

LLBFL FLAG DIVISION RULES

General Game Information

- Games will consist of 30-minute halves, with a running clock and a 10 minute halftime.
- Games will start with a kickoff by the home team. The second half will begin with a kickoff by the visiting team.
- Teams need to be lined up and ready for introductions, 10 minutes prior to kickoff. Players need to be lined up in numerical order according to their jersey number or if jerseys are without numbers then lined up in roster order.
- Games will be officiated by another member of the league (i.e... coaches from other divisions?). When an official is not available, one of the home team coaches or parents will act as the official.
- The official's primary job is to keep track of ball position on the field. Minor penalties will be called (see penalties section below).
- No score will be kept. The games are to be fun and instructional.
- The games will be played 9 v. 9.
- Every child shall have the opportunity to run the ball at sometime during the season. Not necessarily every game.
- Substitutions can be made on any dead ball.

Offense

- Each team will be given 4 plays to cross midfield.
- If the offense crosses midfield, they will be given an additional 4 plays to score a touchdown.
- If the offense fails to cross midfield or score, the ball will be turned over to the defense at their own 5-yard line.
- Anytime a team scores, the opposing team will take possession at their own 5-yard line.
- Interceptions and fumbles are the only changes of possession that do not start on the 5-yard line.
- The ball is spotted where the player's feet are when 1 of his/her flags is pulled.
- A fumble between the center and the quarterback shall be deemed a dead ball and the offense will replay the down.

- The ball is ruled “dead” when:
 - Ball carrier’s flag is pulled out
 - Ball carrier steps out of bounds
 - Touchdown is scored
 - At the point of the interception or fumble recovery (players may not advance a fumble or interception)
 - Ball carrier’s knee(s) or hand(s) touches the ground
 - Ball carrier’s flag falls out

- When blocking, the hands will be confined to the blockers chest, with elbows out.

Defense

- Absolutely **NO BLITZING!!!**
- No more than 5 players on the line.
- No player shall be lined head up on the center.
- All defensive players may rush once the ball is snapped.
- Absolutely **NO TACKLING!!!**
- When shedding a block, a defensive player may use their hands to move the offensive player to the side. They may not grab the jersey or arm of the blocker.
- Only one flag needs to be pulled to stop the ball carrier.

Penalties

- Offensive holding – 5 yards and loss of down
- Offside or Encroachment – 5 yards
- Defensive holding – 5 yards and replay down
- All penalties will be assessed from the line of scrimmage

All rule questions can be directed to the Flag Division Coordinator, Scott Buckman. Scott will be at all games, and can be contacted at _____.

Thanks for your help this year and have a great season.