

**Flag Football Rules**

* **Uniforms**
	+ The Printing King is the official uniform vendor for Battlefield Brawl.
	+ Teams will have input on uniform design, naming and numbering.
	+ Uniforms may carry sponsor information.
	+ Uniforms will become the personal property of the player after the conclusion of the event.
* **Setup of Game**
	+ The field will be approximately 40 yards long and 20 yards wide, and it is planned for fields to be parallel to each other (this may change depending on field conditions).
	+ There will be 2 halves to each game, 20 minutes each.
	+ There will be a 5 minute halftime.
	+ There will be one minute between regulation play and an overtime period.
	+ Time will run continuously through the 1st half only. The clock will be stopped during the last 2 minutes of the 2nd half for: incomplete passes, first downs, out of bounds plays, etc. The clock will be stopped in the 1st half for requested timeouts or injuries only.
	+ If playing time expires during a down in which the defensive team commits a penalty, the game will be extended until a down free of defensive penalties is completed. If the offensive team commits a penalty or both teams commit off-setting penalties the period or game is over.
* **Team Members**
	+ There are a minimum of 7 and a maximum of 10 individuals on a team.
	+ All individuals must have amateur status. (Any individual that is/was a professional athlete must take part in The X-Factor Draft.)
	+ Seven players are allowed on the field or play at one time. A team will be allowed to play with at least five players on the field.
* **Start of Game**
	+ A referee will call the captains for a coin toss 1 minute prior to the game. A coin toss will determine who gets possession of the ball at the start of each game. The team that wins the coin toss will be able to choose if they would like to start the game on offense or defense. The team that starts on offense at the start of the game will start on defense at the start of the second half.
	+ Each team must be present at the start of each game in an effort to start the games on time. If a team does not have at least 5 players ready to play when the game time is scheduled, the team will be given a 2 minute warning and the opposing team will automatically win the coin toss. If there are still not at least 5 players, the game will be declared a forfeit.
* **Overtime**
	+ If a game ends in a tie, there will be overtime. Each team will get the ball on the 10 yard line (alternating possessions) and has four downs to score.
	+ If both teams score, the team that scores in the fewest number of downs will be declared the winner. If both teams score on the same down, additional overtimes will take place, however the ball will be moved back 5 yards (2nd overtime ball will be placed on the 15 yd line, 3rd overtime on the 20 yd line, etc.). Overtimes will continue until a winner is determined.
	+ A coin flip at the onset of any overtime will determine which team will choose first possession of the ball for that overtime period.
* **Time Outs**
	+ Teams are entitled to one (1) one-minute timeout for each half. These timeouts do NOT carry over into the next half. In the event of overtime, there will only be one (1) one-minute timeout for all overtimes.
* **Blocking**
	+ No blocking above the neck or below the waist.
	+ Blockers must maintain contact with the ground while blocking.
* **Passing**
	+ A pass is complete if the receiver has **one** foot inbounds.
	+ All players are eligible receivers.
* **Touchdown**
	+ Four downs (or tries) are allowed to go ten yards. There will be no chains used, so the referee’s will monitor the yardage.
	+ A touchdown consists of carrying the ball across the opposing team’s goal line or catching a pass in the end zone. Touchdowns are worth 6 points.
* **Extra Points**
	+ Having scored a touchdown, teams may go for 1 or 2 extra points.
		- 1 point: Catch in the endzone.
		- 2 point: Attempt to reach the end zone from the 5 yard line.
* **Kick-offs**
	+ There will be no actual kicking of kick-offs. Instead of receiving a kick-off, a team will start with the ball on the hash mark near its own end-zone.
* **Decision on 4th down**
	+ If the offensive team doesn’t reach the mid-field after the third down, they can choose to:
		- “Go for it” on 4th down to obtain the 1st Down.
		- Punt to the opposing team
* **Fumbles**
	+ If a fumble occurs, the ball is considered to be dead.
	+ The ball is returned to the previous spot and loss of down.
	+ If that was 4th down, the ball is turned over to the defensive team.
* **Punting**
	+ There must be four (4) players from each team on the line of scrimmage at the time of the punt attempt.
	+ The ball must be snapped back to the punter. (Remember if it touches the ground it is dead at that spot)
	+ If the ball goes through the back of the End Zone, ball is brought back to the hash mark
	+ If the ball goes out of bounds, the referee will determine the location that ball broke the plain.
* **Downing an Opponent**
	+ The player carrying the ball is considered down when one or both of his flags are removed.
	+ No holding an opponent while trying to remove their flag.
	+ Tacklers may not leave their feet to remove a flag.
	+ There will be a 15 yard penalty for anyone deliberately wrapping their flag around their belt or doing such an activity that prevents removal of their flag.
	+ If the ball carrier’s elbow or knee touches the ground, he/she is down.
* **Safety**
	+ A safety occurs by removing the flag of an opposing team member with the ball behind their own goal line. A safety is worth 2 points.
* **Substitutions**
	+ No substitutions shall enter the game during a down. Between downs any number of substitutions may replace players provided the number on the field does not exceed seven.
* **Dead Ball**
	+ The ball becomes dead when:
		- The ball carrier’s flag becomes detached
		- When any part of the ball carrier’s body, other than the hands and feet, touch the ground
		- There is an incomplete pass
		- A fumble occurs
		- The ball goes out of bounds
* **Rushing/Blitzing the Quarterback**
	+ Teams will be allowed one (1) blitz per half. If a team blitzes more than once, a 10 yard penalty will occur.
	+ Defense must count “5 Apples” before crossing the line of scrimmage to reach the quarterback.
	+ The quarterback will only be able to run the ball once the defense crosses the line of scrimmage.
* **Penalties**
	+ The following are general guidelines for penalties:
		- 5 Yard Penalties: Offside Illegal Motion, Intentional Grounding, Forward Lateral
		- 10 Yard Penalties: Offensive or Defensive Interference, Offensive or Defensive Holding, Delay of Game, Punt Reception Interference
		- 15 Yard Penalties: Tackling, Roughing, Clipping, Abusive Language towards Referees and/or any players on the field, Attempt to Secure Flags from Detachment
* **Referees**
	+ **All decisions by the referees are deemed final.**
	+ Referees for Battlefield Brawl are volunteering their time, so please keep this in mind as you are playing.
* **Media**
	+ Players must make themselves available for interview by members of the event media or local media.
	+ Photography, videography and other media recording may take place throughout the day.
* **Questions:** info@newworldflood.org