

**CITY OF FRIENDSWOOD
ADULT FLAG FOOTBALL
RULES OF PLAY**

1. **Age:** All participants in the City's adult flag football leagues must have reached the age of sixteen (16) years prior to the registration date of the league. Any participant 17 years or younger will be required to have parental signature on roster to compete.
2. **Rules:** T.A.A.F rules shall govern play.
3. **Game Time:** Game time is forfeit time. The first game on the schedule will have a ten (10) minute grace period before a forfeit is declared. A team may field no less than 6 players at any time to start. (8 offense & 8 defense)
4. **Game Length:** Games shall be played in 2 halves of 20 minutes in length. In all games the clock will be running continuous. At the end of 20 minutes in the 1st and 2nd half the teams will be given a two-minute warning and told that now there are 7 plays left in that half.
5. **Coin Flip:** Winners of the coin toss will have the options of (1) offense, (2) defense, (3) choice of goal to defend, and (4) deferring to the second half. Defense always chooses goal to defend.
6. **“17 Point Rule”:** If either team is ahead by 17 points or more by the second half’s 7 play period warning or at any time during the second half’s 7 play period, the game is over.
7. **Tie Ball Games:** In the event of a tie game at the end of the 4th quarter a tie breaker will be played. (See Rule VI – U Tie Breaker)
8. **Game Ball:** Each team is responsible for bringing a football to each game. It is recommended that teams use the Wilson Official NFL Ball or its equal. However, each team must provide an official size leather covered football, which is properly inflated.
9. **Managers:** Team managers are responsible for notifying team members of all rules, schedules, make-ups and other information necessary for participation in the league.
10. **Officials:** Officials have supreme authority; their decision is final. The manager may register complaints only. Begging calls will not be tolerated.
11. **Inadvertent Whistle:** During the event that an official blows a whistle inadvertently, the possessing team will take the ball at the spot where the inadvertent whistle was made
12. **Protest:** The only type of valid protest is one that deals with a specific rule. Judgment calls will not constitute a protest. To file a protest, a check of \$40.00 payable to the City of Friendswood must be submitted with the written protest and turned in to the Recreation Coordinator by 5:00 p.m. of the following day after the game was played.

13. **Unsportsmanlike Conduct:** Unsportsmanlike conduct will result in a suspension from the league for one (1) scheduled game on the first offense and suspension from the season with a second offense. Serious problems, even on the first offense, can result in suspension from the league. Any player involved in a fight with another player or an official will automatically be ejected from the league. Unsportsmanlike conduct will not be tolerated. Officials have supreme authority. Severe incidents will be handled on a case by case basis and at the discretion of the Recreation Coordinator.
14. **Field Conditions:** Determination of field condition will not be made until two (2) hours prior to game start time. Teams may call (281) 996-3220 for information regarding rainouts.
15. **Awards:** A "Team Trophy" and individual awards will be awarded to the first place finisher in the single elimination tournament. Individual awards will consist of team shirts. Second place finisher will receive team t-shirts.
16. **Rosters:** Team Rosters must be filled out completely with current home and work numbers indicated. All rosters must be turned in to the Recreation Coordinator or umpires on or before the start of the second scheduled game. Twenty (20) player roster limit. A player can only be on one team's roster per division. All roster players must play at least 6 regular season games to be eligible for the playoffs.
17. No player shall be permitted to play T.A.A.F. Flag Football 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 or college football team. Any player who has played **professional football** shall be ineligible to participate for one year after his last day as a member of a professional team.
18. **Forfeit Fee Deposit:** Any team that forfeits their scheduled game will lose their forfeit fee deposit of \$80.00. Any team that forfeits more than two (2) games will be dropped from the league. An \$80.00 forfeit fee deposit will be collected in addition to the registration fee. It must be a separate check made out to the City of Friendswood. Teams must notify the Recreation Coordinator that they will not be able to play by 3:30pm of game day. If notified before the 3:30pm deadline the forfeit fee will not be deposited, however it will count towards your team's two forfeits.
19. Profanity is prohibited. Players can be ejected from the game or for the remainder of the season.
20. **Alcohol is strictly prohibited inside the park. Teams or individuals caught with alcohol inside the park can be subject to forfeit or ejection from the game. If there continues to be a problem the person or team will be ejected for the remainder of the season.**
21. **Shoes:** Any flat soled or completely molded cleat shoes are acceptable. Removable cleats, baseball or track spikes or any shoes that have steel or metal tips are prohibited. All players must wear shoes.

22. **Mouth Guard:** All players are strongly recommended to wear a mouth guard during the game for safety purposes.
23. **Uniforms:** Shall be each team's choice as long as it does not include any hard or unyielding surface or obscene language or gestures.

Any shorts or pants worn during flag football league play **must not have pockets located where flags would normally hang from the belt.** This is to reduce the risk of injury when pulling flags. If discovered during a game or a pocket becomes ripped during a play (an attempt at deflagging a player), if successful, player will be ruled down as if he were legally deflagged from a flag belt. No headwear with an extended bill may be worn. No jewelry of any kind may be worn.

- a. **Jerseys:** All members of the same team must wear the same color shirt or jersey. If not, pennies will be provided. Jerseys must be tucked in. No article of clothing may cover any portion of a player's flag.
 - b. **Shorts/Pants:** Any shorts or pants that have striping, piping or a design that camouflages a player's flags or flag belt will not be allowed.
24. **Flags:** The City will provide flags for competition. These sonic flags will be the only flags acceptable during game time. No cut off flags will be allowed! If you wear cut off flags during the game, you will be ejected from the game. If you are caught tampering with flags, you will be suspended from the league for tampering with city property. Flags must be returned to the mesh bag when each game is whistled dead. In order to keep fees low, we need team managers to make sure all flags have been returned. If we have to constantly buy new flags registration fees will go up!
 25. **Picking Up Extra Players:** If a team needs to pick one or more players to field a team, they will need to get permission from the other team's manager before the game starts. If a team suspects that the opposing team may have an illegal player, a protest can be made during the game. If a protest is made, the manager will need to alert the official as to whom the illegal player or players are. The official will then check the team's roster and make a ruling. Once a protest is made, the game will end in a forfeit. If the protest is valid, then the team protesting will win. If the player or players are on the roster, then the protesting team will lose. The losing team's forfeit fee check of \$80.00 will be deposited.
 26. The City of Friendswood reserves the right to change or amend these rules to facilitate league play. Questions may be directed to the City of Friendswood, Recreation Coordinator, at (281) 996-3228.

27. Remember to have fun! This is recreation!