KYLE PARKS & RECREATION DEPARTMENT
ADULT FLAG FOOTBALL LEAGUE
OFFICIAL RULES

Revised 9-16-14

~Indicates rule changes since last season~

All rules established, revised and updated by the Texas Amateur Athletic Federation shall apply to the Kyle PARD Adult Flag Football League. Below are either alterations, exceptions, points of emphasis or specially adopted rules for the K.A.F.F.L. and supersede TAAF published rules. The Kyle PARD reserves the right to amend, edit or adjust any and all rules of the league at any time to protect the best interest of the players, teams and league.

The Kyle Parks & Recreation Department reserves the right to limit or refuse participation to person(s) that do not demonstrate adherence to Players Contract, that contribute to the degradation of the league or display unsportsmanlike behavior to other teams, players and league officials.

RULE 1: LEAGUE:

1. The Adult Male Flag Football League is a recreational program under the direction of the Kyle Parks and Recreation Department. The Flag Football League is fully organized by the staff of the Kyle PARD. All decisions made by the Kyle PARD concerning the league are final.
2. All fees paid to and expenses incurred by the Adult Male Flag Football League do so under the Recreation Program Fund approved by the Kyle City Council.
3. All participants (Players and Coaches) in this league must have a signed and submitted player contract, release waiver and receipt of team fees before playing, practicing or being on the field participating in any capacity.

RULE 2: FIELD

1. The field parameters are as follows:
   The field will be 80 yards from goal line to goal line with 2 Endzones of 10 yards each.
   The field shall be divided into 4 zones of 20 yards each.
   The field shall be a minimum of 40 yards wide and a maximum of 53⅓ yards wide.

RULE 3: EQUIPMENT

1. **BALL**
   It is recommended that teams use the Wilson Official NFL ball or its equivalent. However, each team must provide an official size leather covered football that is properly inflated.

   Each team is responsible for their own ball (retrieving it after an incomplete pass and keeping it dry during adverse weather conditions). The center may carry the ball to the huddle.

2. **UNIFORMS**
   Uniforms shall be each teamôs choice as long as it does not include any hard or unyielding surface. All members of the same team must wear the same color jersey with at least an 8-inch high number on the back. Jerseyôs must be tucked in. No article of clothing may cover any portion of a playerôs flag (Flag Guarding). Officials should warn violators of this between plays.

   The lower uniform may be shorts, warm-ups, pants, or any other type of athletic wear. It is required that no lose fitting pants, or pants with front or side pockets be worn.

3. **JEWELRY & HATS**
   Players may wear no jewelry of any kind. Uniform/Equipment penalty: (a charged timeout or delay of game if no timeouts remain.) Hard-brimmed hats will not be allowed. Ex. Baseball caps.

4. **SHOES**

Any flat-soled or completely molded cleat shoes are acceptable. Baseball cleats, 1 inch cleats, track spikes or any shoes that have steel or metal tips are prohibited. All players must wear shoes. Uniform/Equipment penalty: (a charged timeout or delay of game if no timeouts remain).

5. **FLAGS**

Each team must provide their own Flags. This league requires the Sonic ñFlag-a-tagò Flags. These flags must be a minimum of 12 inches (flag itself) in length and 1 ½ inches in width and must be a different color than the playersô lower uniform. Each player on the field will wear 2 flags at the waist, one on each side. Flags must be attached to a belt and the belt will be worn snug around the waist to eliminate being turned partially around the waist during an attempt deflagging.

Illegal alteration, securing, or substitution of flags or belts will result in removal of player(s) from the game and a 15-yard penalty from the L.O.S. (Line of Scrimmage) of last snap if against the offense, and if against the defense from P.O.I. (Point of Infraction)

Any player not having the required 2 flags will be ruled deflagged immediately at the point at which he gains possession of the football. If a player is not wearing flags in the proper position (including flags not turned outwards) he will be penalized.

RULE 4: PLAYERS AND SUBSTITUTIONS:

1. **PLAYERS**

TAAF Flag Football teams will consist of 8 male players with all being eligible receivers. A team may not field less then 6 players with proper equipment at any time or a forfeit will be called.

2. **SUBSTITUTION**

There will be free substitution as long as players being substituted for are off the field prior to the next snap, or are out of the area of play and are departing the field in haste.

3. **TEAM ROSTER**

A teamôs regular playing roster shall not exceed 16 players, including a Player/Manager. No new player may be added to a teamôs regular playing roster after October 1st. ñPick upò players are not allowed.

4. **ELIGIBILITY**

No player shall be permitted to play TAAF Flag Football if he is under the age of 18 (As of the first game) presently, or has, during the current season, been a member of any 9th grade, Jr. Varsity, varsity, college, or B-team football team. Any player who has played regular season professional football (NFL, CFL, NFLE, and AFL) shall be ineligible to participate for one year after his last day as a member of a professional team.

Any team violating this rule shall forfeit all games played with ineligible players.

5. **PLAYERS BEHAVIOR**

Any verbal badgering of officials or derogatory language between opposing players after officials have asked once for Team Captainsô control may result in player(s) involved in action being disqualified. The first derogatory action or language will be penalized 15 yards and the team captain warned. The second derogatory action or language will cause player(s) to be disqualified, and a 15-yard penalty against the team of the disqualified player(s).

For games played at the Gregg-Clarke Park Sports Complex, no alcohol is permitted inside the walking trail. This rule goes for all players, spectators and guests during games. Teams may have to forfeit their games if this rule is violated by their spectators, players or coaches. No alcohol, in any form, will be permitted on the playing field, in the dugout, or consumed by any player before or during their scheduled game. Violation of the ñNo Alcoholò rule will result in forfeiture of

game. The ñbeforeò includes double-headers and tournament. Legal consumption of alcohol may be enjoyed after the teamôs last game of the day.

RULE 5. PLAYING REGULATIONS

1. COIN TOSS

At the beginning of the game, a coin toss will be held and the winner (team A) will get his choice of offense, defense (goal line to defend), or to defer until second half. The loser of the coin toss (team B) will have the remaining option of either offense or defense depending on what team A choose, or either offense or defense if team a deferred. In the second half, the deferring team chooses first or if there was no deferring team, team B chooses first.

2. BALL IN PLAY

The ball shall be put in play at the beginning of the game, beginning of the second half, after a touchback, and after a score by placing the ball on the 20-yard line of the offensive team with 1st down and ñline-to-gainò. At all times the ball shall be put in play from the center of the field or the spot marked by the official ball marker. Penalty Illegal snap, 5 yards from L.O.S.

3. HUDDLE

After the official marks the ball ñready-for-playò, the offense will have 25 seconds to put the ball in play or else be penalized 5 yards for a Delay of Game. It is not necessary to huddle after a play if a team wishes to use predetermined plays or audible.

4. SHIFT

Two or more offensive players may be shifting their position at the same time prior to the snap. Their movement may be in any direction but they must become set for one full count (1 second) before the ball is snapped of before another player can go in motion prior to the snap.

5. MOTION

Only 1 player is allowed to be in motion at the snap and his movement must be parallel to or away from the L.O.S. and must be continuous.

6. ENCROACHMENT OFFSIDE

Encroachment Offside shall be called if either the offense or the defense passes over the plane of the L.O.S. before the ball is snapped. A false movement of the football by the center shall constitute offensive encroachment. These are Dead Ball Fouls and the play shall be immediately whistled dead before play begins and 5 yards automatically marked off against the encroaching team unless a 1st down would occur (Captainôs Choice).

7. 1ST DOWN

A team will be allowed 4 downs to advance the ball from one zone to the next. A Zone is 20 yards. The zone will be considered reached when the both hips (flags) are on or over the line marking the next zone, or in this case ñthe line to gainò when the play is declared dead.

If, after 4 consecutive downs, a team has failed to advance the ball into the next zone, possession shall go to the defense at the spot at the end of the last down.

8. LINE PLAY

Any or all of the 8 players may be on the offensive or defensive L.O.S. at the snap.

The defensive line must be 1 yard off the ball at the snap.

No defensive player may be within 4 yards of the ball if lined up directly in front of the center, or within 1 yard off the ball if lined up to the side of the center at the snap.

9. **SCREENING/RUSHING**
Only screen blocking is permitted. Screen Blocking shall be defined as obstructing the rusherôs path to the quarterback or ball carrier, as long as it is done behind the L.O.S., as follows: The screener must have arms at his side, have thumbs hooked in his pants or belt or arms locked behind his back; and the screener may not block with his head, hips or legs; the screener may not leave his feet to screen; there can be no independent movement of the elbow.

The rusher may not run over the screener. The rusher may not pull the screener toward him or push the screener away from him. A penalty will be automatically called if the rusher touches the screenerôs head as long as the screener is screening upright. The screener may not step into the rusher.

Moving screens behind the L.O.S. for the passer or potential passer is legal. Once the pass or the potential passer crosses the L.O.S., all down field screens must be stationary screens. As the ball crosses the L.O.S. offensive players may maneuver for laterals behind the ball, but in doing so must not deliberately screen any defensive players. They must be clearly in the act of positioning for a lateral. Moving screens shall be penalized from the P.O.I. Penalty: 10 yards and loss of down if it occurs beyond the L.O.S.

ñPick Playsò by receivers on defensive backs or linebackers are illegal if set by receivers within 5 yards of a defender (a form of down field screening).

Roughing the passer when the pass is incomplete will be marked off from the L.O.S. When the pass is complete the penalty will be marked off from the E.O.R. Penalty: 10 - yards and an automatic 1st down.

Defensive player may not have any contact with the passer when he is passing. The defense may rush as many players as it wishes. NOTE: OFFICIALS SHOULD BE AWARE IF CONTACT IS CAUSED BY PASSER STEPPING UP OR MOVING INTO RUSHER. If the rusher touches the quarterback on the head in his attempt to block a pass. If the rusher, while attempting to deflag the quarterback or block a pass, lets his momentum carry him into the passer, Roughing the Passer will be called.

10. PASSING
There can be only one forward pass per play. There can only be 2 exchanges of the football in the air (forward pass or lateral), which are initiated from behind the L.O.S. After the 2nd exchange of the football in the air, if completed behind the L.O.S., the football must be run across the L.O.S. A forward pass is defined as a live ball thrown toward the opponentôs goal line.

Once the ball has crossed the L.O.S. in the air or in possession of a player, it cannot be passed forward, even if the ball is first returned back across the L.O.S. (Illegal Forward Pass).

11. INTENTIONAL GROUNDING
Intentional Grounding shall constitute an illegal forward pass.

A lateral will be any pass thrown overhand or underhand perpendicular to or away from the direction of advancement of the team in possession. Forward laterals are treated as illegal forward passes if beyond the L.O.S.

Push or Shovel Passes thrown in any direction are legal if initiated behind the L.O.S. Once a player crosses the L.O.S., push or shovel passes are legal if thrown parallel to or behind the ball carrier.

12. RECEIVING
All players of both teams are eligible pass receivers. Each player is eligible, even if he steps out of bounds or out of the endzone, as long as he catches the ball inbounds or comes down first inbounds with at least 1 foot. If a receiver comes down with one foot inbounds and one foot out of bounds simultaneously, the pass is incomplete. The lines marking the sidelines and the extreme back of the endzone shall be considered out of bounds if stepped on any degree.

13. PASS INTERFERENCE
Pass Interference Rules shall apply to any pass made from behind the L.O.S., whether it is a forward pass or a lateral pass, and applies to both offensive and defensive players. After the pass is in the air, neither pass receiver nor defender may touch the other until one of them touches the ball, or else offensive or defensive pass interference may be called. If contact occurs after one of them touches the ball, then pass interference may be called. If contact occurs after one of them touches the ball, then pass interference cannot be called unless one of them catches the ball and the other ñstripò the ball from his hands.

Receiver stripping is defined as attempting to take the ball from the grasp of a receiver after he has placed both hands on the ball but before he has brought the ball into a possessive position, in which case, Pass Interference will be called. If the player established possession of the football, the defender must go for the flag and not the ball. (Officials judgment will determine if a catch has taken place). Penalty is same as Pass Interference.

Any contact that occurs after the pass is touched (excluding Receiver Stripping) and is either complete or incomplete must be judged by the officials as either unavoidable contact caused by both players ñplaying the ballò or avoidable contact, which shall be penalized. Penalty will be 10 yards from P.O.I. if incomplete or complete, or judged to be flagrant, the penalized player may be removed from the game and penalty will be 15 yards. If pass is judged to be uncatchable, penalty will be accessed from the L.O.S.

All pass interference calls, whether offensive or defensive, occurring during the ñRegulation Play Periodò, ñ7-Play Ruleò, ñTie Breaker Periodò, or the ñP.A.T. Try Periodò, which are accepted by the defensive captain shall be marked off 10 yards from L.O.S. with loss of down (and loss of play during ñ7-Play Periodò and ñTie Breaker Periodò).

All defensive pass interference calls, whether they are during ñRegulation Play Periodò or ñTie Breaker Periodò which is accepted by the offensive captain shall be marked off 10 yards from P.O.I. and awarded an automatic first down. During P.A.T. try period team will be awarded an additional play (two tries), if needed to score.

Screening a receiverôs eyes by a defender without playing the football is pass interference and shall be penalized as such.

Bump and Run or checking an offensive receiver will be a 10-yard penalty from L.O.S. and Captainôs choice.

14. DEFLAGGING
The ball carrier is down and the ball is dead when either flag is detached from the ball carrierôs belt or when the ball or either knee touches the ground. A defensive playerôs feet may leave the ground to pull the offensive playerôs flag, but he may not make contact while doing so. **When a defensive player pulls the ball carrier's flag, he should stop and hold it above his head for officials to see.**

Tackling is prohibited. Tackling is defined as grasping or encircling the body of the ball carrier with a hand or arm. Grabbing the ball carrierôs clothing shall be penalized as tackling. If the defensive player reaches across the body of a ball carrier to pull his flag and contact is made, the responsibility of the contact lies with the defensive player. The penalty for tackling will be as

follows: 10 yards for impeding; 15 yards for tackling (encircling of body), with automatic first down (if tackling) from P.O.I. or L.O.S.; and if, in the opinion of the officials, the act prevented a score, the ball will be placed on the 1-yard line, first down and goal. The offender will be disqualified if the act was in the officialsô judgment to be flagrant.

The intended receiver of either a forward or lateral pass may be deflagged only after first touching the ball ï even while fumbling or bobbling the ball and before possession is established. The receiver will be considered downed at the point he was deflagged.

If the quarterbackôs arm was in forward motion when his flag was pulled, the pass is allowed. If the passer is legally deflagged as he is passing the football, and later in that play receives the ball back, he shall be downed at that spot.

Runner Stripping occurs when a defender attempts to strip the ball from the grasp of a player who has the ball in a possessive position. This is a form of Illegal Deflagging.

15. QUICK WHISTLE
Pretending to pull an opponentôs flag (raising empty hand intentionally) resulting in officialôs ñQuick Whistleò will be penalized 10 yards.

16. BALL CARRIER
The responsibility of avoiding contact rests with the ball carrier. He must show the officials he made an effort to avoid contact. The ball carrier will not deliberately run or drive into a defensive player. A ball carrier may spin, but must realize that while spinning or he is in a ñState of Non-Controlò and should contact occur as a result of his uncontrolled momentum, he will be penalized. The ñStiff Armò is illegal. Penalty 10 yards from P.O.I. and loss of down if it occurs beyond the L.O.S.

The ball carrier shall not protect his flags by blocking with his hand, arm or head, the opportunity to pull his flags. Flag guarding will be marked 10 yards from L.O.S. (if behind the line), or from P.O.I. if beyond the L.O.S. and loss of down.

17. 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 a bounce (one) or 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 centerôs legs. A false movement of the football by the center after he is set shall constitute encroachment. At all times the ball shall be snapped from the center of the field or the spot marked by the official ball marker.

18. PUNT
If a punt is to be made, the offense must announce it to the referee before the ball can be declared ready for play. The offense must declare within 10 seconds after asked by referee on 4th down play. (Penalty: Delay of Game.) After the offense declares, the referee will mark ball ready for play whereupon the offense will have 15 seconds to punt the ball.

When the offense declares the punt, it becomes a guaranteed punt. If a defensive penalty occurs after the offense declares the punt, a timeout is called by the offense, or a delay of game penalty is called on the offense, they can reconsider their choice to punt.

The ball will not be dead if it touches the ground before the punt is made, even if muffed by the punter. After a punt has been declared, neither team may cross the L.O.S. until the ball is kicked. The offense may have any number of its players on the L.O.S. The punt returning team must have 5 players within 5 yards of the L.O.S. and they must remain in the zone until the punt returnee enters that zone, at which time they may provide stationary screens or maneuver for a lateral. These 5 may not attempt to screen any member of the punting team as they pass through this 5-yard zone. Penalty: 10 yards from E.O.R./P.O.I.

If the punt hits a member of the punting team, who has not crossed the L.O.S., it is dead at that spot. Any member of the punting team may down the punt if it is beyond the L.O.S. and has touched the ground prior to being downed. The punt will be declared dead at the spot where it is first touched by the punting team.

The punt returning team may have 3 returnees in deep positions. The 2 returnees that do not carry the ball may not act as moving screens. They may run forward and provide stationary screens, or maneuver for a lateral. Penalty: 10 yards from P.O.I.

The punt returning team may field the punt in the air, off a bounce (one or more), or directly off the ground, if fielded cleanly. When a punt touches a player on the receiving team who is inbounds and the ball rebounds into the air, all players become eligible to intercept and advance the ball before it touches the ground. This applies even if the punt hits the ground before first touching the receiving teamôs player.

The punt returning team must be given the opportunity to field the punt in the air. If the ball is touched in the air by the punting team there will be a 10-yard penalty from the P.O.I.

On a punt play, there is no line-to-gain lines (1st down lines) established. When the punt receiving team is returning a punt, any live ball fouls committed by either team, which are accepted, will result in the penalty being marked off, after which the next line will become the line-to-gain for a first down. As soon as the play is blown dead, the line-to-gain is established. Any dead ball fouls that occur will result in the line-to-gain remaining the same (unless the enforced penalty leaves the ball past the line-to-gain).

If a punt is left unattended, it becomes dead where it rolls to a stop.

No Quick Kicks are allowed. It is a 5-yard penalty from L.O.S and loss of down.

Punts muffed by the receiving team in the endzone before possession, and ball hits in or out of the endzone, will be touchbacks. If the ball is touched in the air or on the ground by the punting team in the endzone, it is a touchback. If a punt receiver who has gained possession of the punt in the endzone is deflagged prior to crossing the goal line into the field of play, it is a touchback. If the punt receiver remains in endzone 5 seconds after fielding the punt, or downs the punt by knee, or touching the ball to the ground after possession, it is a touchback. If the punt receiver is carried into the endzone by his original momentum (officials judgment) and falls to cross the goal line, it is a touchback. (Punt return rules may also apply to interception return.)

A muffed lateral in the endzone will be a safety.

19. TIE BREAKER/OVERTIME

Regular season games will not have tie breakers or overtime. Tie Breakers and Overtime will only be played during tournament play. If two teams are tied for end of season standings, placement will go by points scored during regular season games.

For Tournaments:
Tie Breaker ï In the event of a tie game at the end of the 2nd half, the following method will be used:

The ball will be placed on the 40 yard line and each team will have 4 consecutive plays (unless terminated by an interception), in which to score the most points or gain the most yardage. If no team scores, the team that gains the most additional positive yardage shall be the winner. Positive yardage is defined as yardage gained while on offense only and must be in advance of the 40-yard line. If after 4 consecutive downs each, the two teams remain tied in all of the above combinations, additional downs will be played, one down at a time, alternating, until a winner is decided.

20. PENALTIES
All live ball fouls (fouls which occur while play is in progress) are Captainôs choice. All dead ball fouls (fouls which occur prior to the snap or after the ball is blown dead) will automatically be marked off. This means that if a foul occurs during a down and is a live ball foul, and then a dead ball foul occurs both fouls will be enforced. They do not offset, even if against different teams.

After a penalty is called, only the Captain of the penalized team may discuss it with the officials. The official making the call is obligated to give the playersô number and the act they committed (without discussion) to the penalized team captain. The official will then give the opposing team captain his options on the penalty.

If, in the judgment of any game official, the following acts are deliberate or flagrant, the player(s) involved shall be ejected from the game.

Using fists, kicking, or kneeing
Illegal use of hands, forearms, or elbows
Tackling
Any deliberate or flagrant act which could cause injury
Any act of unsportsman-like conduct
Abusive, profane, or insulting language
Any act of unfair or rough play
Threats or harassment of other players/officials
Verbal badgering of officials
Sideline interference

Note: Warning is not required.

There will be a minimum of 1-game suspension for any person ejected from a game for any reason.

21. 7-PLAY RULE PERIOD
The period goes into effect at the 2-minute warning of the 1st and 2nd half.

22. OFFSETTING PENALTIES
If offsetting fouls occur during a down, while the ball is ready-for-play, that down shall be played over.

RULE 6: LENGTH OF GAMES AND TIMEOUTS

1. PERIODS
The game shall be played in 2 halves of 20 minutes in length. In all games the clock will be running continuously.

At the end of 2 minutes in the first and second half, the teams will be given a Two-Minute Warning and told that there are only 7 plays left in that half.

Time periods may be modified during Tournament/Post-Season play and during adverse weather conditions.

Clock Regulations:

The clock will start each half when the official puts the ball in play.

After a team timeout, the clock will start at the snap of the ball.

Because the clock is continuous, it does not stop during Point After Touchdown (P.A.T.) attempts.

The clock will stop for team timeouts, official timeouts, and at the discretion of the official to retrieve long incomplete passes.

The on-field Captain or quarterback may request the amount of time left in the game from the officials at any time. Officials will be expected to give the correct time.

2. CHANGING ENDZONES

3. HALF TIME
Half Time will be the period of non-play between the 1st and 2nd halve. It will be a minimum of 5 minutes and a maximum of 10 minutes.

4. TIMEOUTS
Each team shall have 2 timeouts per half. Each team will be allowed 1 timeout during a tiebreaker. Timeouts will be 1 minute in length. Any player that participated in the last play and is on the field of play may call Timeouts.

If a team exceeds its timeout limit in either half they will receive a 5-yard penalty for Delay of Game.

RULE 7: SCORING

1. TOUCHDOWN
A touchdown scores 6 points. A touchdown occurs when both hips which flags are attached are on the goal line or in the end zone.

2. POINT AFTER TOUCHDOWN
The points awarded after a touchdown are:

1 point ï Forward pass from the 3-yard line.

2 points ï
Run from 3-yard line
Run or Pass from 10-yard line.

3. SAFETY
A safety scores 2 points. The team scored against will then punt the ball from their 10-yard line. Receiving team must have 5 players on the 20-yard line. Punt rules apply (6.18).

4. "17-POINT RULE"
If either team is ahead by 17 points or more at the 7-Play warning of the 2nd half, the game is declared over.

RULE 8: RAIN-OUTS - WEATHER DELAYS – MAKE UP GAMES

1. All Rain-Outs must be made up at the earliest Make-Up date scheduled by League.
2. Rain-outs will be posted as soon as it is determined, please check League Line-Up.
3. Make-Up games will be scheduled at the next open night. If the season does not allow for make-up games and each team has played at least 8 games, the season will be considered complete.
4. Weather delays once a game has started will be determined by the head referee. If a game is called before completion due to weather, the game will be rescheduled and time will start where it was stopped due to the weather.
5. All games must be completed prior to the End of Season Tournament.
6. Any team failing to appear and play a scheduled make-up game will forfeit that game.
7. Any requests and changes for rescheduled or make-up games must be made to the League office and approved.

RULE 9: End of Season Tournament:

1. All Teams will be scheduled to play in the End of Season Tournament.
2. Teams must play their tournament games with only the legal players on the roster as of October 15th.
3. All regular season games not completed before the tournament will result in split points, or ties.
4. No protest permitted for rosters may be made after the start of the 2nd (7) Play Period of the game. Any protest for this issue must be made before or during the game with the tournament official. All results are final after the completion of the game.
5. Seeding into the tournament will be based on regular seasonôs final standings. Each win is worth 2 points and each tie is worth 1 point. The teams will be seeded based on the total number of points. When a tie exists:
    a. First tie breaker is head-to-head games;
    b. Second tie breaker is most offensive runs scored during those head-to-head games;
    c. Third tie breaker is fewest defensive runs allowed during those head-to-head games;
    d. Fourth and final tie breaker is a coin flip
6. Each game will be 40 minutes long, plus a tie breaker if needed. The Head Referee will keep official game time unless time is kept by tournament officials.
7. Tiebreaker- In the event of a tied game at the end of the second half the following method will be used:
    (1) After an officialôs time out of two (2) minutes, during which time officials and team captains will have a coin toss, the winner will have choice of playing offense or defense first. Both teams will go in the direction of the wind or if no wind in the direction chosen by the loser of the toss.
    (2) Ball will be placed on the 40 yard line and each team will have 4 consecutive plays unless terminated by an interception, in which to score the most points or gain the most yards. If no team scores, the team that gains the most additional positive yardage shall be the winner. Positive yardage is defined as yardage gained while on offense only and must be in advance of the 40 yard line. If after 4 consecutive downs each, the two teams remain tied in all of the above combinations, additional downs will be played, one down at a time, alternating, until a winner is decided.
    (3) If a team scores a touchdown, it will be allowed to use its remaining downs, beginning again at the 40 yard line. A free down will be granted for P.A.T. attempts after each touchdown.
    (4) During Tie Breaker, teams will be allowed one time out each.
    (5) An interception terminates the offensive team chances. The offensive team is credited with positive yardage gained to point of the last snap prior to the interception. The defense may not advance the interception. Play stops.
    (6) Winner of the Tie Breaker shall be given one point.
8. **Coin flip for home/visitors will take place 30 minutes before scheduled game time at the tournament check-in/headquarters located behind Field # 4 in the future concession stand. At the coin flip, line ups shall be turned in as well.** The option for the call of heads or tails will be given to the highest seeded team. In the event that both teams do not show up 30 minutes prior to their scheduled game, the home/visitor option will be awarded to the team representative that is present. The exception to this rule will be when teams are playing back-to-back. The Coin flip will take place at conclusion of game and moving dugouts are not required ï the winning team can remain in current dugout or move to 3rd base if they win the flip. During this time rosters will be checked by the league administrator or their designee. No players may be added to this roster once it is signed by the league administrator or their designee.
9. **Each Team shall be ready to play 30 minutes before scheduled game time. Each team shall be warmed up and ready to play when referee calls for "Coaches".**

10. ñIf Gameò occurs when the undefeated team in the winnerôs bracket looses to the once-defeated team in the loserôs bracket in the Championship Game. The ñIf Gameò will be played by these rules:
    a. Home Team will be the team that was the visitors during the previous Championship Game ï teams reverse Home-Visitors for this game eliminating the need to flip;
    b. Game will start approximately 5 minutes after conclusion of previous game;
11. Awards will be determined by the League Committee before the season starts based on number of teams. Awards not picked up after 30 days from end of season will not be handed out.
12. When rain-outs or poor field conditions occur during the End of Season Tournament, the PARD League Office and/or Tournament Director will schedule make up games as follows:
    a. Shorten game time
    b. Re-arrange game times for same weekend as scheduled; or
    c. Play games during the following week as field schedule permits; or
    d. Play games on the following weekend as field schedule permits; or
    e. Call off tournament and present awards/trophies based on season standings with remaining teams in un-finished tournament.