

2018 Southwest Michigan Rocket Football Flag Rules

The following rules have been discussed and agreed upon by all of the communities in the Southwest Michigan Rocket Football Organization in July 2018 for use in play during the 2018 season. All 2018 revisions to the rules are **highlighted in yellow**. If you have any questions concerning rules, see your league director for any clarifications. All referees should have a copy of these rules well in advance of any game. These rules are set up in such a way to provide a safe, fair, and fun learning experience for all of those involved in Flag Football. If at any time you observe any of these rules not being followed, please contact your community director.

Section I: *Equipment and Facilities*

- A. Football Size: Pee Wee
- B. Required Equipment:
 - a. Players will be provided flag belts with flags.
 - b. Shoes: Cleats or tennis shoes. However, cleats with exposed metal are not allowed.
 - c. Must wear mouth guards at all times while on field of play.
 - d. Pants or shorts
 - e. Players may wear gloves, elbow and knee pads.
 - f. Jerseys must be tucked in if they hang below the belt.

Section II: *Practices*

- A. Teams may have up to three (3) practices per week consisting of 90 minutes per practice, or two
- B. (2) practices per week of 120 minutes per practice.
- C. MHSAA policy for Managing Heat & Humidity will be modified for Flag Football to include cancellation of practices and games if the Heat Index is 99 degrees.
- D. All communities will comply with the Michigan Sports Concussion Law which includes mandatory concussion awareness through an on-line training program for coaches, a signed statement from parents acknowledging receipt of educational materials and written clearance from a health professional for any player suspected of sustaining a concussion.

Section III: *Participants:*

- A. Ages: 6, 7 and 8* Age is determined by player's age on *August 1st of a given year.** 8 year olds must weigh under 65 pounds at the beginning of the season. A Player's weight will be verified by program director to determine flag league eligibility for the season. All participants must be registered and have signed permission slip and birth certificate on file with their league director or coach before practicing or playing in a game.
 - a. *The Flag Director of each local organization is responsible for determining the weight eligibility of any 8-year-old players during the first week of practice. If any 8-year-old player weighs over 65 pounds, the local director can request an exception by unanimous vote of the league.*
 - b. Each team will keep registration forms with participants name and birth date on file with league director or coach. If an unregistered player participates in a game, the coach will be required to appear before the SWMRF Board and that player may be exempt from participating in any other remaining games.
- B. Head coaches will provide an official league approved roster to the opposing coach before the game that has been signed off on by the coach and community director and contains the following information: player name, jersey number, birth date and age.
- C. Players should be substituted on an equal rotating basis with the goal of rotating players through all positions. Players will rotate every quarter and each player must play every position for at least one quarter during the season. A player may play the same position twice in a game, but not in back to back quarters. Coaches are asked to use common sense and distribute the ball carrying responsibilities to multiple players.

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Section IV Game Rules:

- A. Games will be played with 8 players on the field for each team.
- B. Game Play:
 - a. At the start of each game, captains from both teams shall meet at midfield for the coin toss to determine who shall start with the ball. The visiting team shall call the toss.
 - b. The winner of the coin toss has the choice to start on offense or defense. The loser of the coin toss has the choice of direction. Teams may not choose to defer to the second half.
 - c. The offensive team takes possession of the ball at its 5-yard line and has four (4) plays to cross midfield. Once a team crosses midfield, they have four (4) plays to score a touchdown.
 - d. If the offense fails to score, the ball changes possession and the new offensive team starts its drive from its own 5-yard line.
 - e. Teams change sides after the first half. Possession changes to the team that started the game on defense.
 - f. Any offensive play that is stopped behind the 5 yard line or in the end-zone will be spotted at the 5-yard line. There are no safeties against the offense.
- C. Games will consist of four **(4) ten (12) minute quarters**. The halftime shall be 5 minutes. The clock runs continuously and stops for **change of possessions**, injuries and time-outs only.
- D. A mercy rule will go into effect when either team has a lead of 35 points or more in the 2nd half of the game. At that point, no more points will be added to either score, however the teams will continue to play. This would be a good time to give more playing time or ball carries to players who don't receive as much.
- E. Teams will receive (2) 60 second time-outs per half with no carry over.
- F. Maximum of 2 coaches on the field during play.
- G. Field Dimensions and Layout.
 - a. Field dimensions are 30 yards by 70 yards (50 yards between goal lines) including two 10 yard end zones. Line to gain is at Midfield. No Run Zones precede each line-to-gain by 5 yards.
 - b. No-Run Zones are in place to prevent teams from conducting power run plays in short yardage. While in the No-Run Zone, teams cannot run the ball in any fashion. All plays must be pass plays, even if they include a handoff.
 - c. **In order to be considered a pass play, a pass must be a forward pass. Laterals are not a forward pass.**
 - d. Stepping on the boundary line is considered out of bounds.

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- e. Each offensive squad approaches only two No-Run Zones in each drive (one zone 5 yards from midfield to gain the first down, and one zone 5 yards from the goal line to score a TD).
- H. Scoring:
 - a. Touchdown: 7 points. There is no point after touchdown attempt.
 - b. Safety: There are no safeties. Any flag pull in a player's own end zone results in the ball being spotted at the 5 yard line.
- I. No turnovers as a result of fumble. If a ball is fumbled, the play is dead and the ball is spotted where it hits the ground and it counts as a play. The ball should be spotted where it hits the ground. A fumbled ball can't gain positive yards. If a ball is fumbled forward of the ball carrier, then it is ruled down where the carrier's feet were. The exception to this rule is a fumbled snap between the QB and Center.
 - a. Fumbled snaps. If the center to QB exchange is fumbled (including shotgun snaps), the ball can be picked up by the offense and play will continue. If the defense recovers a fumbled snap there is no change of possession, merely a loss of down for the offense.
- J. Interceptions may be returned by the intercepting player for positive yards and/or a score.
- K. After touchdown possession changes to the other team who takes over at their own 5 yard line.
- L. Flags must be exposed and free from obstruction.
- M. Blocking: All blocking must be above the waist and below the shoulders. Blocking may only take place within 3 yards +/- of the line of scrimmage. You cannot grab when you block or cannot block from behind.

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- N. Rushing the passer: A defensive player may not cross the line of scrimmage until the ball changes hands, unless the defensive player is designated as a rusher.
- a. All players who rush the passer must be a minimum of ten (10) yards from the line of scrimmage when the ball is snapped. Up to two players can rush the quarterback. Players who do not rush may play defense on the line of scrimmage until the ball changes hands from the quarterback to another player. The quarterback is any player who takes a snap from the center. The quarterback may not advance the ball across the line of scrimmage unless he has already previously given the ball to another player (i.e. no QB sneaks).
 - b. Once the ball is handed off, the ten yard rule is no longer in effect and all defenders may go behind the line of scrimmage.
 - c. If the quarterback pitches or tosses the ball behind the line of scrimmage, this is considered “changing hands” and the defenders may cross the line to pursue.
 - d. A special marker, or the referee, will designate a Rush Line ten yards from the line of scrimmage. Defensive players should verify they are in the correct position with the official on every play.
 - a) Legal rush is:
 - i. Any rush from a point 10 yards from the defensive line of scrimmage.
 - ii. A rush from anywhere on the field AFTER the ball has been handed off by the quarterback.
 - iii. If a rusher leaves the rush line early (breaks the 10 yard area), they may return to the rush line, reset and then legally rush the quarterback.
 - iv. If a rusher leaves the rush line early and the ball is handed off before they cross the line of scrimmage, they may legally rush the quarterback.
 - b) Illegal rush: ***A penalty is only to be called if the offending player pulls the flag or impedes the progress of the ball carrier.***
 - i. The rusher leaves the rush line before the snap crosses the line of scrimmage before a handoff or pass. – Illegal Rush (5 yards LOS and loss of down).
 - ii. 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 (5 yards LOS and loss of down).
 - c) Special Circumstances:
 - i. Teams are not required to rush the quarterback.
 - ii. Teams are not required to identify their rusher before the play; however, if they do send a rusher, the rusher must verify with the official that they are in the correct position.
 - iii. If a rusher leaves the 10-yard line before the snap, he/she may immediately drop back to act as defender with no offside penalty enforced.

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- e. 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 will result in a roughing the passer penalty.
- f. The offense cannot make intentional contact with a Rusher who started 10 yards behind the defensive line of scrimmage. The offense should avoid the rusher as an intentional contact penalty could be called if an offensive player impedes or sets a screen on a rusher which results in a collision.
- g. A sack occurs if the quarterback's flags are pulled behind the line of scrimmage. The ball is placed where the quarterback's feet are when flag is pulled.
- O. The ball is spotted where the runner's feet are when the flag is pulled. The forward foot marks the spot.
- P. Runners may not leave their feet to advance the ball. Diving, leaping or jumping is considered flag guarding. Runners may leave their feet if there is a clear indication that they have done so to avoid collision with another player without a flag guarding penalty enforced. Spinning is allowed, but players cannot leave their feet.
- Q. Flag Pulling:
 - a. A legal flag pull takes place when the ball carrier is in full possession of the ball.
 - b. Defenders can dive to pull flags, but cannot tackle, hold or run through ball carrier when pulling flags.
 - c. It is illegal to attempt to strip or pull the ball or pull from the ball carrier's possession at any time.
 - d. 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.
 - e. A defensive player may not intentionally pull the flags off of a player who is not in possession of the ball.
 - f. Flag guarding is an attempt by the ball carrier to obstruct the defender's access to the flags by stiff arming, dropping of head, hand, arm or shoulder, or intentionally covering flags with the football or jersey.
 - g. Ball carriers MUST make an effort to avoid defenders with an established position.
 - h. Defenders are not allowed to run through the ball carrier when pulling flags.
 - i. Players may not grab clothes.
- R. Formation: There must be a minimum of 5 offensive players on the line of scrimmage. All offensive players are eligible receivers.

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Section V Penalties:

- The referee will call all penalties.
- Referees determine incidental contact that may result from normal run of play.
- All penalties will be assessed from the line of scrimmage, except as noted (spot fouls).
- Only the team captain or head coach may ask the referee questions about rule clarification and interpretations. Players cannot question judgment calls.
- A half cannot end on a defensive penalty, unless the offense declines it.
- Penalties are assessed Live Ball then Dead Ball. Live Ball penalties must be assessed before play is considered completed.
- Penalties will be assessed half the distance to the goal yardage when the penalty yardage is more than half the distance to the goal.
- A team is allowed to use a time out to question an official's rule interpretation. 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. If the ruling is correct the team will be charged a time out.
- **Unsportsmanlike conduct on Offense or Defense** results in a 10 yard penalty anywhere on the field. If penalty is called on the offense after scoring a touchdown, then the opposing team will get the ball at the 15 yard line to start their offensive possession (10 yard penalty) On the second unsportsmanlike conduct penalty, the offending player will be ejected from the game.

Offensive Penalties

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| • Illegal Equipment (no mouth guard) | -5 yards from LOS, repeat down |
| • Offside | -5 yards from LOS, repeat down |
| • Illegal motion (more than one person moving, false start, etc.) | -5 yards from LOS, repeat down |
| • Delay of game (30 seconds after ball is set) | -5 yards from LOS, loss of down |
| • Illegal forward pass (received behind LOS or thrown after crossing LOS) | -5 yards from LOS, loss of down |
| • Illegal Quarterback sneak (QB advances beyond LOS) | -5 yards from LOS, loss of down |
| • Offensive pass interference (illegal pick play, pushing off/away) | -5 yards from LOS, loss of down |
| • Blocking downfield (beyond 3 yards from LOS) | -5 yards from the spot of foul, loss of down |
| • Unnecessary Roughness | -10 yards from the spot, loss of down |
| • Flag guarding | -10 yards from the spot, loss of down |
| • Charging | -10 yards from the spot, loss of down |

Defensive Penalties

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| • Offside | +5 yards from LOS, repeat down |
| • Defense Illegal contact (holding, blocking, etc.) | +5 yards from LOS, repeat down |
| • Defense Illegal flag pull (before runner/receiver has ball) | +5 yards from LOS, repeat down |
| • Defense Illegal rushing (if illegal rusher pulls flag) | +5 yards from LOS, repeat down |
| • Defensive Pass Interference | +5 yards from LOS, automatic first down |
| • Roughing the passer | +10 yards from LOS, repeat down |
| • Stripping the football | +10 yards from spot of foul, automatic first down |
| • Unnecessary roughness – Defense | +10 yards from spot of foul, automatic first down |

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Section VI Terminology:

Boundary lines – the outer perimeter lines around the field including the sidelines, and the rear end zone lines.

Line Of Scrimmage (LOS) – an imaginary line running through point of football and across the width of the field.

Line-To-Gain – the line the offense must pass to get a first down or score.

Rush Line – an imaginary line running across the width of the field 10 yards (into the defensive side) from the Line of Scrimmage.

Section VI Terminology (continued):

Offense – the squad with possession of the ball.

Defense – the squad opposing the offense to prevent them from advancing the ball.

Passer – the offensive player that throws the ball and may or may not be the QB.

Rusher – the defensive player assigned to rush the Quarterback to prevent him/her from passing by pulling his/her flags or blocking the pass.

Downs (1-2-3-4) – the offensive squad has four attempts or “Downs” to advance the ball.

They must cross the Line to Gain to get another set of downs or to score.

Live Ball – the period of time that the play is in action. Generally used in regards to penalties, Live Ball Penalties are considered part of the play and must be enforced before the down is considered complete.

Dead Ball – the period of time immediately before or after a play.

Whistle – the sound made by an official using a whistle that signifies the end of the play or a stop in the action for timeout, half time or the end of the game.

Inadvertent whistle – an official’s whistle that is performed in error.

Charging – the movement of the ball carrier directly at a defensive player who has established position on the field. This includes lowering the head, making contact with the defender with a shoulder, chest or forearm.

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

Shovel Pass – a legal pass attempted behind the line of scrimmage by throwing the ball underhand or pushing it towards a receiver in a shot put type manner

Lateral – a backwards or sideways toss of the ball by the ball carrier.

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Field Layout and Marking

