



NFL Flag Regular Season Rules (2023)

1) Game

- A.** All teams must be ready to go 10 minutes prior to the start of their game. The teams shall remain on the sideline of the field that their game is scheduled on during those 10 minutes. Coaches need to ensure their team is wearing rubber cleats, a mouth piece, Game-breaker helmet, has both flags, and jersey is tucked in.
- B.** At the start of EVERY game 2 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.
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 choose to defer to the second half.
- C.** The offensive team takes possession of the ball at its 5-yard line and has three (3) plays to cross midfield. Once a team crosses midfield they have three (3) plays to score a touchdown.
- D.** If the offensive team fails to cross midfield after three plays, an automatic punt will occur. There is no actual punt, instead possession of the ball changes and the opposition starts its drive from its own 5-yard line.
- E.** Teams change sides after the first half. Possession changes to the team that started the game on defense.

2) Terminology

- A.** Boundary Lines – outer perimeter lines around the field. They include sidelines and back of the end zone lines.
- B.** Line Of Scrimmage – (LOS) an imaginary line running through the point of the football and across the width of the field.
- C.** Line-To-Gain – the line the offense must pass to get a first down or score.
- D.** Rush Line – imaginary line running across width of field 7 yards (into the defensive side) from the LOS.
- E.** Offense – the squad with possession of the ball.
- F.** Defense – the squad opposing the offense to prevent them from advancing the ball.
- G.** Passer – the offensive player that throws the ball and may or may not be the quarterback.
- H.** 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.
- I.** Downs (1-2-3) – the offensive squad has three attempts or “downs” to advance the ball. They must cross the first down line to gain another set of downs or to score.

- J. 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 before the down is considered complete.
- K. Dead Ball – refers to the period of time immediately before or after a play.
- L. 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.
- M. Inadvertent Whistle – Official's whistle that is performed in error.
- N. 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.
- O. 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 ball carrier's flags with a hand or arm.
- P. Shovel Pass – a legal pass attempted beyond the line of scrimmage by throwing the ball underhand or pushing it towards a receiver in a shot put type manner.
- Q. A backwards or sideways toss of the ball by the ball carrier can only be done behind the Line of scrimmage.
- R. Unsportsmanlike Conduct – a rude, confrontational, or offensive behavior or language.

3) Eligibility

- A. All players' legal guardians must associate themselves and their participating children on the www.nflflag.com website with NFL Flag Inland before participating.
- B. The league provides each player with shorts, a flag belt, and an NFL Flag powered by USA Football NFL jersey. Teams will use the football provided by their league.
- C. Players must wear rubber cleats; cleats with exposed metal are not allowed and must be removed.
- D. Players may tape their forearms, hands and fingers. Players may wear gloves, elbow pads, and kneepads. Braces with exposed metals are not allowed.
- E. Players must remove all watches, earrings and any other jewelry that the officials deem hazardous.
- F. Official NFL Flag jerseys must be worn during play. Shorts must be worn if provided by league.
- G. Players' jerseys must be tucked into the pants if they hang below the belt line.
- H. Pants or shorts with belt loops or pockets must be taped.
 - I. All Players must wear a protective mouthpiece and Gamebreaker helmet.
 - II. Flags must be demonstrated as to their ability to be pulled during pre-game inspection.

4) Field

- A. The field dimensions vary with locations but generally are 25 yards by 50 yards with two 7-yard end zones and a midfield line-to-gain. Field size may vary for each league.
- B. Stepping on the boundary line is considered out of bounds. When scoring, both feet must be in the end-zone to count. **The ball is not marked where the ball is.**
- C. 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. If the defense decides to blitz, the quarterback is allowed to run the ball.
- D. If a player loses a flag, the play is a dead-ball and will be marked at the spot where the flag fell off.

E. Players may not jump or hurdle to avoid their flag from being pulled. Players may jump to bat the ball down while the football is in the air or when making a football move to catch the football.

5) Rosters

- A. Home teams wear dark color jerseys; visiting teams wear light color jerseys.
- B. Teams consist of 10 to 12 players. Game is played 6v6.
- C. Teams must start a game with a minimum of five players. In the event of an injury, a team with insufficient substitute players may not play with less than five players on the.

6) Timing and Overtime

- A. Games are played on a 40 minute continuous clock with four ten minute quarters. The clock stops only for end of quarters, halves, and timeouts.
- B. Halftime is two minutes long.
- C. 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.
- D. Each team has one 60-second time out per half.
- E. Officials can stop the clock at their discretion.
- F. In the event of an injury the clock will stop and restart when the injured player is removed from the field of play.
- G. If the score is tied at the end of 40 minutes, the game will go into overtime. Overtime (OT) Period is used to determine a winner. OT format is as follows:
 - 1. First possession choice goes to the winner of regulation coin toss, loser of toss chooses direction.
 - 2. Each team gets at least 1 possession; all regulation rules & penalties are in effect, there are no time-outs.
 - 3. Each team will start with the ball at the 5 yard going the same direction which is chosen by the loser of the coin toss.
 - 4. Each team gets 3 downs. The team that makes it the furthest wins.
 - 5. If a touchdown is made, the team can decide to go for 1, 2, or 3 extra points.
 - 6. Interceptions are not returnable in overtime but would mean an automatic win for the opposing team, adding 1 point to the team that made the interception.
 - 7. If an interception is made during the extra point in overtime, the ball is dead.
 - 8. Change of Possession:
 - (a) Change of possession takes place when Team scores or does not score a touchdown.
 - (b) Team B takes possession on the same yard line going in the same direction as team A. Team B begins at the 5 yard line regardless of whether or not Team A's possession ended in a touchdown.
 - 7. OT periods:
 - (1) There are no overtime periods. Each team gets 3 plays.

7) Scoring

- A. Touchdown: 6 points
- B. PAT (Point after Touchdown) 1 point (5-yard line), 2 points (12-yard line), 3 points (18-yard line)
Note: 1 point PAT is pass only, 2 and 3 point PAT can be run or pass.
- C. Safety: 2 points

- D. Every score requires the ball carrier to have 2 feet to in the end-zone to count as a score.
- E. 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.
- F. A team that scores a touchdown must declare whether it wishes to attempt a 1-pt. conversion (from the 5-yard line), a 2 point (from the 12 yard line), or a 3 point (from the 18 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 are worth the amount of points the opposite team was going for in the PAT if returned for a score.
- G. Mercy Rule: After one team is winning by twenty eight 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 (game technically ends scoring wise). The losing team has the option of continuing to play offense and defense in a game situation or play offense only for the remainder of the game. Scores do not count after entering Scrimmage mode. The game continues until the clock expires. The defense on the winning team cannot rush the QB after going into scrimmage mode.

8) Coaches

- A. 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.
- B. Coaches are allowed on the field to direct players according to need and division.
 1. 6U-1 Offensive and 1 Defensive coach is allowed on the field during game play.
 2. 8U and 10U-1 Offensive coach is allowed on the field during game play.
 3. 12U and 14U-No coach is allowed on the field during game play.
- C. Coaches are expected to adhere to NFL Flag Inland Empire sportsmanship philosophies, coaching guidelines and codes of conduct.
- D. Only three coaches per team are allowed on the sideline during the game. Only the head coach can talk to referee or ask for rules clarification.

9) Live Ball/Dead Ball

- A. The ball is live at the snap of the ball and remains live until the Official whistles the ball dead.
- B. 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.
- C. The Football neutral zone is an area in which no member of either team may be, other than the person holding the ball. The neutral zone only exists in dead ball situations (i.e. when play is not ongoing). The neutral zone can be described as the length of the football from one tip to the other when it is spotted.
- D. A player who gains possession in the air is considered in bounds as long as one foot comes down in the field of play.
- E. 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.
- F. Any Official can whistle the play dead.

G. Play is ruled “dead” when:

1. The ball hits the ground.
2. The ball carrier’s flag is pulled.
3. The ball carrier loses a flag.
4. The ball carrier steps out of bounds.
5. A touchdown, PAT or safety is scored.
6. The ball carrier’s knee or arm hits the ground.
7. The ball carrier’s flag falls out.
8. The receiver catches the ball while in possession of one or no flag(s).
9. The 7 second pass clock expires.

H. Inadvertent whistle.

I. In the case of an inadvertent whistle, the offense has two options:

1. Take the ball where it was when the whistle blew and the down is consumed.
2. Replay the down from the original line of scrimmage.

J. 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.

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

10) Running

A. The ball is spotted where the flag is pulled, not where the ball carrier has the ball. Forward progress will be measured by the player’s front foot.

B. The quarterback cannot directly run with the ball until the defenses rushers/blitzers crosses the line of scrimmage. At that point, the quarterback may scramble or may advance the ball beyond the line of scrimmage. All rushers/blitzers must start behind the 7 yard rush line designated by the referee. The quarterback is the offensive player that receives the snap.

C. 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.

D. “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.

E. Laterals or pitches are allowed behind the LOS only. Dropped attempts are a dead ball at the spot where the ball hits the ground.

F. The player who takes the handoff can throw the ball from behind the line of scrimmage.

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

H. Runners may not Dive to advance the ball.

I. Spinning is allowed but players may not charge into defenders. Lateral moves to the left or right are permitted.

J. Runners must make every attempt to avoid a collision with another player.

K. No blocking or “screening” is allowed at any time.

- L. Offensive players must stop their motion once the ball has crossed the line of scrimmage. No running with the ball carrier.
- M. Flag Obstruction – All jerseys MUST be tucked in before play begins. The flags must be on the player's hips and free from obstruction. Deliberately obstructed flags will be considered flag guarding. If the ball carrier's flags are out of position (not on his side), he is down at the spot a defender's attempts to pull the flags.

11) Passing

- A. All passes must be from behind the line of scrimmage; thrown forward and received beyond the line scrimmage.
- B. Shovel passes are allowed but must be received beyond the line of scrimmage.
- C. 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 there is a 5-yard penalty assessed to the offense. Once the ball is handed off or the defense crosses the line of scrimmage, the 7-second rule no longer is in effect.
- D. 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).

12) Receiving

- A. All players are eligible to receive passes (including quarterback, if the ball has been handed off behind the line of scrimmage).
- B. Only one player is allowed in motion at a time. All motions must be parallel to the line of scrimmage and no motion is permitted towards the line of scrimmage.
- C. A player must have at least one foot inbounds when making a reception.
- D. In the case of simultaneous possession by both an offensive and defensive player, possession is awarded to the offense.
- E. 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.
- F. Interceptions and PAT conversions are returnable.

13) Rushing the Passer

- A. 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.
- B. 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.
- C. 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.
- D. A legal rush is:
 - 1. Any rush from a point 7 yards from the defensive line of scrimmage.
 - 2. A rush from anywhere on the field AFTER the ball has been handed off by the quarterback.
 - 3. 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.
 - 4. 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.

E. A penalty may be called if:

1. The rusher leaves the rush line before the snap crosses the line of scrimmage before a handoff or pass – Illegal Rush (5 yards LOS and first down).
2. Any defensive player crosses the line of scrimmage before the ball is snapped – Offside (5 yards LOS and first down).
3. 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 LOS and first down).

F. Special circumstances:

1. Teams are not required to rush the quarterback, seven second clock in effect.
2. Teams are not required to identify their rusher before they play; however, if they do send a rusher, the rusher must verify that they are in the correct position 7 yards from the ball.
3. 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 anyway. Blocking the pass or attempting to block the pass and then making contact with the passer will result in a roughing the passer penalty. Defender hand contacting the ball while in the QB's hand is considered contacting the QB and a penalty. A blocked pass after it leaves the QB's hand is a live ball while in the air (the ball can be caught by offensive or defensive player if it has not hit the ground).
5. The offense cannot impede the rusher in any way while QB is in pocket. 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.

G. A sack occurs if the quarterback's flags are pulled behind the line of scrimmage. The ball is placed where the quarterback's front foot is when flag is pulled.

H. A Safety is awarded if the sack takes place in the offensive team's end zone. Entire front foot must be in the end zone for a safety to occur. Any part of the foot out of the end zone, ball is spotted at that point.

14) Flag Pulling

- A. A legal flag pull takes place when the ball carrier is in full possession of the ball.
- B. Defenders can dive to pull flags, but cannot tackle, hold or run through the ball carrier when pulling flags.
- C. It is illegal to attempt to strip or pull the ball from the ball carrier's possession at any time.
- D. 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.
- E. A defensive player may not intentionally pull the flags off of a player who is not in possession of the ball.
- F. 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.

15) Formations

- A. Offense must have a minimum of one player on the line of scrimmage (the center) and up to 5 total players on the line of scrimmage. The quarterback must be off the line of scrimmage.
- B. One player at a time may go in motion 1-yard behind and parallel to the line of scrimmage.
- C. No motion is allowed towards the line of scrimmage.
- D. 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.
- E. 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.
- F. 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.

16) Unsportsmanlike Conduct (Penalty is 5 yards and loss of down)

- A. 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!
- B. 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.
- C. Players, Coaches or Fans may not physically or verbally abuse players, coaches, fans, or officials.
- D. Ball carriers MUST make an effort to avoid defenders with an established position.
- E. Defenders are not allowed to run through the ball carrier when pulling flags.
- F. Fans must also adhere to good sportsmanship, as well:
- G. Yell to cheer on your players, not to harass officials or other teams.
- H. Keep comments clean and profanity free.
- I. Compliment ALL players, not just one child or team.
- J. Fans are required to keep fields safe and kid friendly. Keep younger kids and equipment such as coolers, chairs and tents a minimum of 5 yards off the field sidelines and end zone area.
- K. **Only the Head coach** can talk to referee for Rules clarification. If anyone other than the designated head coach questions a call during the game he may be warned and ejected for a 2nd offense by referee. A warning includes a 5 yard penalty. Head coaches must be respectful when talking to referee officials. Head coaches violating the sportsmanship policy can be warned and ejected.
- L. **Official Misconduct** Any official deemed or suspected of disrespecting the integrity of the game, head coaches may call for a league official to monitor the game. Delay to be done without loss of a timeout or a challenge.

17) Penalties

A. 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 head coach may ask the referee questions about rule clarification and interpretations. Players may not question judgment calls. Penalty is unsportsmanlike action (see below)
- (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.

B. Spot Fouls

- (1) Defensive Pass Interference Automatic First Down
- (2) Holding + 5 yards & Automatic First Down
- (3) Stripping + 5 yards & Automatic First Down
- (4) Defensive Unnecessary Roughness + 5 yards & Automatic First Down
- (5) Screening, Blocking or Running with the Ball Carrier - 5 yards & Loss of Down
- (6) Charging -5 yards & Loss of Down
- (7) Flag Guarding -5 yards & Loss of Down
- (8) Offensive Unnecessary Roughness -5 yards & Loss of Down

C. Defensive Penalties

- (1) Offside + 5 yards from line of scrimmage & Automatic First Down
- (2) Illegal Rush (Starting rush from inside 7-yard marker) + 5 yards from line of scrimmage & Automatic First Down
- (3) Illegal Flag Pull (Before the receiver has the ball)+ 5 yards from line of scrimmage & Automatic First Down
- (4) Roughing the Passer + 5 yards from line of scrimmage & Automatic First Down
- (5) Taunting + 5 yards from line of scrimmage & Automatic First Down
- (6) Defensive Pass Interference SPOT FOUL, Automatic First Down
- (7) Holding SPOT FOUL, + 5 yards & Automatic First Down
- (8) Stripping SPOT FOUL + 5 yards & Automatic First Down
- (9) Defensive Unnecessary Roughness..... SPOT FOUL + 5 yards & Automatic First Down

D. Offensive Penalties

- (1) Offside / False Start.....- 5 yards from line of scrimmage & Loss of Down
- (2) Illegal Forward Pass..... - 5 yards from line of scrimmage & Loss of Down
(Pass thrower beyond the line of scrimmage)
- (3) Offensive Pass Interference- 5 yards from line of scrimmage & Loss of Down
- (4) Illegal Motion (More than one person moving, false start, etc.) - 5 yards from line of scrimmage & Loss of Down
- (5) Delay of Game- 5 yards from line of scrimmage & Loss of Down
- (6) Impeding the Rusher..... - 5 yards from line of scrimmage & Loss of Down
- (7) Screening, Blocking or Running with the Ball Carrier SPOT FOUL, - 5 yards & Loss of Down
- (8) Charging SPOT FOUL, -5 yards & Loss of Down
- (9) Flag Guarding SPOT FOUL, -5 yards & Loss of Down
- (10) Offensive Unnecessary Roughness SPOT FOUL, -5 yards & Loss of Down
- (11) Unsportsmanlike action-5 yards, Loss of Down

18) Additional Information

- A. Approved Football (footballs used must be the ones given by the league)

8U and Below
10U and Above

NFL Peewee
NFL Junior

19) Team make up / Play Time / Practice Time

- A. Teams are made up of registered players. We reserve the right to add players to all teams that do not have 12 players.
- B. Coaches must play all players 50 % of the game. Coaches must rotate players in and out. We have 2 suggested rotations that must be used unless another method is approved by the league (all players on bench must be rotated in game using one of these methods) includes playoffs:
- C. Play 6 on offense and have them stay on defense. On the next possession send in your next 6 who play offense and stay in for defense. Use this rotation on every time your team gets possession of the football.
- D. Play 6 on offense and when you lose possession rotate 6 new players in to play defense. Use this rotation the entire game. In the second half switch the offensive players to defense and the defensive players to offense.
- E. On Teams with more than 12 players, coaches must use similar rotations to make every effort to see that players share a significant amount of play time.
- F. Coaches cannot limit players play time because a player missed practice.
- G. Teams can practice twice per week unless granted an exception by league. Practice should not last longer than 60 minutes.

20) Coaches / Player Designated Area (CDA)

- A. CDA extends from goal line to goal line
- B. Each team shall sit on separate sides of the field.
- C. A coach may legally leave the CDA to aid an injured player, to point out a scoring mistake, to request a timeout to ascertain where a correctable error needs to be rectified, or to seek information from the official during a timeout or intermission.
- D. Coaches or players found to be out of the CDA he will be given a warning, penalty, and or asked to leave.
- E. Head Coaches are responsible for conduct and behavior of players and fans
- F. Flags worn by players must be a different color than shorts. Flag length cannot be alerted.
- G. All spectators must sit on their designated endzones. No exceptions.

21) 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.

22) 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 receive 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.

23) Warnings

At the Official's 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.

24) Ejections

A. Flagrant Unsportsmanlike Conduct or Personal Fouls (Tackling, Pass Interference, and Charging)

B. Intentionally Tampering with Equipment

C. Bad Sportsmanship

D. 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 coach the referee will call an Official's time out and get a hold of the event liaison PRIOR to making this call.

E. Any player or coach ejected may be put on probation with possible suspension for the remainder of the event; depending upon the severity of the incident.

25) 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 officials 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 of the outcome of the game. NFL Flag Inland Empire 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. NFL Flag Inland Empire operates under a **ZERO TOLERANCE POLICY**.