1. Two 20-minute halves with a running clock. 2-minute halftime.
2. Games are played on a 40-yard field.
3. All teams will play with a K2 Peewee Football.
4. Score will **not** be kept in 2nd grade flag football league.
5. One of the players on the team will play quarterback in the 2nd grade league.
6. **All players will need to have a mouthpiece in their mouth during the games.**

**Participation**

1. Teams that have less than 10 players will play some players both ways in each half. If some players go both ways in the 1st half, they cannot go both ways in the 2nd half.
2. Coaches must strive to provide equal playing time to ensure that everyone experiences meaningful participation. If any participation rules are broken the team will be assessed a 15-yard penalty. A second incident in the same game will result in the coach being suspended for the remainder of that game and is subject to further suspension at the discretion of the Program Coordinator. The head coach is responsible for ensuring his team follows all participation rules.

**Play**

1. The offensive team takes possession at the 40-yard line and has 4 downs to get to midfield. If the offensive team does pass midfield, then they have 4 downs to score a touchdown. If the offensive team does not pass midfield for a 1st down, then the opposing team takes possession at 40-yard line.
2. **Snapping:** One player on the team must snap the ball to the Quarterback. A snap is defined as one player transferring the ball to another player from the line of scrimmage.
3. **Running**: Quarterback cannot run with the ball and the defense cannot rush the Quarterback.
4. Once the play has gone past the line of scrimmage there are no handoffs, laterals, or pitches.
5. **Defense can’t cross the line of scrimmage until the receiver has full possession of the football. Player who takes handoff can throw a forward pass if behind the line of scrimmage. Once the ball has been handed off or completed, all defensive players are eligible to rush**.
6. Spinning is allowed, but the offensive player cannot leave their feet.
7. **Receiving**:Player who catches the ball must have at least one foot in bounds for a reception.
8. **Passing**: Quarterback has 7 seconds to pass the ball, or the play will result in a loss of down.
9. **Dead Balls**: Play is ruled dead when the ball carrier’s flag is pulled, if the ball carrier’s flag falls off without being pulled then the defense only must touch the player, incomplete pass, ball carrier’s knee or ball hits the ground. NOTE: there are no fumbles, the ball is spotted where the ball hits the ground.
10. **Defensive Penalties**: Offsides-5 yards & automatic 1st down; pass interference-10 yards & automatic 1st down; illegal contact-10 yards & automatic 1st down.
11. **Offensive Penalties**: Illegal forward pass-5 yards; offensive pass interference-10 yards & loss of down; Flag guarding-10-yard penalty from spot of the foul. **Blocking/Shielding-10 yards from the spot of the foul.**
12. **Flag Belts & Flags**: Flags and flag connectors may not be altered in any form. Flags must be a different color than player’s shorts/pants.
13. **Play Clock** 2nd Grade will have 40 seconds. The play clock will start when the official sets the ball. Play clock will be kept by the official.
14. **2nd grade:**
    1. All the above rules will apply for 2nd grade.
    2. One offensive coach is allowed to stand behind the offense during play.
    3. One defensive coach will be allowed to help align teams in between plays. The defensive coach needs to be off the field when the play begins.
    4. The game will be played with a 6v5 format with the offensive team having a 6th player (QB) who cannot advance the ball.
    5. The QB is not eligible to touch the ball after the initial transfer.