

CITY OF GRAPEVINE PARKS AND RECREATION DEPARTMENT

FLAG FOOTBALL RULES AND REGULATIONS

8 on 8

All League Games will be played in accordance with the current TEXAS AMATEUR ATHLETIC FEDERATION FLAG FOOTBALL RULES with the addition of the following:

I. *Player Eligibility

1. No player shall be permitted to play if he is presently or has, during the current season, been a member of any semi-professional, (this includes arena football), high school varsity, B team, 9th grade or college football team. Any team found violating this rule should forfeit all games played in by the ineligible player or players.
2. Players in all Adult Leagues must be sixteen (16) years of age or older prior to the start of league play.
3. Players will be allowed to play on more than one team during a season, but can not play on more than one team in the same league. However, only 2(A, B & C) players are allowed to join to play down or up for another team.

II. *Rosters

1. Each team will be allowed a maximum of twenty (20) players including playing coaches. Roster cards are due to the officials by your first scheduled game.
 - A. Each team may pick up players from another division and add them to the roster up until 2 weeks prior to the scheduled post-season tournament. There will be no drafting/picking up players for the league and/or TAAF State Tournament after the above deadline.
 - B. All players on your roster must play in at least 2 league games to be eligible for the post season tournament. For players who play on multiple teams, you must play in at least 2 league games for both teams.
2. Rosters must be completed with address, hometown, and telephone number, driver's license #, team name and player's signatures. The cards must be turned in to the head official no later than game time on the day of your first game. Failure to do so may result in forfeit or suspension.
3. Each additional player must complete and sign a roster card and turn it in to the head official no later than game time on the day that the player wishes to participate.
4. If a team has the maximum roster limit and needs to add a player(s), the team manager must drop/add to keep the limit at 20 players per team. Please see Article II, Section 1.

III. Equipment/Uniforms

1. All players must wear jerseys that are matching in color and which have a permanently affixed non-duplicated 8-inch number on the back. There will be a one game "grace period" for all teams to obtain their jerseys. After this "grace period", players not attired as described above will NOT be allowed to participate.
2. Shoes - Any flat soled or completely molded cleat shoes are acceptable. Removable cleats baseball or track spikes or shoes that have steel or metal tips are prohibited.
3. No jewelry of any kind may be worn during the game.
4. No headgear with an extended bill may be worn (ex: caps, visors, etc).
5. Protective Equipment - Helmets, shoulder pads, thigh pads are prohibited. The referee of that game shall decide any questions as to the legality of player's equipment. The use of any unyielding hard

substance cannot be used to protect an injury, no matter how well covered or padded. Therapeutic or prevention knee braces can be used if covered from direct external exposure.

6. Flags – Each player on the field (8 offensive and 8 defensive) will wear 2 flags at the waist, one on each side. Flags must be 12 inches in length and 1 1/2 inches in width and a different color than the player's lower uniform. **Sonic Flags** are recommended for use; however, ball and socket flags are illegal. Teams will provide their own flags.

IV. Playing Rules

1. Game time is forfeit time. No grace period!
2. Teams must start and finish a game with no less than six (6) players.
3. Line-ups must be turned into the official at least ten (10) minutes prior to gametime. Line-ups must include last name, first name and jersey number.
4. The game will be played in 2 halves of 20- minutes in length. The clock is a running clock. At the end of 18 minutes in the 1st and 2nd halves, teams will be given a two- (2) minute warning. At the conclusion of the 20- minute period (both halves), a 7 plays period begins. The seven- (7) play period has only the twenty-five (25) second play clock to use as a time guideline between plays. The officials will give down, distance, and play number on all plays remaining. Teams must continue to make first downs if they want to keep possession, as it is with using the clock. However, if they do not make a first down, the defense has a chance to gain possession and use the remainder of the seven plays. P.A.T. tries will not count as one of the seven plays.
5. A five- (5) minute half time will be observed.
6. A coin toss will be held at the beginning of the game and the winner will get his choice of goals or offense or defense. The loser of the toss shall have first choice at the beginning of the second half.
7. Clock Regulations - (1) Clock will start each quarter when the official puts the ball in play. (2) After a team time-out, the clock will start at the snap of the ball. (3) Because the clock is a continuous clock, it does not stop for P.A.T. attempts. (4) Clock will stop for team time-outs, official time-outs, and at the discretion of the official to retrieve long incomplete passes.
8. Time Outs - Each team shall be allowed 2 time outs per half. Time outs will be one (1) minute in length. Any player that participated in the last play and is on the field of play may call time outs.
9. **Blood Rule** - A player, coach, or official who is bleeding or who has blood on his uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time considered reasonable is left to the official's judgement. Uniform rule violations will not be enforced if a uniform change is required. However, players should be prepared with a like colored T-shirt or jersey on stand by.
The official shall:
 - a. Stop the game and allow treatment if injured person would affect the continuation of play.
 - b. Immediately call a coach, trainer, or other "authorized person" to the injured player.
 - c. Apply the rules of the game regarding substitution, re-entry, and short-handed player if necessary.
10. If a team forfeits three (3) league games due to lack of players at the start of a regularly scheduled game, the team will be dropped from the league with no refund of entry fee and all teams scheduled to play the offending team for the remainder of the season will receive a win by forfeit.

V. Field Conditions

1. Call the rainout hot line before each game, regardless of weather conditions, the playability of game fields will be determined two (2) hours prior to game times each day.
2. ONLY TEAM MANAGERS SHOULD CALL 817-410-3475 FOR INFORMATION REGARDING FIELD CONDITIONS.

VI. Tie-Breaker Procedure

1. In case of a tie for tournament seeding positions at the conclusion of the season, the following tiebreaker procedure will be used to determine places:
 - a. Head-to-Head result(s) between teams tied.
 - b. If teams split in head-to-head games, point differential in those games will be used.
 - c. If teams are still tied, point differential in ALL league games for the teams tied will be used.
 - d. After the first place team has been determined, revert back to #1 above to determine second place from the remaining tied teams.

VII. *Conduct/Discipline - Zero Tolerance

1. Grapevine City Ordinance, Section #16-6 states "It shall be unlawful for any person to possess or consume any alcoholic beverage in the public park of the City."
2. Smoking will not be allowed on the field.
3. Each team manager will be held responsible for the conduct of his/her fans/spectators.
4. A player(s) may be asked to sit out a series (i.e. 2 to 4 plays). During this timeframe, the player(s) must go to the sideline and remain silent. The purpose of this rule is for the player(s) to have time to collect themselves so that they may continue to play. The official has the option to exercise this rule and/or opt to eject the said player(s). If this rule is not honored, then rules 5 and 6 will be enforced.
5. Any player, coach, or manager ejected from any league game will be suspended for one (1) league game. Players, coaches, and managers who have been ejected/suspended **must leave the complex**.
6. Ejection/Suspension/Appeal Procedures: Once a player, coach or spectator is ejected from a game, then that person will be notified in writing that they will be suspended for one (1) game and/or one (1) year depending on the severity of the incident. When the suspended person receives that correspondence, then he/she has the right to appeal the ruling **in writing** within 5 days. In turn, the Grapevine Parks and Recreation athletic office has up to 5 days to render a decision in writing regarding the appeal. This official has the right to uphold, reduce, waive or increase any suspension that has been granted, once the research has been conducted. All decisions are final and are considered closed.
6. Suspensions will carry over from season to season. Example: a player suspended for the final two games of one season will also be suspended for the first game of the next season.
7. Verbal or Physical violence, especially attacks on a game or tournament official immediately before, during, or after a game or fights/confrontations between players/teams will result in a minimum of one (1) year loss of eligibility in all league play or indefinite suspension in all league play, subject to an annual review if requested.
8. The officials have the authority to remove a player, coach, or spectator from a game and/or forfeit the game due to unsportsmanlike conduct. Unsportsmanlike conduct shall include, but not be limited to: profanity, threats of any kind, fighting (before, during, or after the game), any intoxicated condition detected by the referee before or during the game or any flagrant foul as determined by the referee.

VIII. Protests

MUST be filed in the following manner:

1. Must be filed before the game is over.
2. Notify the officials and give details of protest.
3. See that the official notifies the scorekeeper and that the protest is recorded in the official scorebook

as well as the Game Administration Report.

4. On the first regular business day following the protested game, the Team Manager must submit the protest in writing to the Recreation Services Office along with a \$25.00 Protest Fee. Make checks payable to "City of Grapevine". If protest is upheld, the fee will be refunded.
5. Judgment calls are not a basis for protests.
6. Rule interpretation protests must be filed before the next play.
7. The manager of the team opposing the alleged ineligible player must file Player eligibility protests before the last minute of the game. The Manager must then complete numbers 3 & 4 above to complete the protest procedure.

IX. Summaries

1. The Parks and Recreation Department reserve the right to add, delete or amend the rules and regulations or policies for the betterment of the program.
2. The Parks and Recreation Department can approve/disapprove any team name, logo, and language on uniform deemed lewd, vulgar, obscene, or suggestive in order to maintain a wholesome environment conducive to providing quality leisure opportunities.