

**BEEBE  
BADGER  
ATHLETIC  
BOOSTER  
CLUB**



# **Beebe Flag Football Rule Book**



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## **I. Game**

1. At the start of each game, captains from both teams meet at midfield for the coin toss to determine who starts with the ball. The visiting team calls the toss. The home team must provide a volunteer to move the line of scrimmage down marker.
2. The winner of the coin toss has the choice of offense or defense. The loser of the coin toss has the choice of direction.
3. The offensive team takes possession of the ball at its 5-yard line and has four (4) downs to cross midfield. Once a team crosses midfield, it has three (3) downs to score a touchdown. If the offensive team fails to cross midfield after 3rd down and elects to "punt" on 4th down, possession of the ball changes and the opposing team will start a new possession from its own 5-yard line.
  - If the offensive team goes for it on 4th down and does not cross midfield, the opposing team will start a new possession from the spot where 4th down ended.
  - Any time there is a 'punt or play decision on 4th or 3rd down, the referee will ask the offense's head coach to declare 'punt or play'. The coach must make an immediate decision or risk a delay of game penalty.
  - Teams may use a timeout to change the declaration of "play" at any time prior to the expiration of the play clock.
  - After crossing midfield, if the offense fails to score on 3rd down, the ball changes possession and the new offensive team starts at its 5-yard line.
4. If the offense fails to score, the ball changes possession and the new offensive team starts its drive on its own 5-yard line.
5. If the offensive team fails to cross midfield, possession of the ball changes and the opposition starts its drive from its own 5-yard line.
6. All possession changes, except interceptions, start on the offense's 5-yard line
7. Teams change sides after the first half. Possession changes to the team that started the game on Defense.
8. Coaches will work to ensure players receive equal playing time.

## II. Terminology

|                     |                                                                                                                                                                                                                    |
|---------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Boundary lines      | The outer perimeter lines around the field. They include the sidelines and the back of the end zone lines.                                                                                                         |
| Line of scrimmage   | An imaginary line running through the point of the football and across the width of the field.                                                                                                                     |
| Line-to-gain        | The line the offense must pass to get a first down or score.                                                                                                                                                       |
| Rush line           | An imaginary line running across the width of the field, seven yards (into the defensive side) from the line of scrimmage.                                                                                         |
| Offense             | The team with possession of the ball.                                                                                                                                                                              |
| Defense             | The team opposing the offense to prevent it from advancing the ball.                                                                                                                                               |
| Passer              | The offensive player who throws the ball and may or may not be the quarterback.                                                                                                                                    |
| Rusher              | The defensive player is assigned to rush the quarterback to prevent him/her from passing the ball by pulling his/her flags or by blocking the pass.                                                                |
| Downs               | The offensive team has four attempts or “downs” to advance the ball. It must cross the line to gain to get another set of downs or to score.                                                                       |
| Live ball           | Refers to the period of time that the play is in action. Generally used regarding penalties. Live ball penalties are considered part of the play and must be enforced before the down is considered complete.      |
| Dead ball           | Refers to the period of time immediately before or after a play.                                                                                                                                                   |
| Whistle             | Sound made by an official using a whistle that signifies the end of the play or a stop in the action for a timeout, halftime or the end of the game.                                                               |
| Inadvertent whistle | The official’s whistle is performed in error.                                                                                                                                                                      |
| Charging            | An illegal movement of the ball-carrier directly at a defensive player who has an established position on the field, this includes lowering the head or initiating contact with a shoulder, forearm, or the chest. |
| Flag guarding       | An illegal act by the ball-carrier to prevent a defender from pulling the ball-carrier’s flags with a stiff arm, lowering elbow or                                                                                 |

|                         |                                                                      |
|-------------------------|----------------------------------------------------------------------|
|                         | head or by blocking access to the runner's flags with a hand or arm. |
| Shovel pass             | A legal pitch attempted beyond the line of scrimmage.                |
| Lateral                 | A backward or sideways toss of the ball by the ball-carrier.         |
| Unsportsmanlike Conduct | A rude, confrontational or offensive behavior or language.           |

### III. Eligibility

All players' legal guardians must agree to the online waiver form at [nflflag.com/form/player](http://nflflag.com/form/player) for their specific league before participating.

### IV. Equipment

1. The league provides each player with an official flag belt and NFL flag team jersey. Teams will use footballs provided by their league.
2. Players must wear shoes. Cleats are allowed; however, cleats with exposed metal are never allowed, and must be removed.
3. Players may tape their forearms, hands, and fingers. Players may wear gloves, elbow pads, and knee pads. Braces with exposed metals are not allowed.
4. Players must remove all jewelry, hats, and any other item officials deem unsafe to play. Winter beanies are allowed.
5. Players must wear their official provided jerseys, and they must be tucked into shorts or pants.
6. Players should wear shorts or pants that do not have pockets. Shorts or pants with belt loops or pockets must be taped. Games will not be delayed for a player to tape up pockets.
7. Players must wear a mouthpiece at all times on the field of play.
8. Only prescription eyewear is authorized to be worn during gameplay.
9. Excess belts must be taped or removed to prevent the appearance of a third flag.
  - A. Flag belts cannot be the same color as shorts or pants.

## **V. Field**

1. The field dimensions are 30 yards by 70 yards with two 10-yard end zones and a midfield line-to-gain. No-run zones preceded each line to gain by 5 yards. However, some tournaments may use smaller fields because of the field space available or to complete tournament scheduling on time.
  - 7 on 7 field will be extended to 40 yards.\*\*\*
2. No-run zones are in place to prevent teams from conducting power run plays. While in the no-run zones
3. Stepping on the boundary line is considered out of bounds. Teams will be divided evenly during the “draft” process. Divisions will be divided by age to best balance teams as registration allows.
4. Each offensive team approaches only two no-run zones in each drive (one zone 5 yards from midfield to gain the first down, and one zone 5 yards from the goal line to score a touchdown).

## **VI. Rosters**

1. Home teams wear dark-colored jerseys. Visiting teams wear light-colored jerseys.
2. Teams must consist of at least five players with a maximum of 10 players.
3. Teams must start games with a minimum of five players. In the event of an injury, a team with insufficient substitute players may play with four players on the field but no fewer than four.
4. Teams will be divided evenly during the “draft” process. Divisions will be divided by age to best balance teams as registration allows.
5. Divisions are co-ed and generally divided as follows:
  - A. 4-6 year olds
  - B. 7-8 year olds
  - C. 9-10 year olds
  - D. 11-12 year olds
  - E. 13-16 year olds \*spring only, if registration allows.
6. Jan 1<sup>st</sup> is used as the age determination date for the spring season, and August 1<sup>st</sup> is used as the age determination date for the fall season.

## **VII. Timing and overtime**

1. Games are played on a 40-minute continuous clock with two 20-minute halves unless one team gains a 28-point advantage, which will immediately end the game. Clock stops only for timeouts or injuries.

- \*\*Clock will stop in the final two minutes of the game for change of possessions, PAT attempt, incomplete passes, or running out of bounce. Clocks will restart at the snap.

2. Halftime is five minutes.

3. Each time the ball is spotted, a team has 30 seconds to snap the ball. Teams will receive one warning before a delay-of-game penalty is enforced.

4. Each team has one 30-second timeout per half.

5. Officials can stop the clock at their discretion.

6. In the event of an injury, the clock will stop then restart when the injured player is removed from the field of play.

7. If the score is tied at the end of 40 minutes, an overtime period will be used to determine a winner. Overtime format is as follows:

- A. A coin flip will determine the team that chooses to be on offense or defense first.
  - If a second round of overtime must be played, the team that lost the coin toss will get to choose offense or defense for the start of the second round of overtime. This process continues with teams alternating who gets to choose to be on offense or defense, starting during every round of overtime.
  - The referee will determine which end of the field the overtime will take place on.
- B. Each team will take turns getting one (1) platform to the defense's 5-yard line for one point or the defense's 10-yard line for two points. Whether to go for one or two points is up to the offensive team. Whether or not the team that began on offense converts, the team that started on defense gets a chance on offense to win or tie by converting a one- or two-point play of their own.
  - Example: Team A starts on offense and chooses to go for one point from the 5-yard line and is successful. Team B is then on offense and can choose to either go for one point from the 5-yard line to tie and force a second round of overtime or to go for two points from the 10-yard line for the win.
  - If the second team on offense in an overtime round fails to beat or match the team that went first, the team that went first wins.
- C. Both teams must "go for two" from the 10-yard line starting with the third round of overtime.
- D. The final points earned by the winning team in the overtime will be added to the winning team's total score. The losing team will not receive any additional points.
  - Example: At the end of regulation time, the score is 14-14. Team a scores one point and team b scores two points. Team B wins with a final score of 16-14. Points are only added to the total score from the final round of overtime.
- E. All regulation period rules and penalties are in effect.

F. There are no timeouts.

### **VIII. Scoring**

1. Touchdown: 6 points

2. Pat (point after touchdown) 1 point (5-yard line) or 2 points (10-yard line)

A. Note: 1 point pat is pass only; 2-point pat can be run or pass.

B. A team that scores a touchdown must declare whether it wishes to attempt a 1-point conversion (from the 5-yard line) or a 2-point conversion (from the 10-yard line). any change, once a decision is made to try for the extra point, requires a charged timeout. A decision cannot be changed after a penalty. Interceptions on conversions cannot be returned.

3. Safety: 2 points

A. Safety occurs when the ball-carrier is declared down in his/her own end zone. Runners can be called down when their flags are pulled by a defensive player, a flag falls out, they step out of bounds, their knee or arm touches the ground, a fumble occurs in the end zone or if a snapped ball lands in or beyond the end zone.

4. After one team is winning by 28 points or more, the game is over. Once a 28 or more-point advantage is gained, no pat will be attempted. The game will continue in scrimmage mode. \*Scrimmage mode will continue the game as scheduled without keeping score. Scrimmage mode is not a coach's option; it promotes continued activity and growth for participants.

5. Forfeits are scored 28-0 for the winning team.

### **IX. Coaches**

1. Coaches are expected to adhere to all NFL flag and Badger booster club philosophies, coaching guidelines and code of conduct.

2. Coaches are allowed on the field to direct players according to need and division.

3. Coaches must move to the sidelines before the Snap. \*Division A coaches are allowed to remain on the field but must not interfere with or direct after the Snap.

4. Only two coaches per team are allowed on the Sideline.

5. Coaches are subject to background checks.

## **X. Live ball/dead ball**

1. The ball is live at the snap of the ball and remains live until the official whistles the ball dead.
2. The official will indicate the neutral zone and line of scrimmage.
  - It is an automatic dead ball foul if any player on defense or offense enters the neutral zone. In regard to the neutral zone, the official may give both teams “courtesy” neutral zone notification to allow their players to move back behind the line of scrimmage.
3. A player who gains possession in the air is considered inbounds as long as one foot comes down in the field of play.
4. The defense may not mimic the offensive team's trying to confuse the offensive players, while the quarterback is calling out signals to start the play. This will result in an unsportsmanlike conduct penalty.
5. Substitutions may be made on any dead ball.
6. Any official can whistle the play dead.
7. Play is ruled “dead” when:
  - A. The ball hits the ground. If the ball hits the ground because of a bad snap, the ball is then placed where the ball hits the ground. \* This includes a snap that results in a safety.
  - B. The ball-carrier’s flag is pulled.
  - C. The ball-carrier steps out of bounds. \*Breakaway rule may apply if the ball-carrier is unnecessarily forced down or out of bounds as determined by the official.
  - D. A touchdown, a PAT or safety is scored.
  - E. The ball-carrier’s knee or arm hits the ground.
  - F. The ball-carrier’s flag falls out.
  - G. The receiver catches the ball while in possession of one or no flag(s) \*unless the defense intentionally pulled the flag early in which “breakaway” rule will apply.
  - H. The 7 second pass clock expires.
  - I. Inadvertent whistle.

Note: There are no fumbles. The ball is spotted where the ball-carrier's feet were at the time of the fumble.

8. In the case of an inadvertent whistle, the offense has two options:
  - A. Take the ball where it was when the whistle blew, and the down is consumed.
  - B. Replay the down from the original line of scrimmage.
9. A team is allowed to use a timeout to question an official’s rule interpretation. If the official’s ruling is correct, the team will be charged with a timeout. If the rule is interpreted incorrectly, the timeout will not be charged, and the proper ruling will be enforced. Officials should all agree upon any controversial call to give each team the full benefit of each call.

## **XI. Running**

1. The ball is spotted where the runner's feet are when the flag is pulled, not where the ball carrier has the ball. Forward progress will be measured by the player's front foot.
2. Quarterback running rule
  - 5 on 5 quarterback cannot directly run with the ball. The quarterback is the offensive player who receives the snap.
  - 7 on 7 quarterback can run only when rusher crosses the line of scrimmage.
3. Only direct hand-offs behind the line of scrimmage are permitted. Handoffs may be in front, behind, or to the side of the offensive player but must be behind the line of scrimmage. The offense may use multiple handoffs.
  - "center sneak" play is no longer allowed. The QB is not allowed to handoff to the center on the first handoff of the play.
4. Absolutely no laterals of any kind.
5. No-run zones are located 5 yards before each end zone and 5 yards on either side of midfield are designed to avoid short-yardage power-running situations. Teams are not allowed to run in these zones if the subsequent line is live. (reminder: each offensive team approaches only two no-run zones in each drive – one 5 yards from midfield to gain the first down and one 5 yards from the goal line to score a touchdown).
6. Any player who receives a handoff can throw the ball from behind Line of scrimmage.
7. Once the ball has been handed off in front, behind or to the side of the quarterback, all defensive players are eligible to rush.
8. Runners may not leave their feet to advance the ball. Diving, Leaping or jumping to avoid a flag pull is considered flag guarding.
9. Spinning is allowed, but players cannot leave their feet to avoid Flag pull.
  - Players spinning out of control will be called for flag guarding.
10. Runners may leave their feet if there is a clear indication that he/she has done so to avoid collision with another player without a flag guarding penalty enforced.
11. No blocking or "screening" is allowed at any time.
12. Offensive players without the ball must stop their motion once the ball has crossed the line of Scrimmage. No running with the ball-carrier.
13. Flag obstruction all jerseys must be tucked before play begins. The flags must be on the player's hips and free from Obstruction. Deliberately obstructed flags will be considered flag guarding.

## **XII. Passing**

1. All passes must be from behind the line of scrimmage, thrown forward, and received beyond the line of scrimmage.
  - A. All passes that do not cross the line of scrimmage, whether received or not, are illegal forward passes.
  - B. The quarterback may throw the ball away to avoid a sack. Pass must go beyond the line of scrimmage.
2. Shovel passes are allowed but must be received beyond the line of scrimmage.
3. The quarterback has a seven-second “pass clock. “If a pass is not thrown within the seven seconds, the play is dead, the down is consumed, and the ball is returned to the line of scrimmage. Once the ball is handed off, the 7-second rule is no longer in effect.
  - If the QB is standing in the end zone at the end of the 7-second clock, the ball is returned to the line of scrimmage (los).

## **XIII. Receiving**

1. All players are eligible to receive passes (including the quarterback if the ball has been handed off behind the line of scrimmage).
2. Only one player is allowed in motion at a time. All motion must be parallel to the line of scrimmage and no motion is permitted toward the line of scrimmage.
3. A player must have at least one foot inbounds when making a reception.
4. In the case of simultaneous possession by both an offensive and defensive player, possession is awarded to the offense.
5. Interceptions change the possession of the ball at the point of interception. interceptions are the only changes of possession that do not start on the 5-yard line.
6. Interceptions are returnable but not on conversions after touchdowns.

#### **XIV. Rushing the passer**

1. All players who rush the passer must be a minimum of seven yards from the line of scrimmage when the ball is snapped. Any number of players can rush the quarterback. Players not rushing the quarterback can defend on the line of scrimmage.
2. Once the ball is handed off, the seven-yard rule no longer is in effect and all defenders may go behind the line of scrimmage.
3. A special marker, or the referee, will designate a rush line seven yards from the line of scrimmage. defensive players should verify they are in the correct position with the official on every play.
  - A. A legal rush is
    - Any rush from a point 7 yards from the defensive line of scrimmage.
    - A rush from anywhere on the field after the ball has been handed off by the quarterback.
    - If a rusher leaves the rush line early (breaks the 7 yard area), they may return to the rush line, reset and then legally rush the quarterback.
    - If a rusher leaves the rush line early and the ball is handed off before he/she crosses the line of scrimmage, he/she may legally rush the quarterback.
  - B. A penalty may be called if:
    - The rusher leaves the rush line before the snap crosses the line of scrimmage before a handoff or pass – illegal rush (5 yards from the line of scrimmage and first down).
    - II Any defensive player crosses the line of scrimmage before the ball is snapped – offsides (5 yards from line of scrimmage and first down).
    - III. Any defensive player not lined up at the rush line crosses the line of scrimmage before the ball is passed or handed off – illegal rush (5 yards from the line of scrimmage and first down).
  - C. Special circumstances:
    - Teams are not required to rush the quarterback with the seven second clock in effect.
    - Teams are not required to identify their rusher before the play.
4. Players rushing the quarterback may attempt to block a pass; however, no contact can be made with the quarterback in any way blocking the pass or attempting to block the pass and then contacting the passer will result in a roughing the passer penalty.
5. The offense cannot impede the rusher in any way. The rusher has the right to a clear path to the quarterback, regardless of where they line up prior to the snap. If the “path or line” is occupied by a moving offensive player, then it is the offense’s responsibility to avoid the rusher any disruption to the rusher’s path and/or contact will result in an impeding the rusher penalty. If the offensive player does not move after the snap, then it is the rusher’s responsibility to go around the offensive player and to avoid contact. Including the center.

6. A sack occurs if the quarterback's flags are pulled behind the line of scrimmage. The ball is placed where the quarterback's feet are when the flag is pulled.
- Safety is awarded if the sack takes place in the offensive team's end zone.

## **XV. Flag pulling**

1. A legal flag pull takes place when the ball carrier is in full possession of the ball.
2. Defenders can dive to pull flags but cannot tackle, hold or run through the ball- carrier when pulling flags.
3. It is illegal to attempt to strip or pull the ball from the ball carrier's possession at any time. If a player's flag inadvertently falls off during the play, the player is down immediately upon possession of the ball and the play ends. The ball is placed where the flag lands.
4. A defensive player may not intentionally pull the flags off a player who is not in possession of the ball.
5. Beebe flag enforces the "breakaway" rule. If an official witnesses an act of intentional unnecessary physical contact forcing a player down or out of bounds that would have otherwise resulted in a clear path to the endzone, the offensive player will be awarded the appropriate score.
6. Flag guarding is an attempt by the ball-carrier to obstruct the defender's access to the flags by stiff arming, dropping the head, hand, arm or shoulder or intentionally covering the flags with the football or jersey.
7. Flags cannot be altered in any way from their issued form for game play.

## **XVI. Formations**

1. Offenses must have a minimum of one player on the line of scrimmage (the center) and to four players on the line of scrimmage the quarterback must be off the line of scrimmage.
  - A. One player at a time may go in motion 1-yard behind and parallel to the line of scrimmage.
  - B. No motion is allowed toward the line of scrimmage.
2. Movement by a player who is set or a player who runs toward the line of scrimmage while in motion is considered a false start.
3. The center must snap the ball with a rapid and continuous motion between his/her legs to a player in the backfield, and the ball must completely leave his/her hands.

## **XVII. Unsportsmanlike conduct**

1. If the field monitor or referee witnesses any acts of intentional tackling, elbowing, cheap shots, blocking or any unsportsmanlike act, the game will be stopped, and

the player will be ejected from the game. The decision is made at the referee's discretion. No appeals will be considered. Foul play will not be tolerated!

2. Offensive or confrontational language is not allowed. Officials have the right to determine offensive language. If offensive or confrontational language occurs, the referee will give one warning. If it continues, the player or players will be ejected from the game.

3. Players may not physically or verbally abuse any opponent, coach or official.

4. Ball-carriers MUST make an effort to avoid defenders with an established position.

5. Defenders are not allowed to run through the ball-carrier when pulling flags.

6. Fans must also adhere to good sportsmanship as well:

- a. Yell to cheer on your players, not to harass officials or other teams.
- b. Keep comments clean and profanity free.
- c. Complement all players, not just one child or team.

7. Fans are required to keep fields safe and kids friendly:

- a. Keep younger kids and equipment such as coolers, chairs and tents a minimum of 5 yards off the field in the end zone area.\*indicated by painted line.
- b. Stay in the end zone area, not between fields.
- c. Dispose of all trash in designated trash cans.

8. Unsportsmanlike conduct penalties:

- a. Defense + 10 yards from line of scrimmage and automatic first down
- b. Offense - 10 yards from line of scrimmage and loss of down

## **XVIII. Penalties**

### **I. General**

1. The referee will call all penalties.

2. Referees determine incidental contact that may result from normal run of play.

3. All penalties will be assessed from the line of scrimmage, except as noted. (spot fouls)

4. Only the team captain or head coach may ask the referee questions about rule clarification and interpretations. Players may not question calls!

5. Games may not end on a defensive penalty unless the offense declines it.

6. Penalties are assessed live ball then dead ball. Live ball penalties must be assessed before play is considered complete.

7. Penalties will be assessed half the distance to the goal yardage when the penalty yardage is more than half the distance to the goal.

**ii. Defensive spot fouls**

|                                 |                                   |           |
|---------------------------------|-----------------------------------|-----------|
| Defensive pass interference     | +5 yards and automatic first down | Live ball |
| Holding                         | +5 yards and automatic first down | Live ball |
| Stripping                       | +5 yards and automatic first down | Live ball |
| Defensive unnecessary roughness | +5 yards and automatic first down | Live ball |
| Breakaway penalty               | Automatic first down              | Live ball |

**iii. Offensive spot fouls**

|                                              |                            |           |
|----------------------------------------------|----------------------------|-----------|
| Screening, blocking or running with the ball | -5 yards and loss of down  | Live ball |
| Charging                                     | -5 yards and loss of down  | Live ball |
| Flag guarding                                | -5 yards and loss of down  | Live ball |
| Offensive unnecessary roughness              | -10 yards and loss of down | Live ball |

**iv. Defensive from line of scrimmage penalties**

|                                   |                                    |           |
|-----------------------------------|------------------------------------|-----------|
| Defensive unsportsmanlike conduct | +10 yards and automatic first down | Dead ball |
| Offside                           | +5 yards and automatic first down  | Dead ball |
| Illegal rush                      | +5 yards and automatic first down  | Live ball |
| Illegal flag pull                 | +5 yards and automatic first down  | Live ball |
| Roughing the passer               | +5 yards and automatic first down  | Live ball |
| Taunting                          | +5 yards and automatic first down  | Dead ball |

**v. Offensive from line of scrimmage penalties**

|                                   |                            |           |
|-----------------------------------|----------------------------|-----------|
| Offensive unsportsmanlike conduct | -10 yards and loss of down | Dead ball |
| Offside / false start             | -5 yards and loss of down  | Dead ball |
| Illegal forward pass              | -5 yards and loss of down  | Live ball |
| Offensive pass interference       | -5 yards and loss of down  | Live ball |
| Illegal motion                    | -5 yards and loss of down  | Dead ball |
| Delay of game                     | -5 yards and loss of down  | Dead ball |
| Impeding the rusher               | -5 yards and loss of down  | Live ball |
| Illegal procedure (center sneak)  | -5 yards and loss of down  | Live ball |