

GRAFTON GLADIATORS FLAG FOOTBALL RULES

Program Philosophy

Our goal is to provide boys and girls in grades 1-4 the opportunity to participate in an instructional football program that emphasizes fundamentals, sportsmanship, and teamwork

Divisions

Minors Boys and Girls entering 1st and 2nd Grade

Majors Boys and Girls entering 3rd and 4th Grade

Equipment

Grafton Gladiators provide 1 mouth guard per player, footballs, flags, kicking tees and team colored game shirts. Non metal spikes are recommended but not mandatory.

General Rules

Each team will have 8 players on the field

Each player will play at least one half of the game

The QB cadence will be ready hut

Every player will play every position through the season

The same player may only play QB for one half per game

Free substitutions when the ball isn't in play

Offense is allowed 2 running plays per 4 downs in the majors and 3 running plays per 4 downs in the minors

A QB run is considered a running play

Defensive players will count aloud to three apple or until the ball carrier commits to the line of scrimmage before crossing the line of scrimmage

The ball will be placed at the 10 yard line for all conversions

Game Rules

No tackling

No blocking below the waist

No flag guarding

Defense may not push the ball carrier out of bounds

Kick-offs: Home team will kick off in the beginning of the game and the visitors will kick off the second half. Minors will kick off from mid field and the majors will kick off from the 20 yard line.

A fumbled or stripped ball is ruled as a dead ball and the offense retains possession at the point of the fumble

Interceptions can be returned. The only exception is on a conversion where an interception will be a dead ball and change of possession will occur

Change of possession (other than interceptions) will result in the ball being placed on the teams 10 yard line.

Change of possession occurs when:

- Touchdown is scored

- Ball is intercepted

- Drive fails to gain a first down

The Ball is dead when:

- Flag is pulled
- Touchdown is scored
- Ball carrier steps out of bounds
- Ball carriers knee hits the ground
- Ball carriers flag falls off
- Ball is fumbled

Teams that choose to snap the ball in a shot gun offense or under center will have 1 re snap per 4 downs if there is a mishandled snap

2 coaches allowed on the field per team

Penalties

All penalties will be 5 yards

Likely penalties are:

- Offense- holding and flag guarding
- Defense- tackling, pushing the ball carrier out of bounds, interference

Length of Games

All games shall consist of two 25 minute halves. Games will have a running clock. Each team will have one 30 second time out per half. We will have a 10 minute rest between halves.

Scoring

Touchdown = 6 pts.

Running conversion = 1 pt.

Passing conversion = 2 pts.