

DEL ORO JR GOLDEN EAGLES FOOTBALL & CHEERLEADING TINY MITE FLAG RULEBOOK

6 v 6 Flag Game Format

- Field is normal width and 45 yards long with the end zone on each side. Play will be half-field.
- Games are 6 players v 6 players
- Two 20 minute running clock halves (*5 minute break at half*)
- Each possession starts at the 45 yard line after scores, turnover on downs and/or halftime.
- 30 second play clock
- The offensive team has three downs to get a first down at mid-field (22 yrd line), then 4 downs to score once they have crossed mid-field.
- All players are eligible!
- **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 pt
- Extra Point (10 yard line) = 2 pts

Flag Rules

Division Rules & Goals

- UNLIMITED Runs
- 30 second play clock
- ONE Coach is allowed on the field for both offense and defense

In this division we want to get the players lined up properly and running in the right direction. We want to be flexible with the rules and teach the players the proper fundamentals of football. The Deception Rule will be in effect to help with the integrity of the passing game for both offense and defense.

In this division we make the transition into an every-down is a pass play or a scaled down version of HS 7v7 pass game. We want the players to start working on their skills as a QB, WR, and DB that they have learned from their coach and apply it in a fun, competitive format. Our league wants players to try and pass the ball so all positions get practice.

Basic Rules

- Coin flip determines choice of possession or direction (winning team can elect to defer to the 2nd half)
 - 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)*
 - **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 and kneel downs/ spikes
 - 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 half
 - If a timeout is called after a touchdown, the clock will not start until the play after the conversion attempt
 - Play starts when the ball is removed from the snap stand. Player must say "Hike" or "Go" when pulling the ball from the snap stand.
 - Ball is placed where a flag is 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.
 - Games cannot end on a defensive penalty.

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 the intercepting team's flag is pulled before the end zone then possession will begin where the defender

is flagged.

- **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 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 – **6 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.
- **NO RUSHING THE QUARTERBACK!** Unless the QB fakes, then you can rush the QB.
- K-2nd 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.
- Defense must start 2 yards from the LOS unless the ball is at the +1 then the Defense can start at LOS. (No Press Coverage)

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.*

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)*

FLAG and 6v6 GAME 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 Intentional Grounding Penalty

DEFENSIVE 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 FORMAT

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

EQUIPMENT & ATTIRE

- Tennis shoes or rubber cleats are allowed. Metal cleats are not permitted.
- Pre-game inspections by coaches must be made, shirts to be tucked in.
- No obstructing clothing may be worn that might harm members of the other team or cover the flags.
- Players must wear the uniform and flags provided by the DOJGE during play, no personalized jerseys will be accepted.
- All players must wear a set of flags. A tackle is made by removing a flag and holding it aloft.