will be suspended for the remainder of the season and may be subject to additional disciplinary action.

LIGHTNING & INCLEMENT WEATHER

When thunder is heard or a lightning bolt is seen at a practice or competition, the teams must suspend play and take shelter immediately. Once play is suspended, a period of 30 minutes after the last thunder heard or lightning flash is witnessed must be honored prior to resuming play/practice.

PLAYOFFS

1. All teams make the playoffs at ICYP.
2. Standings are based on a point System
 - a.) 3 PTS = WIN / 1 PT (EACH TEAM) = TIE
3. **Playoff Overtime Rules**
 1. If a game ends in a tie after regulation, teams will flip for choice of who gets ball first.
 - a.) The higher seeded team will call the coin toss.
 - b.) Coin toss winner will have the choice to receive or defend.
 2. Both teams will move in the same direction, decided by the referee
 3. Each team will get the ball at midfield and will get 4 downs to score.
 4. If offensive team scores on the first possession, defensive team will have the opportunity to

match or win the game on the next possession.

5. If the game remains tied after first set of possessions, process will be repeated a second time.
 - a.) If game remains tied after second set of possessions, winner will be determined by sudden victory (next team that scores will be declared the winner).
 6. An Interception TD on any possession ends the game.
 - a.) An interception that does not result in a Touchdown ends that offensive possession. The ball will be placed at midfield and the other team has the chance to score.
 - b.) A penalty committed by the offense after an interception will be assessed on the next possession.
 7. One additional time out will be awarded to each team for Overtime.
4. **Mercy**
1. Any team with a 28 point lead will no longer have first down at 50 yard line.
 2. Any team up by 40 points will be automatic mercy.