

# Central New York Family Sports Centre Indoor Flag Football

## LEAGUE RULES

- 1) The Primary purpose of this league is to have fun. Fighting and profanity will **NEVER** be tolerated at CNYFSC.
- 2) Please bear in mind our referees are human. Only the head coach can question a call. Advise your squads that any player can and will be ejected at the discretion of the referees. *All ejected player/coaches and bench personnel and spectators will have a suspension as follows:*

## **UNSPORTSMANLIKE CONDUCT:**

1<sup>ST</sup> Offense: one game suspension  
2<sup>nd</sup> Offense: out for the season

- 3) As a team, you are responsible for having all of your players in the same colored jerseys that are numbered.
- 4) Schedules will be printed and handed out at the next meeting. There is an **9** game guaranteed schedule.
- 5) All penalties in the CNYFSCFFL shall consist of 7 yard or 3 yard infractions and/or ejection from the game and/or monetary fines.
- 6) This league shall be governed by the UNITED STATES FLAG FOOTBALL ASSOCIATION NATIONAL RULES unless otherwise noted in these rules.

## PLAYERS AND SUBSTITUTIONS

- 1) There shall be six men on each team and all six men shall be in the offensive huddle.  
*--Penalty: Unsportsmanlike Conduct; 7 yards from the line of scrimmage.*
- 2) A team must field a minimum of six men to play the game. Anything less constitutes forfeiture. There shall be a grace period of 5 minutes from the scheduled game time. If a team cannot field 6 more men at the end of the grace period, forfeiture results.
- 3) Any number of substitutions may be made when the ball is dead.
- 4) All 6 team members will be equipped with triple treat belt. All will be eligible to receive passes and carry the ball.

## DURATION OF GAME

- 1) A game will consist of two 20 minute halves
- 2) A team may take a total of one time-out per half (Time outs DO carry over to the 2<sup>nd</sup> half). Time-outs are 60 seconds.
- 3) The clock will only stop for a two minute warning(30 seconds) and a severe injury.

## SCORING

- 1) A touchdown counts 6 points. A Kick counts 1 pt from five yards and 2 pts from seven yards.
- 2) Point after touchdown (run or pass) counts 1 pt from five yards and 2 pts from seven yards. If a defensive player returns a pass on a pat, that counts as 2 pts.
- 3) Safety will count 2 points for the offensive team.
- 4) There shall be a 24 and 30 point mercy rule as follows-if a team is 24 pts ahead, the winning team shall have only 4 downs to score, no blitzing and interceptions are dead at the spot. At 30 pts, the winning team will no longer have pat and the losing team will be allowed 8 plays to score from midline. Winning coaches should control the game to make sure that games don't get out of hand!!!! These rules will apply until the game is under 24 pts.
- 5) Field Goals are allowed. Count 3 points.

## SCRIMMAGE

- 1) Four downs are given to advance the ball from one zone into the next in order to retain possession of the ball. To put the ball into play legally, it must be snapped by the center to a backfield man.

## CARRYING THE BALL

- 1) Any member of team is eligible to carry the ball.
- 2) A ball carrier that has fallen to the ground without being legally stopped may resume his run until he is legally stopped. A man is considered to be legally stopped when anyone of his flags have been pulled from his belt or is touched anywhere with one hand when he is on the ground.
- 3) At no time during a game may the ball carrier pass the ball to himself to avoid being stopped. If he does, the ball will be ruled dead at that point.
- 4) If the ball carrier has lost either or both of his flags not due to any legal action of an opponent, he may continue to advance the ball until he is merely tagged by an opponent. Example: A player loses a flag while blocking at the line of scrimmage, play continues and he catches a pass. Since he has only one flag, he need only be tagged anywhere.
  - Play: Receiver is bumped at the line of scrimmage. The defender pulls the receiver's flag without the receiver having the ball in his possession.
  - Ruling: Illegally pulling the flag. The receiver is still eligible to catch the pass, but only needs to be touched to be deflagged.
  - **Penalty: Unsportsmanlike conduct; 7 yards from the line of scrimmage or the end of the run.**
- 5) The ball carrier may not use his hands, feet or arms in any way to avoid having his flags pulled from his belt. This includes straight-arming. The ball carrier may never leave his feet to prevent from being deflagged. This including diving into the end zone. He may, however, leave his feet to avoid a fallen player only.
  - **Penalty: Flag Guarding; 7 yards from the spot of the violation and the loss of a down.**
- 6) The ball carrier must make every effort to avoid contact with the defender. The defender has the right to maintain his position.
  - **Penalty: Charging; 7 yards from the spot of the violation and the loss of a down.**

## ENCROACHMENT

- 1) After the ball is ready for play and until the snap, no player on defense may encroach, touch the ball, nor may any player contact opponents or in any way interfere with them. This includes standing in the neutral zone to five defensive signals, or shifting through the zone. After the snapper has made his final ball adjustment, it is encroachment for any player to break the scrimmage line plane, except for the snapper's right to be over the ball.
  - **Penalty: Dead ball foul-Encroachment; 3 yards from the previous spot.**

## SHIFT

- 1) In the snap preceded by a huddle or shift, all offensive players must come to a complete stop and remain stationary in legal position without movement of feet, body, head or arms for at least a full second before the snap of the ball.
  - **Penalty: Illegal shift; 3 yard from previous spot.**
  - **Play: Following a huddle or shift one offensive player takes a preliminary possession, then advances or drops into final position.**
  - **Ruling: Such movement constitutes a shift: all players must hold their positions for one second before the snap.**
  - **One man motion is permitted.**

## GUARDING THE FLAG BELT

- 1) Runners shall not flag guard by using their hands, arms or the ball to deny the opportunity for opponents to pull or remove the flag. Flag guarding includes:
  - Swinging the hands or arms over the flag to prevent an opponent from deflagging
  - Placing the ball in possession over the flag to prevent an opponent from deflagging.
  - Lowering the shoulders in such a manner in which placing the arm over the flag to prevent an opponent from deflagging.
    - **Penalty: Flag Guarding; 7 yards from the spot of the violation and loss of down**

## PASSING

- 1) Any member of a team is eligible to pass and/or receive the ball. There can only be one forward pass attempt on each down. Any number of backward or lateral passes may be attempted at any time from any point on the field. There must be no interference with the pass receiver. If a lateral or backward pass is dropped or fumbled, the ball is dead at the spot it hits the ground.
  - **Penalty: Illegal forward pass; 3 yards from the spot or line of scrimmage (whichever is greater) and loss of down.**
- 2) A receiver can only be hit once by a defensive player within 5 yards of the scrimmage line (exception: only the center may be hit more than once within the interior line (5 square yard area around the ball)).
  - **Penalty: Illegal check; 7 yards from the line of scrimmage.**
- 3) The center must have time to protect himself (stand up and face the defender).

- **Penalty: Unnecessary roughness; 7 yards from the spot of the infraction. If flagrant; ejected from the game.**
- 4) Defensive players must make a definite effort to avoid charging into a passer after it is clear the ball has been thrown. No defensive player shall contact the passer who is standing still or fading back as he is considered out of the play pass.
    - **Penalty: Roughing the passer; 7 yards from the line of scrimmage and automatic first down**
  - 5) Protection from roughing the passer ends if the forward pass is thrown from beyond the offensive teams' line of scrimmage.
  - 6) The offensive player shall not be interfered with while attempting to catch a free thrown ball.
    - **Penalty: Defensive pass interference; Spot of foul, automatic first down. If interference is committed in the end zone, the ball shall be placed on the one yard line and automatic first down.**
  - 7) The defensive player has as much right as the offensive player to catch a ball thrown. The defensive player shall not be interfered with while attempting to catch a ball thrown.
    - **Penalty: Offensive pass interference; 7 yards from the line of scrimmage. Loss of down.**
  - 8) When the receivers are running passing routes, he may not intentionally interfere with the defender, such as set a pick.
    - **Penalty: Illegal Pick; 7 yards from the line of scrimmage.**
  - 9) Any defensive player rushing the passer and not making contact with the ball (after released by the passer) and then makes significant contact with the passer is in violation of roughing the passer.
    - **Penalty: Roughing the passer; 7 yards from the line of scrimmage and automatic first down.**

## **BLOCKING**

- 1) A player attempting to block must be on his feet before, during and after the block and the block must be between the defenders waist and shoulders and to his front side.
  - **Penalty: Illegal block; 7 yards from the spot or line of scrimmage (whichever is greater).**
- 2) Teammates of a runner or passer may not interfere for him by blocking downfield, blocking is done at 2 ½ yds past the line of scrimmage.
  - **Penalty: Illegal block; 7 yards from the spot or line of scrimmage (whichever is greater).**
- 3) Offensive blockers may extend their hands to block, but may not grasp or extend their arms past their shoulders in an attempt to block a defender. Open hand only!
  - **Penalty: Illegal block or holding; 7 yards from the spot or line of scrimmage (whichever is greater). If flagrant, ejected from the game.**

## **USE OF HANDS OR ARMS BY THE DEFENSE**

- 1) The defensive player may not use his hands to grab or hold an opponent.
  - **Penalty: Defensive holding; 3 yards from the previous spot, automatic first down.**
- 2) The defensive player may not tackle or hold the ball carrier.

- **Penalty: Holding the ball carrier; 7 yards added to the end of the run. If the penalty occurs while the ball carrier is on a breakaway and within the opponents Red Line, and the referee judges such violation an attempt to prevent a touchdown then the referee may award a touchdown to the offensive team.**

3) The defensive player cannot make contact with an opponent above his shoulders.

- **Penalty: Unnecessary roughness; 7 yards from the previous spot.**

## FUMBLES

- 1) Any fumble, the ball is dead at the spot it hits the ground.
- 2) On a snap from center, if the ball is touched by the offensive team before it hits the ground, the ball is dead at the spot it hits the ground, otherwise the play is dead and will resume at the previous spot.
- 3) If the snap goes over the head of the person receiving the snap and the ball goes out of the endzone before hitting the ground a safety shall be awarded to the defensive team.

## CONDUCT OF PLAYERS AND OTHERS

- 1) No player shall commit any of the following non-contact acts during a half or intermission:
  - Abusive, insulting or profane language
  - Any acts of unfair play
  - Using disconcerting acts or words prior to the snap in an attempt to interfere with the offensive teams signals or movements
  - Intentionally kick at an opposing player
  - Intentionally kick at the ball
  - Intentionally swing an arm, hand or fist at any opposing player
  - Leaving the field between downs to gain an advantage unless replaced or with permission of the referee.
    - **Penalty: Unsportsmanlike conduct; 7 yards from the previous spot. If flagrant, ejected from the game.**
- 2) When the ball becomes dead in possession of a player, he shall not:
  - Intentionally kick the ball
  - Spike the ball into the ground
  - Throw the ball high into the air
  - Fail to return the ball to the huddle
    - **Penalty: Unsportsmanlike conduct; 7 yards from the previous spot. If flagrant, ejected from the game.**
- 3) There shall be no unsportsmanlike conduct by substitutes, coaches or others subject to the rules. This includes:
  - Attempting to influence a decision by an official
  - Disrespectfully addressing an official
  - Indicating objections to an official's decision
  - Holding an unauthorized conference, or being on the field illegally
  - Using profanity, insulting or vulgar language or gestures. A warning for profanity is given by these rules. The referees can and will eject any player using profanity; no warning is necessary.
    - **Penalty: Unsportsmanlike conduct; 7 yards from the previous spot. If flagrant, ejected from the game.**
- 4) There shall be no unfair acts:

- A team must play within two minutes after ordered by the referee
  - Play is interfered with by an obviously unfair or unsportsmanlike act not specifically covered by the rules
  - A team repeatedly commits fouls, which can be penalized only by halving the distance to the goal line.
    - **Penalty: Unsportsmanlike conduct; referee may enforce any penalty he considers equitable, including the awarding of a score or after one warning, forfeiting the game to the opponents.**
- 5) No player shall commit a personal foul during a period or an intermission. Any act prohibited there under or any other act of unnecessary roughness is a personal foul. No player shall:
- Steal, attempt to steal or bat the ball from a player in possession
  - Trip an opponent
  - Contact an opponent who is on the ground
  - Hurdle any other player
  - Contact an opponent who is on the ground
  - Make any contact with an opponent which is deemed unnecessary of any nature including, but not limited to: using fists, locked hands, elbows or any part of the forearm or head except according to the rules.
  - Clip an opponent
  - Position himself on the shoulders or body of a teammate or opponent to gain an advantage
    - **Penalty: Unsportsmanlike conduct; 7 yards from the previous spot. If flagrant, ejected from the game.**

## **PENALTIES**

- 1) All penalties shall be the distances stated throughout these rules or half the distance to the goal line, whichever is applicable.
- 2) No touchdown shall be scored on a penalty. Except as noted by rule.
- 3) If a penalty is committed after the touchdown is scored or the defensive team commits a penalty during the PAT (and the offensive team converts their PAT), the penalty will be assessed on the "Kick-off".
- 4) The opposing team will have an option on all penalties whether to accept the penalty or the down.

## **GENERAL REGULATIONS**

- 1) Teams will be allowed 45 seconds to put the ball into play after the previous play has been completed. The official is responsible for seeing that play is continued at a reasonable rate.
- 2) All decisions made by the referee will be final. There will be no protests allowed on judgement calls. The official has the authority to eject any player from the game and will stop the game, if in his opinion, it becomes too rough. In the case of a terminated game, both teams will be given a forfeit loss.
- 3) If the referee inadvertently blows a whistle the play is dead at the spot the whistle is blown. The offensive team has the option of accepting the play or replaying the down.

## FLAG FOOTBALL RULES FOR SPECIAL EMPHASIS

- 1) One foot must be in bounds for a legal catch. The lines are out of bounds. Any player touching the back wall or using the back wall of the end zone as a springboard will be deemed as going out of bounds and then returning into play. If a player is pushed out of bounds he must return immediately in bounds or forfeit his right to return in bounds and be deemed as going out of bounds and then returning into play. If a player jumps in the air and is pushed out of bounds or into the back wall and the referee judges that the receiver would have stayed in bounds if not pushed, he shall be given the reception.
  - **Penalty: Illegal receiver; 7 yards from the line of scrimmage.**
- 2) Officials will keep the time on the field. The clock will only stop for the two minute warning, time outs and any serious injury.
- 3) If the defensive man attempts to go after the ball and hits the quarterback, this will be a roughing the passer penalty.
- 4) If a team takes too much time to put the ball in play in the last two minutes of the game, this will result in a 3 yard penalty.
- 5) When the whistle blows, the play is dead.
- 6) No jewelry.
- 7) Sneakers or turf shoes only.
- 8) The rule will be enforced for off sides encroachment.
  - **Penalty: 3 yards.**
- 9) The referees will be protecting the quarterback at all times and players near the boards.
- 10) Each player on the field will wear a belt with two flags at the waistline. There shall be one flag on each side of the body.
  - **Penalty: Unsportsmanlike conduct; 7 yards from the previous spot.**
- 11) Fighting, serious abusive language, intentional and flagrant fouls will result in a 7 yard penalty and the player will be suspended for the season!
- 12) At no time may a player leave his feet and be completely horizontal to the ground in an attempt to deflag an opponent.
  - **Penalty: 7 yards added on to the end of the play.**
- 13) Pushing an opponent into the boards with no attempt at the flags shall be prohibited.
  - **Penalty: 7 yards from the end of the play and automatic ejection (no warning is required) and will miss the next game.**
- 14) Flag guarding or any offensive penalty committed in the end zone will result in the awarding of a safety to the defensive team.
- 15) A safety will cause a change of possession and the ball will be moved to the offensive team's Red Line.
- 16) Teams must remain in their respective team boxes. Players on the sidelines are considered as part of the field of play; therefore, all rules apply to bench players as do the field players (i.e. fighting, swearing, etc.) are grounds for ejection from the game.
- 17) Trashcans are provided for spitting and garbage beside the team benches...Please use them!
- 18) Fighting by both teams will result in an automatic loss for both teams.
- 19) Any player who comes off the bench while a fight, pushing contest, or ruckus is in progress, even if his intentions are to help break up the melee, will be ejected from the game and will be assessed an unsportsmanlike conduct penalty.
- 20) In the event of successive incidents, the suspension becomes indefinite and may carry over into the following season.
- 21) Fighting or serious abusive language as determined by the referee and based on game reports turned into CNYFSCIFF will result in an automatic season suspension and forfeit.

### **24 Point Rule**

If a team is ahead by 24 points its must remove all key players from the game

*No blitzing!*

Interceptions are dead at the spot

The winning team will have only 4 plays to score

### **30 point rule**

The losing team will have 8 plays to score from midline.

The winning team will no longer try for pat

These rules will be in affect until the score is under 24 pts!