



OFFICIAL RULE BOOK

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I. Game

1. At the start of each game, captains from both teams shall meet at midfield for the coin toss to determine who shall start with the ball. The visiting team shall call the toss.
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. Teams may not choose to defer to second half.
3. The offensive team takes possession of the ball at its 5-yard line and has four (4) plays to cross midfield. Once a team crosses midfield, they have four (4) plays to score a touchdown.
4. If the offensive team fails to cross midfield after three plays, they may elect to “punt” on 4th down. There is no actual punt, instead possession of the ball changes and the opposition starts its drive from its own 5-yard line.
5. If the offense fails to score, or fails to cross midfield in 4 downs, the ball changes possession and the new offensive team starts its drive from the current spot
6. Teams change sides after the first half. Possession changes to the team that started the game on defense.



7. In the unlikely event there is no referee to start a game, the game will be declared a 0-0 tie. After 15 minutes past the scheduled start time, the tie will be declared regardless of the referee showing up after the 15 minutes has past. One of the directors or field monitor will be responsible for monitoring the clock, and declaring the game a tie.

II. Terminology

Boundary Lines	The outer perimeter lines around the field. They include the sidelines, and back of the end zone lines.
Line of Scrimmage (LOS)	an imaginary line running through the point of the football and across the width of the field.
Line-To-Gain	The line of the offense must pass to get a first down or score
Rush Line	An imaginary line running across the width of the field 7 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 them from advancing the ball.
Passer	The offensive player that throws the ball and may or may not be the quarterback.
Rusher	The defensive player assigned to rush the quarterback to prevent him/her from passing the ball by pulling his/her flags or by blocking the pass.
Downs (1-2-3-4)	The offensive team has three attempts or “downs” to advance the ball. They 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 in regard to penalties, live ball penalties are considered part of the play and must be enforced after the play ends. (Play is not stopped automatically).
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, half time, or the end of the game.
Inadvertent Whistle	Official's whistle that is performed in error
Charging	The movement of the ball carrier directly at a defensive player who has established position on the field. This includes lowering the head, making contact with the defender with a shoulder, forearm, or the chest
Flag Guarding	An act by the ball carrier to prevent a defender from pulling the ball carrier's flags by stiff arm, lowering elbow or head, or by blocking access to the runner's flags with a hand or arm.
Shovel Pass	A legal pass attempted behind the line of scrimmage by throwing the ball underhand or pushing it towards a receiver in a shot put type manner received beyond the line of scrimmage
Lateral	A backwards or sideways toss of the ball by the ball carrier. Can only be done behind the Line of scrimmage.
Unsportsmanlike Conduct	A rude, confrontational, offensive behavior or language





III Eligibility

1. All players' legal guardians must agree to the online waiver form at NFLFLAG.com for their specific league before participating.

IV Equipment

1. The league provides each player with a flag belt and NFL FLAG powered by USA Football NFL jersey. Teams will use the football provided by their league.
2. Players must wear shoes. Football cleats are encouraged; however cleats with exposed metal are not allowed and must be removed.
3. Players may tape their forearms, hands and fingers. Players may wear gloves, elbow pads, and kneepads. Braces with exposed metals are not allowed.
4. Players must remove all hats, watches, earrings and any other jewelry that the officials deem hazardous.
5. Official NFL Flag powered by USA Football NFL jerseys must be worn during play.
6. Player's jerseys must be tucked into the pants if they hang below the belt line.
7. My NFL Flag game day shorts must be worn.
8. No adhesive like substances that may enhance performance play.

V Field

1. The field dimensions are 30 yards by 70 yards with two 7-yard end zones, and a midfield line-to-gain. No-Run Zones precede each line-to-gain by 5 yards. However, field size may vary based on field availability.
2. No-Run Zones are in place to prevent teams from conducting power run plays. While in the No-Run Zones (a 5 yard imaginary zone before midfield and before the end zone), teams cannot run the ball. All plays must be pass plays.
3. *The only time a run can be performed from this point is if the quarterback is blitzed. This is covered in section XI page 10 number 2: the quarterback cannot directly run with the ball until the defense crosses the line of scrimmage. At that point, the quarterback may scramble, or may advance the ball beyond the line of scrimmage.*



4. *The quarterback is the offensive player that receives the snap.... IF the defense decides to blitz in a no run zone or a pass only situation the quarterback is allowed to run the ball. No handoffs or pitches in the "No Run Zones".* The quarterback cannot run in the 11-12 Division even if they are blitzed.
5. Stepping on the boundary line is considered out of bounds.
6. 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 TD).

VI Rosters

1. Home teams wear dark color jerseys; visiting teams wear light color jerseys. (Super Bowl jersey color choice will be determined by home team)
2. Teams must consist of at least 6 players, with a maximum of 9 players. Exceptions can be made regarding the maximum number of players if approval is granted prior to the season beginning.
3. Teams must start a game with a minimum of 5 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. The 5-6 Division can start with 5 players and teams must always have the same amount of players on the field.

VI Timing and Overtime

1. Games are played on a 40 minute continuous clock with four (4) ten minute quarters.
2. The clock stops only for timeouts, with the exception of the last two minutes of the 4th quarter. During the last two minutes of regulation, the clock will stop on incomplete passes out of bounds and on a first down.
3. Halftime is approximately 3 minutes long. The break between quarters is one minute.
4. Each time the ball is spotted, a team has 30 seconds to snap the ball. Teams will receive one warning per game before a delay-of-game penalty is enforced.
5. Each team has one 60 second time out per half.



6. Officials can stop the clock at their discretion.
7. In the event of an injury the clock will stop and then restart when the injured player is removed from the field of play.
8. If the score is tied at the end of 40 minutes, the game should be determined a tie (during the regular season)
9. In tournament or playoff situations, an overtime (OT) Period will be used to determine a winner. OT format is as follows:
 - * The team that wins the coin toss has the choice to take the ball first, or defend first.
 - * Each team will start from the 12-yard line. They will have two plays to attempt to score. If a team scores, they may attempt either an extra point or a two-point conversion.
 - * Both teams will drive into the same end zone. The game is over when each team has had possession of the ball, and one team was able to score more points than their opponents.
 - * If the score is still tied after the first overtime, the team that didn't have the choice in the first overtime will make the call for the beginning of the second overtime.
 - * If the score is still tied after the second overtime, teams will go into Sudden Death play.
 - * For Sudden Death, the ball will be spotted at the five yard line. Each team will be given two downs. The team that gains the most positive yardage from the original line of scrimmage will be declared the winner. (If a team throws an interception then the game is over and the team that intercepted the ball is declared the winner)
 - * The team that was just on defense during the second overtime will start on offense.

VIII Scoring

1. **Touchdown:** 6 points
2. **PAT (Point after Touchdown)** 1 point (5-yard line) or 2 points (12-yard line)
Note: 1 point PAT is pass only, 2 point PAT can be run or pass.





a. A team that scores a touchdown must declare whether it wishes to attempt a 1-pt. conversion (from the 5-yard line) or a 2-pt. conversion (from the 12-yard line). Any change, once a decision is made to try for the extra point, requires a charged time out. Decision cannot be changed after a penalty. Interceptions on conversions can be returned, and the defense will be awarded 2 points for the conversion, regardless of whether the interception occurred on a 1 or 2 point try.

3. **Safety:** 2 points

a. A Safety occurs when the ball carrier is declared down in his/her own end zone. They can be called down when their flags are pulled by a defensive player, their flag falls out, they step out of bounds or they hit the ground with their knee or arm. A Safety also occurs when there is an offensive penalty in the end zone.

4. **Mercy Rule:** After one team is winning by 35 points or more, the losing team gets one offensive series to continue regulation play. If they do not score, the game goes into scrimmage mode playing up to the end of the third quarter if time allows. After the third quarter the game is over. Mercy Rule will only go into effect if the coach of the team trailing by 35 points or more chooses this

option. If the mercy rule is not chosen then the game continues as normal until the end of the 4th quarter

5. **Scrimmage Mode:** The losing team gets the ball for up to three possessions. Each possession lasts until the team scores or fails to achieve the Line-To-Gain. Points do not count in final score. After three possessions the game is over.

IX. Coaches

1. Coaches are typically volunteer parents or family members helping the players learn and enjoy the game. Parents are encouraged to support the coach at all time.
2. Coaches are allowed on the field to direct players according to need and division. (11-12 Division coaches must coach from the sideline)
3. Coaches are expected to adhere to NFL FLAG powered by USA Football philosophies, coaching guidelines and codes of conduct, as well as the code





4. of conduct specific to NFL Flag signed by all coaches at the beginning of the season.

X Live/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 a “courtesy” neutral zone notification to allow their players to move back behind the line of scrimmage.
3. Player who gains possession in the air is considered in bounds as long as one foot comes down in the field of play.
4. The defense may not mimic the offensive team signals, by trying to confuse the offensive players, while the quarterback is calling out signals to start the play. This will result in an unsportsmanlike 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.
 - b. The ball carrier’s flag is pulled.
 - c. The ball carrier steps out of bounds.
 - d. A touchdown, 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).
 - 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. During a snap the ball is spotted where the ball original lands regardless if contact is made by any offensive player.

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 time out to question an official's rule interpretation. If the official's ruling is correct, the team will be charged a time out. If the rule is interpreted incorrectly, the time out will not be charged and the proper ruling will be enforced. Officials should all agree upon any controversial call in order 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. The quarterback cannot directly run with the ball until the defense crosses the line of scrimmage. At that point, the quarterback may scramble, or may advance the ball beyond the line of scrimmage. The quarterback is the offensive player that receives the snap. In the 11-12 Division the QB cannot run directly with the ball.

3. Only direct handoffs 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. The player who takes the handoff can throw the ball from behind the line of scrimmage.

Once the ball has been handed off in front, behind or to the side of the quarterback, all defensive players are eligible to rush.

a. "Center Sneak" play – The ball must completely leave the center's hands on the snap and he/she must step backwards off the line of scrimmage in order to receive a direct handoff from the QB before advancing the ball.

4. "No-Run Zones," located 5 yards before each end zone and 5 yards on situations. Teams are not allowed to advance the ball with a run in these zones if the subsequent line is LIVE. (Reminder: Each offensive squad 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 TD). “No hand offs or pitches in the “ No Run Zones” The player that receives the ball from the center must pass the ball or run if blitzed.

5. Runners may not leave their feet to advance the ball. Diving, leaping, or jumping to avoid a flag pull is considered flag guarding.
6. Spinning is allowed, but players may not leave their feet to avoid a flag pull. Jumping in the air in a forward motion to advance the ball, while
7. Attempting to avoid a flag pull, is not allowed. Lateral moves to the left or right are permitted.
8. 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.

No blocking or “screening” is allowed at any time. *The main part of this rule is that the offense cannot prevent the defense in any way from approaching the*

ball carrier. No blocking or screening is allowed. The offense does not have to make contact for it to be considered blocking or screening. The offensive players should continue their run away from the ball carrier or come to a complete stop to avoid a block or screen from happening. If the offensive players are running towards the ball carrier or are running toward defenders to try and create a disruption for the defenders then this is considered blocking or screening.

Offensive players must not interfere with the play once the ball has crossed the line of scrimmage. No running ahead of the ball carrier or preventing the defense from approaching the ball carrier. However, the receiver may continue a route AWAY FROM the ball carrier.

9. Flag Obstruction – All jerseys MUST be tucked in before each 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.
2. Shovel passes are allowed, but must be received beyond the line of scrimmage.
3. The quarterback has a seven-second "pass clock" if no pass rush occurs. If a pass is not thrown within the seven seconds, play is dead, the down is consumed and there is a 5-yard penalty assessed to the offense. Once the defense crosses the line of scrimmage, or the ball is handed off, the 7-second rule no longer is in effect.
 - a. If the line of scrimmage is less than 10 yards from the team's defensive end zone, the penalty will be assessed as half the distance to the goal at the end of the 7-second clock.

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 towards 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.
6. Interceptions are returnable, including 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 may 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. The offense is responsible for getting the rush marker in between plays, and handing it to the referee to reset. Defensive players should verify they are in the correct position with the official on every play.
 - a. A legal rush is:
 - i. Any rush from a point 7 yards from the defensive line of scrimmage.
 - ii. A rush from anywhere on the field AFTER the ball has been handed off by the quarterback.
 - iii. 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.
 - iv. If a rusher leaves the rush line early and the ball is handed off before they cross the line of scrimmage, they may legally rush the quarterback.A penalty may be called if:
 - i. The rusher leaves the rush line before the snap crosses the line of scrimmage before a handoff or pass – Illegal Rush (5 yards LOSS and first down).
 - ii. Any defensive player crosses the line of scrimmage before the ball is snapped – Offside (5 yards LOSS and first down).



iii. Any defensive player not lined up at or beyond the rush line crosses the line of scrimmage before the ball is passed or handed off – Illegal Rush (5 yards LOSS and first down). c. Special circumstances:

i. Teams are not required to rush the quarterback, seven second clock in effect if there is no rush.

ii. Teams are not required to identify their rusher before they play, however, if they do send a rusher, the rusher must verify with the official that they are in the correct position.

iii. If rusher leaves the 7-yard line before the snap, he/she may immediately drop back to act as defender with no offside penalty enforced.

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 making contact with 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.

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 flag is pulled.



- a. A Safety is awarded if the sack takes place in the offensive team's end zone. On a safety, the defense is awarded 2 points, and takes over possession of the ball at their own 5-yard line.

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. For the safety of the players here is the clarification of the rule. If the defense is set then the ball carrier has the obligation to run around the defender. The defender however cannot try and impede the ball carrier by running at them and then blocking the ball carrier from moving by holding or extending their arms. The defender must only make an attempt to grab the flag. IF they grab the player or grab the uniform of the player, the defender must first completely let go and then make an attempt to grab the flag.
3. IF they grab the flag while holding onto the player or the player's uniform then this will be called as holding against the defense.
4. It is illegal to attempt to strip or pull the ball from the ball carrier's possession at any time.
5. 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.
6. A defensive player may not intentionally pull the flags off of a player who is not in possession of the ball.
7. 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 jersey.



XVI Formations

1. Offense must have a minimum of one player on the line of scrimmage (the center) and up to four additional 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 at least 1-yard behind and parallel to the line of scrimmage.
 - b. No motion is allowed towards the line of scrimmage.
2. Offensive players must come to a complete stop for one second before the ball is snapped unless he/she is the only player in motion.
3. 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.
4. 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 illegal. 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. Compliment ALL players, not just one child or team.
7. Fans are required to keep fields safe and kids friendly:

XVII 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 judgment calls.
5. Games may not end on a defensive penalty, unless the offense declines it.
6. Penalties are assessed live ball or 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 Spot Fouls

Defensive Pass Interference	Automatic First Down
Holding	+5 yards & Automatic First Down
Stripping	+10 yards & Automatic First Down
Defensive Unnecessary Roughness	+10 yards & Automatic First Down
Screening, Blocking or Running in front of the Ball Carrier	-5 yards & Loss of Down
Charging	-10 yards & Loss of Down
Flag Guarding	-10 yards & Loss of Down

III Defensive Penalties

Offside	+5 yards from line of scrimmage & Automatic First Down
Illegal Rush (Starting rush from inside 7-yard marker)	+5 yards from line of scrimmage & Automatic First Down
Illegal Flag Pull (Before the receiver has the ball)	+5 yards from line of scrimmage & Automatic First Down
Roughing the Passer	+10 yards from line of scrimmage & Automatic First Down
Taunting	+10 yards from line of scrimmage & Automatic First Down



Defensive Pass Interference	SPOT FOUL, Automatic First Down
Holding	SPOT FOUL, +5 yards & Automatic First Down
Stripping	SPOT FOUL +10 yards & Automatic First Down
Defensive Unnecessary Roughness	SPOT FOUL + 10 yards & Automatic First Down

IV Offensive Penalties

Offside / False Start	-5 yards from line of scrimmage & Loss of Down
Illegal Forward Pass (Pass received behind the line of scrimmage or throwing a pass after crossing the line of scrimmage)	-5 yards from line of scrimmage & Loss of Down
Offensive Pass Interference	-5 yards from line of scrimmage & Loss of Down
Illegal Motion (More than one person moving)	-5 yards from line of scrimmage & Loss of Down
Delay of Game	-5 yards from line of scrimmage & Loss of Down
Impeding the Rusher	-5 yards from line of scrimmage & Loss of Down
Screening, Blocking or Running Ahead of the Ball Carrier	SPOT FOUL, - 5 yards & Loss of Down
Charging	SPOT FOUL, -10 yards & Loss of Down
Flag Guarding	SPOT FOUL, -10 yards & Loss of Down







Additional Information

PROTEST RULE

- A coach has the right to protest one rule interpretation per game. The head coach MUST have a copy of the rules present and call a “Protest Time Out”. The protest must take place before the next play is started. The official must stop the clock and read the rule in question. If no agreeable solution is determined, then a league director may arbitrate and will have the final say. If a team protests a rule interpretation and is proven wrong, the team will be charged a timeout. If the team doesn’t have a timeout then that team will be penalized for delay of game.

GENERAL PENALTY INFORMATION

- If the offense throws an interception and commits an infraction after the interception, when the opposing team takes offensive possession they will get an additional 5 yards from the line of scrimmage.
- Only head coaches may approach the referee. Judgment calls cannot be argued.
- A game or half will not end on any accepted live ball defensive penalty.
- Any offensive penalty in your own end zone results in a safety (2 points) on a two way field only.
- A second penalty on an extra point, will equate to the number of points the offensive team was attempting and be awarded.

WARNINGS

- At the officials discretion a warning may be given in place of a penalty to a player or coach for any of the stated rules. Coaches and players should not expect to receive more than one warning if any.

EJECTIONS

- Flagrant Unsportsmanlike Conduct or Personal Fouls (Tackling, Pass Interference, and Charging)
- Intentionally Tampering with Equipment
- Bad Sportsmanship
- At the official’s discretion, a player or a coach may be ejected from the field for unsportsmanlike conduct or any flagrant violation of the rules. To eject a player or a

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coach the referee will call an official's time out and get the event liaison PRIOR to making this call.

- Any player or coach ejected may be put on probation with possible suspension for the remainder of the event, depending upon the severity of incident. My NFL Flag Football will have full discretion when imposing penalties.

SPORTSMANSHIP

- Trash talking is not allowed. Trash talking is offensive language used against opposing coaches, players, officials, league personnel or fans. Disciplinary action may be taken.

- If any league personnel or official witness any act of rough housing, including but not limited to, tackling, elbowing, cheap shots, or any other unsportsmanlike act, the game will be stopped and that player may be ejected. Further disciplinary action may follow including league expulsion.

- After the game, teams are expected to form a line at midfield and congratulate the opposing team regardless the outcome of the game. My NFL FLAG FOOTBALL has and always will provide an atmosphere where players, friends and families can feel comfortable enjoying a day of football. Any players, teams, or family members that jeopardize that environment will be asked to leave. My NFL FLAG FOOTBALL operates under a **ZERO TOLERANCE POLICY**.



