

# HARRISBURG TOWNSHIP PARK DISTRICT (HTPD)

## FLAG FOOTBALL RULES SUMMARY



### **RULE 1 – THE GAME, PLAYERS AND EQUIPMENT**

- Typically 7 vs 7 or 8 vs 8 but up to 10 vs 10 is allowed. Minimum is 5 players on the field.

### **RULE 2 – DEFINITION OF PLAYING TERMS**

- Hurdling and Diving are NOT allowed.

### **RULE 3 – PERIODS AND TIME**

- Two 20 Minute periods with 5 minute halftime. Clock does not stop.

### **RULE 4 – DEAD BALL & DEFLAGGING**

- If a runner's flag falls off accidentally i.e., without any defensive contact, he is not considered down until touched by a defender and the whistle is blown.
- A defensive player may not hold, push, or knock the runner down in an attempt to remove the flag.

### **RULE 5 – DOWNS**

- Only one first down marker – “50 yard line”. 4 consecutive downs to reach the first down.
- 1<sup>st</sup> & 2<sup>nd</sup> Grade: Maximum of 3 runs per set of downs.
- 3<sup>rd</sup> & 4<sup>th</sup> Grade: Maximum of 3 runs per set of downs.
- 5<sup>th</sup> & 6<sup>th</sup> Grade: Maximum of 2 runs per set of downs.

### **RULE 6 – SNAPPING, HANDING AND PASSING THE BALL**

- Must have 3 down linemen and down linemen cannot go out for a pass
- Maximum of 4 receivers going out for a pass
- No quarterback sneaks allowed from directly behind center snap position. Quarterback may take snap from drop back (shotgun) position and run around the left or right end positions.
- Referee counts to 3 before defense can rush. 3 second rule definition – defense must stay behind line of scrimmage until 3 second count ends before coming over. If there is a dropped snap or fumble, defense does not have to wait for count to 3 before rushing.
- 5th & 6th grade groups MAY have 1 blitz per 4 downs. Blitz must be called aloud by defensive team or coach as the offensive team breaks the huddle and is walking up to the line of scrimmage. NO BLITZ on 2 point conversion.
- Defensive backs MUST play man to man coverage (No Zone Coverage). Defensive backs must “cover” a receiver. One free safety is allowed to play in the middle of the defensive backfield and cover the quarterback.

## **RULE 7 – SCORING PLAYS**

- No punting or kicking off. Possession will start at the 5 yard line.
- After a 4<sup>th</sup> down, ball will be placed on 5 yard line to start other teams' possession.
- If ball is intercepted or fumbled, then possession starts where player was downed.
- 2 point conversions will be from the 5 yard line after touchdowns.
- Borrowing player – Borrowed Player Cannot play quarterback or running back.
- Score will not be kept for 1<sup>st</sup> & 2<sup>nd</sup> Grade Division. Coaches will referee their own games.
- Safety – Defensive team is awarded 2 points and then gets the ball at the other end of the field.

## **RULE 8 – CONDUCT OF PLAYERS AND OTHERS**

- A defensive player may not intentionally push or block a runner who is near the sideline.
- No player shall obstruct an opponent with an extended (non-flexed at the elbow aka stiff-arm) hand and arm.
- The runner shall not use his hands below his waist to protect his flags. While making initial contact with his opponent, the runner may not use his hands below his waist to block an opponent.
- The runner shall not hurdle or lower his head to interfere with being deflagged. A runner may not lower his head more than halfway between his waist and shoulders.
- The runner shall not dive to avoid being deflagged.
- A runner may not charge into a potential deflagger.

## **RULE 9 – PENALTY ENFORCEMENT**

- We will be using persons registered, HTPD Staff, and/or coaches to referee. We will have ZERO tolerance to arguing. Coach will be removed from the game and not allowed to coach next game.