

# TAAF 8 on 8 Adult Co-Rec Flag Football Rules

## Summer Games Invitational

*(Any rules that are not referred to below, please revert to the 8 on 8 Men's rules or contact State Commissioner)*

### RULE 1: THE GAME, FIELD, EQUIPMENT, & ROSTERS

#### Section 1 – The Game

- Games consist of two 18 minute halves with a 7-play period.
- At the beginning of each half, a coin toss will be held. The winner of the coin toss will have the following options: (1) offense, (2) defense, (3) choice of goal to defend, or (4) defer option to the second half. The loser of the opening toss will have the choice of the remaining options for the first half. The captain, not having the first choice of options for the second half, shall exercise one of the remaining options.
- The offensive team takes possession of the ball at their 20-yard line and has 4 plays to cross the next 20-yard line to gain for a first down (20-yard, 40-yard, Goal-line marker).
- If the offensive team fails to cross the designated marker for a first, the ball changes possession, and the opposite team starts their possession where the previous team's possession ended.
- The game clock will continuously run except for injuries or time-outs. The clock will stop with two minutes remaining in the first and second half, teams will be given a two-minute warning and be instructed that the 7-play period will begin where the clock will stop on all dead ball situations (out of bounds, incomplete pass, a scoring play, etc.).
- Each time the ball is spotted a team has 25 seconds to snap the ball. Officials will warn the offense when there are 10 seconds to snap the ball. Teams must wait until the referee is set of a referee acknowledges they are ready for play. The 7-play period will only have the 25 second play count to use a time guideline between plays.
- Bubble zone is in effect around the center.
- Offensive blocking/screening is allowed behind the line of scrimmage (with hands behind back or tucked in the front belt area) but it is NOT allowed at any time down the field.
- Mercy Rule: If a team is ahead by 25 or more points at the two-minute warning of the 2<sup>nd</sup> half then the 7-play period will be waived. If team scores inside the 2<sup>nd</sup> half 7-play period and it results in a score where they are now ahead of 25 or more points the game will be deemed over inside the 7-play period.

#### Section 2 – Fields

- All fields will use the same dimensions as we see in 8 on 8 Men's Flag Football.
- 80-yards from goal line to goal line with two 10-yard end zones.
- Field shall be divided into four 20-yard zones.
- Fields shall be a minimum of 40-yards wide and a maximum of 53 1/3-yards wide.
- Point After Touchdown yard markers should be marked at the 3-yard line (1 point), 10-yard line (2 points), and 20-yard line (3 points).

#### Section 3 – Equipment

- Cleats are allowed, except for metal spikes. Inspections will take place before every game by the officials.
- Balls: There are no rules regarding football air pressure. However, for all plays when a male is receiving a snap, the ball must be a regulation NHSA/COLLEGE/NFL/ADULT sized football. For all plays when a female is receiving a snap a women's or junior sized football or larger is permitted. Men receiving a lateral on the play may throw a women's or junior sized football.
- Shirts must be tucked in shorts, pants, etc.
- All shorts, pants, etc. must not have any pockets of any kind.
- No headgear with an extended bill may be worn (ex: caps, visors, etc.)
- Flags – Sonic Flags/Shruumz/Purple Poppers are the only flags that will be allowed in regional and state tournament play. These flags will be approved by all tournament directors and TAAF State Commissioners. Flags must be a minimum of 12 inches in length and 1.5 inches in width and must be a different color than the player's shorts, pants, etc. The flags themselves nor the male/female piece are permitted to have any type of tape or other alteration. Flags not made of vinyl are not permitted.

#### Section 4 – Rosters

- Official Rosters must be approved by a TAAF representative and turned into the tournament director 48 hours prior to a team's first game.
- Team rosters are not to exceed 20 players in tournament play.

### RULE 2: PLAYERS/GAME SCHEDULES, SCORING, & POINT AFTER TOUCHDOWNS (PAT's),

#### Section 1 – Players/Game Schedules

- Teams will consist of 8 players on the field (4 females max and 4 males max).
- Teams must field a minimum of 6 players at all times (2 females minimum and 4 males max).
- If a team or teams are not "ready for play" at the scheduled game time, then the game will be determined a forfeit.
- TAAF reserves the right to reduce, shorten, or reschedule games due to inclement weather or unforeseen circumstances.
- All players must carry ID for proof of age and identity which is related to player eligibility.

#### Section 2 – Scoring

- Any male touchdown scored is worth 6 points.
- Any female operative player touchdown scored is worth 8 points.
- A female must be the operative player in order to receive the 8 points. Examples of a female operative player touchdown include:
  - A female player catches a thrown pass in the end zone and/or runs after receiving the pass into the end-zone.
  - A female quarterback either runs or throws a pass that leads to a touchdown on the play.
  - A female is handed the ball behind the line of scrimmage and then runs or throws a pass that leads to a touchdown on the play.
  - A female intercepts the ball and returns it for a touchdown.

- If a male catches the ball and laterals to a female, it is NOT worth 8 points. This will only be worth 6 points. If a female catches a pass and laterals it to a male, it is NOT worth 8 points.
- Any safety scored by a defensive team is worth 2 points.

### Section 3 – Point After Touchdowns (PAT's)

#### **ALL Extra Points are +1 Point when scored by a female and/or she was deemed the Operative Player**

- Any extra point scored from the 3-yard line is worth 1 point.
- Any extra point scored from the 10-yard line is worth 2 points.
- Any extra point scored from the 20-yard line is worth 3 points.
- All point after touchdown (PAT's) attempts are live ball plays and can be returned by the defense if intercepted.
- If a point after touchdown (PAT) attempt is intercepted and returned by the defense they will be awarded the same amount of points the PAT attempt was worth to the offense.

### RULE 3: OPERATIVE PLAYER RULE, RUSHING THE QB, & CENTER SNAP

#### Section 1 – Operative Player Rule

- There is no maximum limit to the number of females that must be on the field.
- To ensure co-ed participation a penalty will ensue if the offensive team fails to use a female as an operative layer within 3 consecutive downs.
- Operative player is defined as a player who:
  - Is the intended receiver in the eyes of the official.
  - Runs the ball as the primary runner.
  - Receives a throwback and is the person who attempted the forward pass crossing the line of scrimmage.
  - Receives the snap as a QB and must attempt to be the person who initiates the ball crossing the line of scrimmage unless the female player is sacked.
- On a closed play, if the primary runner is a female, she must advance the ball across the line of scrimmage for positive yardage or be sacked for a loss of five yards or more for the play to count as a female play.
- Penalty for running 3 consecutive plays without a female as an operative player will be the defenses choice:
  - 10-yard penalty from the line of scrimmage, down the same with the play still closed.
  - Decline the penalty, take the result of the play, advance to the next down with the play now open for the next two plays.
- Plays utilizing a female resulting in a non-loss of down penalty will not count as a gender play meaning the play never existed.
- Plays utilizing a female player in a loss of down penalty will still be considered a female play.
- Operative player is NOT defined as a player who:
  - Hands off the football and never attempts a forward pass attempting to cross the line of scrimmage.
  - Snaps the ball in play.
  - Receives a hand-off only to give it back to a male before crossing the line of scrimmage.

- Some examples of an operative play:
  - A pass deflected by a female and caught by a male is a female play.
  - A forward pass thrown to a female or thrown by a female that falls incomplete and is deemed catchable by the official will result in a female play.
- Some examples of non-operative plays:
  - A pass deflected by a male and caught by a female is not a female play.
  - A pass thrown by a male, received by a male, and lateraled to a female is not a female play.
  - If a female laterals the ball to a male behind the line of scrimmage this will not result in a female play.

## Section 2 – Rushing the QB

- There is no defensive neutral zone.
- The defense may line-up at the line of scrimmage but cannot bump or hold wide receivers.
- Immediate rush at the snap of the ball is permitted

## Section 3 – Center Snap

- A center snap may touch the ground before it gets to the quarterback and remain playable if the quarterback fields it cleanly off the bounce (one or more) from the ground. However, if the quarterback muffs the ball to the ground or the ball goes past the quarterback it is dead where the ball touches the ground.
- All center snaps must be made between the center's legs. A false movement of the football by the center after they are set shall constitute an illegal snap. At all times the ball shall be snapped from the spot marked by the official ball marker.
- Bubble zone is in effect around the center.
- No defensive player may line-up over the center. If the defensive team is over the center they must be at least 4-yards from the ball.

## RULE 4: TIME-OUTS, DEAD BALLS, & OVERTIME

### Section 1 – Time-Outs

- Each team will have 2 time-outs per half. No time-outs will carry over to the 2<sup>nd</sup> half.
- Each timeout will be 1 minute in length.
- If an overtime period is needed, then only 1 timeout will be given to each team. No time-outs will carry over from regulation.
- Time-outs called during the point after touchdowns will keep the clock stopped until the next offensive possession.
- Officials can stop the clock at their own discretion at any time.

### Section 2 – Dead Balls

- Play is ruled "DEAD" when:
  - Offensive player's flag is pulled.
  - Ball carrier steps out of bounds.
  - Player has scored.
  - Ball carrier's knee or ball hits the ground.

- Incomplete Pass.
- If an offensive player loses a flag unintentionally the player is down where they initially gained possession of the football without the flag.
- Players may not start a play without a flag.
- There are no fumbles. The ball is spotted where it hits the ground. Anytime the ball touches the ground it is deemed dead. Exceptions:
  - Any ball dropped in a forward motion will be brought back to last point of contact with the ball.
  - Quarterback may field the ball off of a bounce cleanly.

### Section 3 – Overtime

- All overtime procedures will follow the same format (Double-Elimination Tournament) as it reads in the 8 on 8 Men’s rules unless otherwise stated below.
- In pool play overtime ONLY, teams will attempt 1 play from any point after touchdown distance of their choice (1-point, 2-point, or 3-point). Each team will have one offensive play to succeed on the extra point choice. The team with the most points scored at the end of the overtime period will be deemed the winner.
- If teams are still tied at the end of 2 overtime periods, both teams will be required to attempt the 2-point point after touchdown from the 10-yard line.

## RULE 5: PROTESTS, SPORTSMANSHIP/ROUGHING

### Section 1 – Protests

- **All protests will be resolved immediately. Only managers may protest.**
- **Judgment calls by officials may not be protested.**
- **Upon protest, a manager shall remit a \$50 protests fee. If the protest is upheld, the \$50 shall be immediately refunded. If the protest is denied, the deposit shall be forfeited.**
- **The tournament director, state commissioners, and their designees, in consultation with the officials of that game shall resolve the protest.**

### Section 2 – Sportsmanship/Roughing

- If the field monitor or officials witness any acts of tackling, elbowing, cheap shots, blocking, or any unsportsmanlike act, the game will be stopped and the player can be ejected from the game. The tournament director, state commissioner, and their designees may decide to eject players for the remainder of the tournament. FOUL PLAY WILL NOT BE TOLERATED.
- Trash talking is illegal. The officials have the right to determine language that is offensive (trash talk is that which may be offensive to an official, opposing team, or spectators). The officials can eject players from the game for trash talking.

