

CITY OF ANAHEIM 5-ON-5 FLAG FOOTBALL LEAGUE

Reminders

2 time outs per half

Numbers must be affixed to the jersey= NO TAPE (Week 3 = Minus 3 points per infraction)

Numbers must be at least 6 inches in size and not the same color as the jersey

All jerseys must be tucked in prior to each play

Bump n Run – 5 yards only-Open Hands-Pumping Motion-Must be at LOS on the snap

30 Second play clock – Firm

5 Seconds to release the ball

NEW - 4th Down – Punt or Play ? If anyone on your team says punt, the drive is over.

If you choose “Play” and want to change it 2 punt, you will be charged a time out.

RULEBOOK

1. The Field: All games will be played on a Sixty (60) X Thirty (30) yard field with 2 Ten-yard endzones.
2. Game Clock: Game length is two (2) twenty (20) minute halves with the clock stopping only on timeouts and unnecessary delays. The game clock will run the entire first half and the first 18 minutes of the second half unless a timeout is called. If the game is within fourteen (14) points or less with two (2) minutes remaining in the game, the playing time shall be regulation clock (stop clock). The refs will stop the game and announce the 2 min warning in the 2nd half if the game warrants a regulation clock. The clock will be stopped for all dead balls to include: incomplete passes, players going out of bounds, scores, change of possession, fumbles and penalties. This includes a 5 sec coverage sack.
3. Coin Toss: All games will begin with a coin toss with a representative from each team. The winner of the coin toss can elect offense or defense. Whichever team started with the ball will be on defense to start the 2nd half. Teams switch directions in the 2nd half.
4. Time Outs: Each team will receive two (2) time outs per half. Time outs are forty-five (45) seconds in length and do not carry over to the second half. (1) time out for overtime, no carry over from previous half. If the time out is used just to stop the clock, the opposing team may still use the 45 seconds if they choose to do so.

5. Scoring: Touchdown = 6 points

Five Yard line Extra Point Conversion = 1 point

Ten Yard line Extra Point Conversion = 2 points

Safety = 2 Points Any Defensive pick 6 on extra points = 2 points.

Possession: All possessions start at the 10-yard line except interceptions. Teams have four (4) downs to cross the thirty (30) yard line for a first down, and four (4) downs to cross the ten (10) yard line for a first down. Teams will have three (3) downs to score once inside the ten (10) yard line. **On fourth (4th) down, teams have the option to PUNT or PLAY. If anyone on your team says "Punt" the drive is over. A declared punt will automatically result in the opposing team taking possession on their 10-yard line.** There will be no live punting. If a team goes for it on fourth (4th) down and does not gain a first down, the opposing team will start with possession at the yard line the offense ended.

Exception: If a team is stopped inside the ten (10) yard line on fourth down going into score, the opposing team will start at the ten (10) yard line.

If your team elects to PLAY, and wants to change it to PUNT, you must burn a time out. If you don't have any TO's, you must PLAY.

7. Passing League Only: No run plays! The ball must be caught beyond the line of scrimmage to be advanced. All players are eligible to catch a pass. Receivers only need to have one foot in bounds when making a reception. The player that takes the snap will have five (5) seconds to release the ball. If the ball is not released in 5 sec. it will be a five (5) yard penalty and loss of down. Both feet must be beyond the line of scrimmage for a legal catch.

Catch the ball Straddling the LOS = Incomplete pass

No Jumping, No Diving!! Ball will placed where the runner left his feet.

8. Hiking the Ball: Players may snap the ball between their legs in a traditional "shotgun" snap or a "turn and throw" where the center may throw the ball back to the quarterback from a standing position. Snappers must be behind the ball. Bad snaps(muffs) are the only time the ball is live and on the ground.

If the defense recovers the muff, the play is dead at the spot of recovery and a change of possession will occur.

9. Formation: There must be at least one player on both sides of the center at the time of the snap. You may line up in trips and motion out of it prior to the ball being snapped.

10. Motion: Players can motion. Only 1 player in motion at the snap. Moving backwards or parallel to the LOS.

11. Double Passes: Are legal if the first pass is backwards and behind the line of scrimmage. The second pass still must be thrown before the original 5 seconds are up. Any backward pass that hits the ground will be ruled dead at the spot.

12. Laterals: Only one lateral per play after a catch. If a second lateral is attempted on the same play, the play will be dead at the spot of the attempted lateral.

Fumbles: There are no live fumbles except for a bad snap. A bad snap is a live ball that may be recovered by the defense but cannot be advanced. If recovered by the offense, the 5 second count does not reset, and the offensive player will still need to throw a forward pass to advance the ball. If a player has possession of the ball and fumbles, the play will be dead at the spot the ball hits the ground. Exception: No forward fumbles. If the ball is fumbled forward the dead ball spot will be where the runner lost possession. The defense will not be allowed to strip the ball. Players must go for the flags.

13. Last Man Rule: If there is no one between the ball carrier and the end zone and the last defensive player holds, tackles or pushes the ball carrier out of bounds, the player will be awarded a touchdown. This will be at the discretion of the ref. Judgement Call.

14. Rushing the Quarterback: Any defensive player is allowed to rush the QB if they are lined up behind the marker/ref that is located five (5) yards beyond the line of scrimmage at the snap. No bull rushing will be allowed. Defensive players must pick a side before getting to the blocker and not run through a blocker.

15. Blocking: All blocking must be done with extended arms and open palms. No elbows. All blocking must happen behind the LOS. No downfield blocking.

16. Bumping Receivers: Allowed within the first five (5) yards with open hands if defender starts within one (1) yard of line of scrimmage. DB's are encouraged to use pumping motion when bumping. Continuous contact although within 5yards is discouraged.

17. No Picks, impeding or Downfield Blocking: offensive players are not allowed to intentionally run into or interfere with defensive players to get their own players open. When the ball is caught, all other players on offense should stop where they are at or get behind the runner for a possible lateral. If not, they could be called for blocking.

18 Down by Contact: If a ball carrier falls to the ground without being contacted by a defensive player, said player may get up and run, unless touched while down. If it's close the official will call him down.

19. Overtime: If the score is tied at the end of regulation, a “college style” overtime will take place. Both teams will get two(2) plays to score from the ten (10) yard line and the opportunity to go for a, (1) or (2) point conversion. If the score remains tied, teams will change possession order and repeat until a winner is determined. A “pick-6” will end the game for the intercepting team. Teams must go for 2 points in the 2nd overtime and beyond.

20. Uniforms/Equipment: a) All players on each team must have jerseys or t-shirts of the same or similar color. Numbers are required to keep accurate stats. No double numbers. If any player on a team does not have a numbered shirt or jersey that team will be penalized 3 points per infraction. b) Jerseys or t-shirts need to be tucked in if they inhibit the opposing team from pulling your flags in any way. c) If a quarterback is wearing a towel, that will be treated the same as a flag. If the defensive player pulls the towel and the quarterback still has the ball, the play will be dead and marked at that spot. c) Cleats are recommended but metal spikes are prohibited. d) Flags and flag belts will be provided at the field. Each team will be responsible for providing their own football when they are on offense.

21: Player Conduct:

a) All players, coaches, and managers shall adhere to the C.I.F. Players Code of Conduct and the City of Anaheim Football Rules as participants in and City of Anaheim football league.

b) Players may be ejected at any time before, during, or after the game.

c) Any player, coach, or manager who is ejected from a game may be suspended for at least one (1) additional game at the discretion of the League Director and staff on site. The suspension will take place during the following scheduled game(s). If a suspended player plays in a game, that team will be charged with a forfeit loss.

d) Any player, coach, or manager who is ejected twice in one(1)season will be suspended for the remainder of the season,including playoffs.

e) Ejected or suspended players, coaches, or managers will not be allowed at the park or surrounding areas including the parking lot while serving his/her suspension. Violation of this rule will result in a forfeit loss. f) Any manager or acting manager who refuses to assist the referee and scorekeeper in identifying questioned players will

be suspended and the game will be forfeited. g) Any player, coach, or manager who is ejected any time AFTER the conclusion of a game will likely be suspended for the next two (2) games. Discretion of staff will be used. h) Any player, coach, or manager who verbally or

physically abuses or threatens to push, shove, or strike an official, player, or staff member may be permanently banned from participating in adult sports with the City of Anaheim.

In addition, any player, coach, or manager who is guilty of such abuse may be subject to criminal prosecution according to the State of California Penal Code.

i) Any player, coach, or manager ejected from a game for any reason must leave the park site and surrounding areas including the parking lot immediately. If an ejected player does not leave in five (5) minutes, their team will be imposed a forfeit.

j) In case of spectator harassment, the scorekeeper or official will adhere to the following:
First Warning: Manager will be asked to take care of the problem spectator.

Second Warning: Spectator will be asked to leave the park and surrounding areas including the parking lot. If the spectator refuses to heed the official's request, the manager will be subject to ejection from the game if the official determines that the spectator is associated with one of the teams. If neither the spectator nor the manager leaves the park and surrounding areas including the parking lot within sixty (60) seconds after the official's request the game will be a forfeit.

k) On a disputed call or decision by an official, the players may not address, make any gesture to, or communicate any undesirable remarks to, or toward, any official. Exception: A team manager or captain may use one of their remaining time-outs to courteously address an official for clarification or a question regarding the decision. NOTE: Players may be ejected from the game for an infraction of this rule and will not be allowed to participate in their teams next scheduled game, as a minimum penalty. Suspensions may be increased depending on the degree of the infraction by the League Coordinator. Additionally, excessive cursing will be given a warning as a first-time offense. If the problem persists

additional penalties may be given at the discretion of the officials.

22: S.C.M.A.F. Blood Rule: Any player, coach, or official who is bleeding, has an open wound, or has blood on his/her body or clothing, is prohibited from further participation in the game until appropriate treatment has been administered. If first aid is required for a player, the player must be immediately removed from the game, unless treatment can be administered in a reasonable amount of time. A player will not be allowed to participate unless:

1. All bleeding has stopped
2. Any exposed cut/scrape which has bled is completely covered

3. Bloody clothing is removed

It is recommended that teams have spare clothing available at the game site to be used if necessary.

PLAYOFFS

1. Scorekeeper will check ID's (Driver's License, State Identification Card, Passport or Military I.D.) for all players listed on your roster. Player's must have current picture ID. Players must provide current picture ID before entering the game. Captains MUST request this if they want it checked before the game starts!!!

2. Playoff seeding will be determined by the total number of points earned during the regular season: two (2) points for a win, zero (0) for a loss, and negative one (-1) point for a forfeit loss.

3. Top teams will qualify for a single elimination tournament to determine league champions. Playoff format may vary based upon the number of teams.

4. Tie Breaking Procedure:

- i) Head-to-Head season record among tied teams.
- ii) Point differential in Head-to-Head games.
- iii) Point differential in ALL games played

NOTE: If schedule is unbalanced the best winning percentage will determine who wins the Head-to-Head record.

Sec. 12 AWARDS - 1. Each league champion shall receive eight (8) individual awards. Additional awards may be purchased but will be at the team's expense.

2. Awards will be distributed or ready for pick-up ASAP.

Offensive Penalties:

False Start = 5-yard penalty (Replay)

Delay of Game = 5-yard penalty (30 seconds between plays)

5-Second Sack = 5-yard penalty and LOD

Holding = 5-yard penalty (Replay)

Block in the back = 5 yards (LOS) (LOD)

Impeding the Rusher = 5-yard penalty (LOD)

Downfield Blocking = 5-yard penalty from spot of foul and LOD

Flag Guarding = 5-yard penalty from spot of foul and LOD.

If flag guarding occurs after a runner immediately crosses (within 5 yards) a line to gain, it's a 1st down and now 2 lines to gain.

Illegal forward pass = 5-yard penalty and LOD

Note: Both feet must be across the line of scrimmage prior to the ball being released for this to be a penalty. You can straddle the LOS and throw a legal pass.

Forward Pass Caught Behind the Line of Scrimmage = Incomplete

Illegal Catch : Straddling the LOS = Incomplete

Note: Both Feet must be beyond the LOS when the WR1 touches the ball

Too Many Players on The Field = 5-yard penalty and LOD

Unsportsmanlike Conduct = 15-yard penalty

Offensive Pass Interference = 5-yard penalty from the LOS&LOD

Legend

LOD = Loss of Down

LOS = Line of Scrimmage

Replay= Replay the previous down

Defensive Penalties:

Illegal Rush= 5-yard Penalty and Replay

Illegal Contact=Bumping past 5 yards = 5yd penalty &Replay of down

Holding after the catch= 5-yard penalty at the end of the run- The down counts

Exception: The drive cannot end on a defensive penalty, 10- yard penalty from the LOS, replay 4th

down. Holding before the catch = 5-yard penalty (Line of Scrimmage) and Replay (If accepted)

Excessive Contact = 10 yds Auto 1st down

Excessive Contact = Pushing, Tackling, Wrapping up a runner, Rough play Etc.

Bull Rush = 10-yard penalty from the LOS and Replay

Pass Interference = Spot foul and automatic first down.

If penalty happens in end zone, 2nd and goal at 2 yard line – 3 plays to score

Roughing the Passer =10- yard penalty and automatic 1st down

Roughing the Passer = Contact with QB, not going for flag, Contact with the QB's Arm

Unsportsmanlike Conduct = 15-yard penalty and automatic 1stdown

Stripping the Ball = 5-yard penalty and Replay (End of the run unless against the QB {LOS})

Offsides = 5-yard penalty and Replay

Too Many Players on The Field = 5-yard penalty and LOD

Note: If defensive team elects to take a penalty (intentionally)

in the last 2 minutes of a game, the offensive team can elect to take a 15 second run off.