

UA Flag Wayne | Youth Flag Football Rules

6 v 6 Flag Game Format

- Fields are approximately 25-30 yards wide and 50 yards long, including 5-7 yard end zones.
- Games are 6 players vs 6 players
- Two 20 minute running clock halves (*5 minute break at half*)
- Each possession starts at the 5 yard line after scores, a "punt," and/or halftime.
- 30 second play clock (*45 second play clock for K-2nd Grade Division*)
- The offensive team has FOUR downs to get a first down at mid-field, then FOUR downs to score once they have crossed mid-field. On fourth down before the mid-field, teams have the choice to "punt" or go for it. If a team elects to "punt", the opposing team starts on their own 5 yard line. [WINTER SEASON NOTE: No first downs are allowed in the Winter season as the field is smaller, but teams still have the ability to "punt"]
- **NO RUSHING THE QUARTERBACK!** Unless the QB fakes a handoff which will trigger a defensive player to cross the LOS and rush the QB.

Scoring

- Touchdowns = 6 points
- Extra Point (5 yard line) = 1 point
- Extra Point (10 yard line) = 2 points

PreK-K and 1st-2nd Grade Division Rules

- UNLIMITED Runs
- 45 second play clock
- Maximum of TWO Coaches on the field **if mutually agreed upon by both Coaches**. Any Coaches on the field, need to be at least 20+ yards behind the LOS to ensure they remain out of the play and do not stand between any receivers. If it cannot be mutually agreed upon, it will be limited to only ONE Coach.

3rd-4th Grade Division Rules

- 30 second play clock
- ONE run per set of 4 downs
- NO runs 5yds from the goal line
- NO runs on extra points
- ONE Coach is allowed on the field for both offense and defense

5th-6th and 7th-8th Grade Division Rules

- 30 second play clock
- NO RUNS
- NO Coach allowed on the field

Basic Rules

- Mouth pieces are required to be worn by players at all time while on the field.
- Coin flip determines choice of possession or direction.
- The clock will only stop for time-outs and injuries unless it is the last minute of the game. (*it does not stop for incomplete passes, out of bounds, change of possession*)
- All players are eligible for passes.
- **LAST 1 MINUTE OF THE GAME**
 1. The clock will stop in the final 1 minute of the game on these actions:
 - Incompletions
 - Out of Bounds
 - QB Sack
 - Change of Possession
 - Penalties. If it's an offensive penalty the clock will start on the official unless dead ball foul.
- TWO 30-second timeouts per halftime.
- If a timeout is called after a touchdown, the clock will not start until the play after the conversion attempt.
- Teams switch sides at halftime.
- If there is a bad snap, the ball is dead and placed at the LOS. There is NO loss of yardage.
- Center cannot take a handoff from the QB.
- Ball is placed where a flag pulled, not where the ball is when the flag is pulled.
- A receiver must have **one** foot in bounds when making a reception.
- Laterals are allowed but if the ball hits the ground, the ball is spotted at that yard mark.
- Absolutely no tackling or blocking (*stationary pick is allowed but player cannot move*).
- Only one player can be in motion at the same time.
- 3 Players must be on the Line of Scrimmage or Illegal Formation; The Center counts as 1 player on the LOS.
- Games cannot end on a defensive penalty.
- Flag belts need to be on the outside of shirts, on the hips, and the belt needs to be tucked-in so it does not look like a false flag. If need be, flag belts should be cut or taped so it does not hang down.
- To be a legal snap, the ball must be handed or passed from the ground with a continuous motion of the hand (does not need to be through the legs).

Special Alert Rules

- Defensive players can cross the line of scrimmage when a handoff, fake handoff or backward pass has occurred. This *Deception Rule* is applied to define the integrity of the LOS and development of the passing game for both offense and defense. This rule applies to all Divisions.
- Interceptions can be returned for a TD, if intercepting teams flag is pulled before the end zone then possession will begin where the defender is flagged. However, defensive teams cannot earn points on an extra point attempt. If intercepted, the play becomes dead.

- **MERCY RULE:** If a team is up by 30 or more they only have 2 downs to get a first down and 2 downs to score until that point difference is trimmed below 30 pts. Then regular game rules apply. The team that is behind by 30 or more points will start their offensive possession at the +10 yard line towards the opponent's end zone and get 4 downs to score. If the point difference is trimmed below 30 pts, then regular game rules apply.

Pass Game Rules

- The Offense has to throw the ball within:
 - **PreK – 2nd Grade – 6 seconds**
 - **3rd – 8th Grade – 4 seconds**
- **The sack count starts on the snap of the ball no matter what the offensive play is attempted.**
- Forward pass can be underhand or overhand as long as it is beyond the LOS.
- If the QB does not release the ball before time expires, the result of the play is a sack and the ball stays at the LOS.
- There are NO forward passes behind the LOS. This is a 5 yard penalty and loss of down.
- NO RUSHING THE QUARTERBACK!
- K-4th Grade, the QB can HAND or PITCH the ball off to another player and they can throw the ball within the allotted time. If/When the QB hands or pitches or throws a backward pass to another player, this alerts the defense that they CAN cross the LOS to pull the flag of the player with the ball.
- All grade levels have the option to throw a backward pass for a double pass play. This alerts the defense that they CAN cross the LOS to pull the flag of the player with the ball. The sack count continues until the double pass is thrown. (*5th-8th grade can never take a hand off nor run the ball across the line of scrimmage on a backwards pass.*)
- Defense must start 2 yds off the LOS unless the ball is at the +1 then the Defense can start at Goal line.

Run Game Rules

- *A play will be considered a run play, when the ball carrier crosses the line of scrimmage, or if a player takes a hand-off from the quarterback, and does not cross the line of scrimmage in the allotted time. A play in which a player takes a hand-off from the quarterback, and then throws a forward pass will be considered a pass play, and not count as a team's run play. A pass behind the LOS is deemed a run play.*
The play is dead when the following occurs to the ball carrier:
 - Flag is pulled
 - Runner's knee touches the ground
 - Runner steps out of bounds
 - Runner loses his flag then the opposing team must touch him down.
 - Runner dives, jumps or leaps; ball is spotted where the runner left his feet.
- **NO direct QB runs**
- The ball carrier can spin to avoid their flag being pulled but cannot flag guard.
- No fumbles (*a fumbled, or stripped ball is dead and placed at the spot of the fumble with the offensive team retaining possession*)

Penalties

OFFENSE PENALTIES:

- **Offensive Pass Interference** – 10 yard penalty and replay the down
- **Illegal motion (2 men in motion)** – 5 yard penalty and replay the down
- **Illegal Formation** – 5 yard penalty and replay the down
- **Illegal Run** – 5 yard penalty and loss of down
- **False Start** – 5 yard penalty, replay the down
- **Illegal Forward Pass** – 5 yard penalty and loss of down (QB steps over the LOS or QB throws a forward pass behind the LOS)
- **Blocking** – ball is placed at the spot of the foul and loss of down
- **Leaping** – ball is placed at the spot of the foul and loss of down
- **Flag Guarding (including stiff arms)** – 5 yard penalty from the spot of the foul and loss of down
- **Unsportsmanlike conduct** – 15 yard penalty (*possible ejection*)
- **Delay of Game** – clock is stopped and a 5 yard penalty
- No Intentionally Grounding Penalty

DEFENSE PENALTIES:

- **Defensive Pass Interference** - 10 yard penalty and replay down unless it's an offensive catch; Offense decides. *1st down can occur depending on the yardage.*
- **Illegal Contact (holding, jams, etc.)** – 5 yard penalty and replay down unless it's an offensive catch; Offense decides. *1st can occur depending on the yardage.*
- **Defensive Holding while pulling flag** – 5 yard penalty added to the end of the play and replay down. *1st down can occur depending on the yardage.*
- **Illegal Flag Pull (before player has ball)** – 5 yard penalty and replay down. *1st down can occur depending on the yardage.*
- **Off-sides** – 5 yard penalty and replay down. *1st down can occur depending on the yardage.*
- **Illegal Rushing (before a hand-off has occurred)** – 5 yard penalty and replay the down; offense decides depending on the result of the play. *1st down can occur depending on the yardage.*
- **Inadvertent tackle** – 5 yard penalty added to the end of the play and replay down.
- **Inadvertent tackle From Behind w/clear path to end zone** – Automatic Touchdown
- **Unsportsmanlike conduct** – 15 yard penalty and automatic 1st down (*possible ejection*)
- *Defensive Penalties inside the 10 yard line will result in half the distance to the Goal line if applicable.*

Overtime Rules

ONLY IN THE PLAYOFFS

- Overtime period will take place with each team receiving a possession.
- Coin flip determines choice of 1st or 2nd possession
- Possession begins at the 10 yard line (both teams will go in the same direction)
- If a touchdown is scored, a team can elect to go for a 1 or 2 point conversion.
- If the Defense intercepts the ball it's a change of possession starting at the 10 yard line unless the Defense returns it for a TD. Game could be over if the intercepting team was ahead in points in OT prior to playing Defense or intercepting team returns it for a TD on its 1st Defensive possession per OT.
- If the game is still tied, overtime will be repeated until there is a winner.
- Offensive team will get 2 downs to score from the +10 yard line
- Teams alternate first possession each overtime period