

# **Sportsfest Flag Football**

**July 18<sup>th</sup> & 19<sup>th</sup>**

## **Rules and Information Sheet**

**Entry Fee: \$325.**

**Send to:**

**Jim Gillespie**

**2132 Fitzwater Street**

**Philadelphia, PA 19146**

**Tourney location: Cedar Beach Park, Allentown, PA**

**Brackets will be drawn at 8pm Friday, July 17<sup>th</sup> night at Volpes-Emmaus Sports Bar**

**Team Registration will begin at 8am on Saturday the 18<sup>th</sup>.** There will be a designated registration table where all of the players on the team ARE REQUIRED to hand in a copy of driver's license and sign a waiver form. All teams MUST hand in their complete roster at that time. There is no maximum for players on a roster. Although, EVERYONE must play 2 games on Saturday to be eligible to play on Sunday and if someone hasn't played one of the first 3 games of Saturday then they CANNOT play in the 4<sup>th</sup>. Teams will be given a penalty assessment sheet at registration. Some penalties will be yardage; some will be assessed in gain/loss of downs.

**Each team will be put in a bracket of 4 teams.** Games will begin at 8:30. Each team will play the other four teams in their bracket on Saturday. If a team goes 2-1 or 3-0, they will advance to Sunday.

**The tiebreakers will be reseeded by record; point differential average; points scored average; then a coin flip.** Points will only count for games played, forfeits will not factor in.

### ***Sunday***

Sunday will be an 8-team single elimination. The the teams will be ranked with the top seeds from each division ranking 1-4 or 5 (depending on how many brackets) and then 2<sup>nd</sup> seeds ranking, and then wild cards. We do NOT reseed after each round. The games will begin on Sunday at 9am.

## **5-man Flag Football:**

**-5-men per team on the field at one time.**

-The field is 25 yards wide by 50 yards long with 5-yard end zones.

**-Each team starts their offensive drives at their own 10-yard line except after a turnover. Defenses will not be granted a safety until the offense has advanced the ball on a previous play. If a team is ruled down in the end zone without advancing the ball, they will retain possession, half the distance to the goal from the previous spot, and they will lose an additional down.**

-Teams will have **5 downs** to score with no chance for a 1<sup>st</sup> down except on a penalty.

**-Once the ball is placed, the referee will begin counting down aloud from 10 to 1. The ball must be snapped before the countdown ends.**

-Two feet must be inbounds for a catch.

**-There will be two 12-minute halves. Clock will stop at change of possession, during a conversion, during an injury, inside one minute on incompletes or out of bounds, or during a timeout. Each team will have 2 timeouts per half.**

-Punts do not have to be declared. All downs will be treated the same; teams may or may not punt without verbalizing their decision before 5<sup>th</sup> down. Defenses may rush punts. ----**There is no flag guarding or stiff-arming.**

-Teams must provide a college or NFL size football for play.

**-A player MUST be touched to be down when advancing the ball if his flag has fallen out without someone pulling it while he had the ball.**

-A player advancing the ball may NOT be pushed out of bounds without an effort being made to pull his flag.

**-Defensive line must line up 1 yard off of the line of scrimmage.**

Standard offensive formation has a center, another lineman, quarterback, and two receivers. Standard defensive formation has two defensive linemen, linebacker, and two defensive backs. Any variation of these is acceptable as long as there is a center snapping the ball between his legs, and there are no offensive players moving forward before the snap.

**Blocking:** All blocking, line included, is with open hands in front. Blocking is permitted downfield once the ball has past the line of scrimmage. Blocking with shoulder or elbows will result in a penalty and possible ejection from game or tournament, referees discretion.

## **Penalties**

**Delay of Game-                      Loss of down**

### **False Start-**

**1<sup>st</sup> Offense during drive: Offense loses down**

**2<sup>nd</sup> Offense during same drive: Offense loses down and 5 yard penalty**

**3<sup>rd</sup> Offense during same drive: Offense loses down and half the distance to their goal line.**

### **Off-sides-**

**1<sup>st</sup> Offense during drive: Offense gains down**

**2<sup>nd</sup> Offense during drive: Offense gains down and 5-yard penalty on defense**

**3<sup>rd</sup> Offense during drive: Offense gains down and half the distance to goal line**

### **Offensive Holding-**

**Ten yard penalty from spot of infraction, down counts.**

### **Defensive Holding-**

**Ten yard penalty from spot of infraction, replay down.**

### **2 men in Motion-**

**1<sup>st</sup> Offense during drive: 5-yard penalty**

**2<sup>nd</sup> and 3<sup>rd</sup> Offense during drive: 5-yard penalty and offense loses down**

### **Flag Guarding-**

**Plays dead at infraction, 5-yard penalty each infraction. Play counts.**

**Defensive Pass Interference-**

**Spot foul, automatic first down. If on first down, goes to double first down.**

**Offensive Pass Interference-**

**Loss of additional down, and half the distance to own goal line.**

**Personal Fouls:****Unsportsmanlike Conduct-**

**Referee discretion. Minimum penalty of automatic first down if against the defense, if on first down, will go to double first. If against the offense, offense will be penalized an additional down. Depending on severity of offense, referee may kick player(s) out for plays, series, or tourney.**

**Roughing the QB-**

**Automatic 1<sup>st</sup> down and 10-yard penalty. Depending on severity of offense, referee may kick player(s) out for plays, series, or tourney.**

**Using shoulder to block downfield-**

**Play is dead at spot, ten-yard penalty and loss of additional down. Depending on severity of offense, referee may kick player(s) out for plays, series, or tourney.**

**Please email questions to Jim Gillespie at [jim@careerventure.net](mailto:jim@careerventure.net) or call 610-972-5546.**