

PEE-WEE FLAG FOOTBALL AND FLAG BOWL 2014 GUIDELINES

(Updated 8/13/14)

Coin Toss Start of the Game

- 1) The referee will flip the coin with the away team choosing heads or tails. The winning call will determine either a) Ball, or b) Direction
- 2) The losing call will determine the other option.
- 3) Start of the second half. The teams will switch directions and the team that started on defense is now on offense. There is no decision that needs to be made by coaches at half time.

Playing Time / Timekeeping

- 1) All kids must play a minimum of 4 plays per half. Failure to play kids 4 plays will result as a game forfeited. This is consistent in regular season as well as flag bowl. *(Coaches are encouraged to play each player the first four plays of offense or defensive series. It will eliminate this being an issue.)*
- 2) Each game will be played with two 25 minute halves, separated by a 5 minute half time.
- 3) The time clock will start when the referee spots the ball and blows the whistle. You will have 45 seconds from that point to break the huddle. If there is a penalty you will lose a down and the ball will be spotted again. The clock will then start for another 45 seconds.
- 4) 2 minute clock will be in effect for the end of the first half and game. Clock will stop on missed pass, out of bounds, injury, change of possession. If team is up by 4 scores the clock will remain a running clock unless a time out is called. Any defensive penalty will result in a stop of the clock. (Flag Bowl Only)
- 5) If the referee determines that the winning team is acting in a fashion to delay the game, he has the discretion to stop the clock and award a 5 yard penalty. If this is called two times during a game, the ball will automatically be placed at the winning / violating team's 5 yard line, the clock will stop, and an automatic first down will be awarded to the new offensive squad.
- 6) Each team will receive 1 timeout per half. If you do not use the timeout it does not carry over to the second half. There will be no timeouts in overtime.

7) 4 TD Rule

- a. Any team up by 4 touchdowns is no longer allowed to pass the ball. Failure to comply will result in a loss of possession. If leads goes back to 3 TD lead, the team can then pass again.
- b. Any team up by 4 touchdowns must have all 6 year olds/reserves must play full-time until lead goes back down to 3 TD or less.
- c. Any team up by 4 touchdowns must change their starting / regular back field.

8) Overtime - Coin Toss will determine which team goes first. Ball will be spotted at the 10 yard line. The first team will have up to 4 plays to score. If the First team scores on the 2nd play, the second team will only have 2 plays to score. If the second team should score on the first play the second team wins. If the second team scores on the 2nd play, it is considered a tie and the process starts again.

If there is a defensive penalty in overtime, the ball will be spotted half the distance to the goal and down over. (If the home team scores on one play, the visiting team will have to score on one play to force overtime. If the offensive team has a penalty thus resulting in loss of down and that loss of down increase # of plays beyond the other team the defensive team will get the victory.

General Rules

Offensive Huddle:

All teams must huddle before every play. If you are rushing to the line of scrimmage at the end of the second half of game you will be forced to huddle as a team before you can run your next play. No penalty will be given as play will not count. The only time you will not be required to huddle is if the referee blows the play dead before the snap due to an offside condition.

Player Jumping/ Spinning:

If a player leaves his feet forward attempting to avoid a defensive player, the play is dead. This is generally viewed as a player jumping forward and not switching feet while going side to side. This is a judgment call by the officials. Ball is spotted where the infraction occurred. Same as if he fell down or a knee is down.

If a player spins to avoid a defensive player while moving forward it will be ruled down by at the point where the player spun at. If a player makes contact and turns to avoid defensive players it is not considered spinning. This is another judgment call. (The goal is to not have kids spinning through a hole to avoid the defensive team.)

Off-Sides:

We will not call off-sides on offense or defense. The referee will whistle the play dead and have the kids reset. The teams will not huddle and no loss of down.

Punt:

The offense has the option of telling the ref they are punting which will move ball 20 yards but will never pin the opposing team past their own "real" 10 yard line.

Flags:

All flags must be on the sides before the ball is snapped. It will be the coach's responsibility to check kids in the huddle. If the flags are not on the sides when the ball carrier has the ball the play will be ruled dead. Result loss of down and back to the original line of scrimmage. If the flags are manipulated by a defensive player during play which results in the flags being moved to the front or back the play continues with no penalty.

If an offensive player is running and a flag comes off on its own or by the offensive player the ball is dead at that spot.

Any tampering with or altering flags will result in a warning. A second offense and the coach will be asked to no longer coach. The player will be asked to not participate in the rest of the game. Coaches need to inform parents of this rule and consequences.

Field size:

The field is 60 yards long with 10 yard end zones.

Shirts:

All shirts must be tucked in before the snap of the ball. If an offensive player is carrying the ball and the shirt is out the play will be dead. Result will be loss of down and ball goes back to the original time of scrimmage. If a defensive player goes for the flags and pulls the shirt out the play will continue with no penalty.

Lateral Pass:

A lateral pass is a pass thrown backwards from one player to another. If this pass hits the ground the ball will be marked down where it hits the ground as if it were a fumble.

Cadence:

All teams will use the same cadence. "Ready, Set, Hike" There will be no silent counts or variations.

Scoring:

All Touchdowns are worth 7 points, all safeties are worth 2 points.

Safety:

Defensive team will receive 2 points and start next possession at mid field.

Holding:

Use discretion, holding can occur on any play. Make sure the holding call had an effect on the play before you call it.

Shooting the Gaps:

All guards and tackles must initiate contact with two hands to the chest / numbers of the man in front of them before crossing into the backfield in any way, shape or form. Two hands cannot go to the same shoulder / side on initial contact. If contact is not initiated in straight line fashion with the opponent directly in front of them, a 5 yard penalty will be assessed and the offense will keep original down unless a first down is achieved during walk-off. Slants, stunts, etc. without initial 2 handed contact to both sides of the offensive lineman's chest are illegal and not tolerated.

Tackling:

Contact is allowed, but excessive contact is not. If the defender makes no attempt to grab flags a tackle will be called. Always a judgment call, with the referees to use discretion. If a tackle is called it will result in a penalty at the spot of the foul, plus 5 yards and an automatic first down. A warning will be issued to the offending player at second tackle, with him forced to sit the current and/or next series. A third tackle will result in a player being ejected from the game and suspension from the follow game, including playoffs as necessary. NOTE: It is always at the referee's discretion to remove a player prior to a 3rd offense if he feels the play was too violent and/or intentional.

Hands to the Face:

Players need to keep hands to shoulder level and below when blocking or fending off a block.

Illegal Crossing of the Line of Scrimmage:

This occurs when any player except defensive guards and tackles cross the line of scrimmage before the ball carrier exits the tackle box.

Clipping:

Blocking in the back.

Blocking:

Players can use hands to block but may not grab defensive player or raise hands above shoulder level

Flag Guarding/Stiff Arming:

While running the ball. Flag guard will be called if the offensive player makes an attempt to knock the hands of the defensive player out of the way. It is a normal condition for the offense player to move his hands up and down during a run. If a player is caught flag guarding the ball is dead on spot of foul.

Offensive Player Penalty:

If yardage was gained, ball goes back to the original line of scrimmage and loss of down occurs. If play resulted in a loss of yardage, ball is spotted where loss occurred and the down is still lost. Give penalized player a warning.

Flags not on player's side when ball is snapped or jersey is not tucked.
Holding.
Flag guarding/Stiff arming.
Block to the back.
Block to the face.
Offensive pass interference.
Hands to the face

Defensive Player Penalty:

If there was yardage gained by the offense, the ball is spotted where the gain occurred and the down goes over. If yardage was lost by the offense the ball goes back to the original line of scrimmage and the down goes over. Can't end the half of the game on a defensive penalty.

If offensive play results in a first down give penalized player a warning

Holding
Shooting the gaps.
Block to the back
Hand to the face
Tackling (player warning, no foul the first time)
Illegal crossing of the line of scrimmage
Defensive pass interference (same rules as pro game)

Misc. Dead Ball:

Any bad snap under center results in loss of down and ball goes back to line of scrimmage. Any bad snap in shotgun results in loss of down and the line of scrimmage moves backwards to where the ball hit the ground. If there is a failed exchange between the QB & RBs that results in a fumble, the ball is spotted as a loss of yardage and down at the spot of the fumbled exchange.

Player Positioning

Offensive Team:

Offense Line: The offensive team must line up 6 players on the line of scrimmage. 1 Center; 2 Guards; 2 Tackles; and 1 Tight End. The max split on all line players will be 1 yard. The tight end/ WR must be on the line of scrimmage but can split out as far as they want.

Guards and Tackle must be in a 3 or 4 point stance. Tight Ends may stand.

Offense Backfield: The offensive team must have 3 players off the line of scrimmage and 1 or 2 players may line up in the slot receiver position but must be at least 1 yard off the line of scrimmage. The Running Backs are allowed to shift in the backfield; however, they must be set before the ball is snapped.

The 5 designated linemen are not eligible to carry or receive the ball as a primary receiver / ball carrier. The only exception is that if the ball is deflected, as anyone can catch the deflection and advance the ball accordingly.

Defensive Team:

The defensive team must have a minimum of 4 players on the line of scrimmage -- 2 Tackles and 2 Ends. No other defensive players are allowed in the backfield until the ball carrier breaks outside of the tackles. No defensive player will be allowed to line up directly over the center. They must start 3 yards back away from the ball. This does not change when you are on the 1 yard line as the same rule applies.

NOTE: Outside linebackers are not bounded by the 3 yard rule in end zone situations.

On Field Coaching:

Both offense and defense coaches can instruct the players until the quarterback starts his cadence. The defensive players other than the line can move and adjust before the ball is snapped. The defense or offense line can be adjusted prior to the snap by a coach to protect the safety of smaller players.

“6-7-8” Rule:

When on the line of scrimmage, the offensive line will dictate who can line up across from them age-wise based on helmet sticker color.

- If the offense has an 8 on the line, only an 8 or a 7 may only line up over them.
- If a 7 is on the line, a 6, 7, or 8 can line up over them.
- If a 6 is on the line, only a 6 or a 7 can line up over them.

The defensive or offense line can be adjusted prior to the snap by a coach to protect the safety of smaller players without penalty for delay of game, but the age rule still applies.

Records

Score will be kept during regular season games. Head coach of the winning team must report final score to Flag Commissioner by Tuesday each week.

At the end of the regular season, teams will be ranked according to record. If two teams have the same record at the end of the regular season, the higher rank will go as follows:

- 1) Head to head
- 2) Points against
- 3) Random draw

Flag Bowl:

The seeding for flag bowl will be based on the regular season record. Flag Bowl will be single elimination until two teams remain that will play in championship game.