

8 man rules (8 v 8) rules:

Ages 4-14 Rules listed below.

At no time should any team feel that since a rule is not fully enforced that they may get away with breaking that rule or feel that since a rule isn't fully enforced during the season it will not or cannot be enforced late in the season. Rules are rules and that is why we have them, do not get upset when and where they are enforced. Follow them and you will have not problems. Any rules outside those listed here by Game Time Sports League will defer to the T.F.F.A rules shown above.

Sections:

- Football Rules
- Game Commencement
- Scoring
- Penalties
- Equipment
- Other

FLAG FOOTBALL RULES

All games will consist of four, ten-minute quarters, with a five-minute halftime and two minutes between quarters. Each team is allowed two, 35 second time outs per half. The only time the clock will stop will be in between quarters, half time, team time outs, official time outs and for kick offs. Time starts on kick offs when receiving team touches the ball. 5 Play rule at the end of the 2nd quarter and 4th quarter. The Last 3 minutes of these quarters will end the running clock. There will be a total of 5 plays allowed. Team with the ball will have the ability to hold the ball all 5 downs by advancing the ball as required for first downs. If the team with the ball chooses to punt on 4th down. The receiving team will only have the remaining downs to use. Each team will only have 25 seconds per play during this time period.

Other than those instances, time continues to run during all games.

The playing field will be 35-40 yards wide and 60 yards long. Each end zone will be 10 yards deep. The field will consist of 6, 10 yard zones. Total field size will be 80 yards.

Each game will begin with a coin toss. The team listed first on the schedule is considered the home team and will call heads or tails. The winner of the coin toss will then choose which team will kickoff. Team must be clear on whether they will Differ or Receive. Any team stating they will kick the ball will automatically give up the ball the second half. If stated correctly after halftime the teams will switch roles. We suggest coaches practice this with the kids.

The game will be played 8 vs. 8. Games may be played with a minimum of 6 players. The team with all its players may elect to continue to play with its 8 players vs. the other teams 6 players. Games may not be played with less than 6 players, any game played with less than 6 players is an automatic forfeit (7-0 win for team with all their players) and will only be played as a fun game for the kids if both teams agree. **(Forfeiting team is responsible for paying ref fees for both officials on the field)**

Teams must have a minimum of 6 players ready to play no later than 5 minutes after the officials flipped the coin toss. (This applies to all games that are running on time. If your game is running behind. This 5 minute grace period will not apply. As the game time has passed its start time and all players should be ready on the sidelines.) If a team does not have more than 6 players ready to play after this time, the game will be forfeited and a fun game may be played.

The head coach has the authority to limit game playing time of any player on their team who continually misses practices without a valid excuse, or that may have caused disciplinary problems during a prior practice or a particular game. Game Time does not control player playing time for any team/organization when it comes to their players. This is a team/organization standard that is set and should be explained to you all when joining each team.

One coach for teams ages 6U and 8U, may stay on the field to call plays and adjust their players. But the coach must stay away from any play in motion. Any interference by any coach on the field will automatically be a penalty and be an automatic first down; if the coach on the offense/defense interferes it will be an automatic 10 yards penalty. Any coach knowingly interfering in a play or constantly interfering in plays will be ejected from the game. They will be contacted by Game Time Sports League staff and disciplinary actions will be taken (if need be criminal and legal actions). When teams on offense are within 10 yards of the endzone. The Defensive coach must be standing outside of the endzone to allow plenty of room for the offense to run plays.

No technology (Cameras, Cell Phone Cameras, GoPro's) recording devices are allowed on the field. All recording devices must be off the field during all games. Teams are not allowed to record other players or teams. Teams are not allowed to record games for social media monetary purposes and are not allowed to hire individuals to record Game Time games, events or Game Time presence without the written consent of Game Time Sports League. We hold the rights to all games hosted by Game Time Sports League and do not give permission to anyone to rebroadcast without our written consent.

Games Commencement:

All offensive plays must begin with a clear center and quarterback exchange and a clear snap.

Every play may be a sweep, hand off or a pass .

Ages 6U and 8U may side snap the ball as an alternative to under snapping/traditional snap any center facing forward (towards the defense) must under snap/traditional snap. Quarterback and center cannot be touching the ball at the same time during a snap. Ages 10U and older must under snap/traditionally snap the ball.

Coaches are not allowed to handle the footballs on the playing field. Coaches will not be allowed to throw footballs on and off the field once the whistle has been blown. If a ball is brought in from the sideline once the whistle has been blown. It must be brought into mid field and then can be set afterwards anywhere on the field. Coaches are also not allowed to take the ball out of players hands and throw the ball to sideline players or any other player set on the field. Players must handle the footballs on the field. Play will result in an Illegal Touch Penalty that will result in a 5 yard penalty from the LOS. Officials discretion will be used when setting younger players (6u and 8u) with the ball.

All eight players on offense are eligible receivers, including the center. There can only be one forward pass per play.

The offense for age groups 6U, 8U and 10U will have five (5) seconds from the snap of the ball to run a play. Ages 12U and 14U age group will have three (3) seconds. If a sweep, hand off or pass is not completed before the 3/5 second time allowed, the defense may rush in to pull the quarterbacks flags. The quarterback may not run across the line of scrimmage with the ball until 3/5 seconds are up. It is up to the players and coaches to keep track of these five seconds, do not depend on the referee to keep track for you. The Defense may not cross the line of scrimmage before the 3/5 seconds are up for any reason. They must make sure there is a clear exchange of the ball in any play before the 3/5 seconds if they are crossing the line prior.

The Quarterback must have clear possession of the ball before he/she can hand it off or pass it to anyone crossing the line of scrimmage. The officials will determine if there was clear possession of the ball. The Quarterback may not cross the line of scrimmage before 3/5 seconds. In the event that the Quarterback and an offensive player are both holding onto the ball for an extended period of time (usually 1 one thousand) the official will call a "GO" for the defense is allowed to rush the quarterback. **THIS IS OFFICIALS DISCRETION.** If need be the Officials we call an "Illegal Touching" of the ball by the offense and a 5 yard penalty from the LOS will be marked off.

If the snap is dropped during the exchange from the center to the quarter back, the ball is automatically whistled dead where it fell (Officials discretion on whether to allow teams to try again the first week of the season, this will be discussed at coaches in the coach's chat). Any hand off or exchange of the ball between the quarterback and any of his offensive players that is dropped/muffed is dead where the ball falls. The ball cannot be picked up and advanced.

Players on Defense must be lined up 1 yard to the side of the center or at least 3 yards away from over the top of any center using a traditional snap. If you are side snapping, the Defense is allowed to line up over the center.

A first down will be earned every time that a team advances the ball into a new zone. If your team has been penalized, you must make up the lost yardage and enter the original zone to earn the first down.

There is a thirty second time limit between plays. If you need to set up your players on the line prior to each play, remember you are only allowed 30 seconds and no extra time is allotted for setting up your kids. (Play starts with the official's whistle.) Huddles are optional. During the 5 plays in the 2nd quarter and 4th quarter. There will only be 25 seconds allowed between plays.

One man allowed in motion at snap of the football. Players may line up in the backfield.

Catches must be made with a minimum of one foot clearly in bounds.

Interceptions are allowed and may be run back for a touchdown. Interceptions on extra points will count for the 1 or 2 points the offense was going for.

There are no fumbles, if the ball comes out of a receiver's hand during play; the ball is dead where it lands. If the ball comes out of a player's hand and a defender catches it in while still in the air, it will be considered a interception.

Offense may screen block (hands must be behind their backs). No arm extension allowed. Any arm extension is an automatic penalty. Offensive may not intentionally physically block a defender or physically alter a defender's route.

Punting is allowed on fourth down only. No rushing the punter. There are no fake punts. The offense must declare their intent to punt or their intent to attempt the first down. If the Offense changes its mind, it must take one of its remaining time outs to make the change and allow the Defense to adjust

accordingly. If a team does not have timeouts, it may not change its intent. Offense must wait until the ball is kicked until they can cross the line of scrimmage. All age groups can only have 3 players on the field to receive punts. If punt is not caught from the air the receiving team may pick it up and run. If the receiving team drops the punt or touches the punt on the ground, they are allowed to pick it up and run it once control has been established. Ages 6U and 8U may have a player throw the ball instead of punting the ball.

Kicking

Place kicking takes place from the 15 yard line for 10U, 12U and 14U. The 6U and 8U age groups at the 20 yard line. The receiving team is at midfield. 6U and 8U age groups may have a player throw the ball instead of kicking the ball off. All Kicking must be from mid field.

Only 3 players allowed on the field to receive the kickoff.

No onside kicks. Ball must be kicked at least 10 yards.

If place kicked ball is kicked through the end zone, it is a touchback and the offense takes possession at their own fifteen-yard line.

If the kickoff goes out of bounds the kicking team will be penalized 5 yards and the receiving team can have the kicking team re-kick or take the ball where it went out of bounds. If the ball goes out of bounds after the second kickoff attempt, the receiving team will get the ball at mid field.

If the receiving team drops the kick off or touches the kick off on the ground, they are allowed to pick it up and run it once control has been established. If the ball is dropped in the end zone a touchback is called. The ball can be advanced if it is caught on the bounce.

SCORING AND PLAYERS

The methods of scoring and their value:

Touchdown: 6 points

Extra Point: 1 point (from the 5 yd line)

2 Point Convert: 2 points (from the 10 yd line)

Safety: 2 points

All Interceptions of XPT's will count for the intercepting team in the point value the offensive team had declared.

Mercy rule will be enforced at the end of the 3rd quarter. If any team is winning by 27pts or more. The game will be called and the score at the end of the 3rd quarter will be used as the final score for the game.

There are no ties. If a game ends with a tie, the game will go into overtime. In overtime each team will have 4 downs. The first team will try and get as many yards/touch downs as possible with its 4 downs. On the change of possession, the second team will need to beat whatever yardage/touch downs the first team was able to get. The team with the most yardage/touch downs after all downs wins. If the team with the first set of downs has a ball intercepted during their 4 downs, the remaining downs are negated, and the second team takes over. If the team with the first set of downs throws and interception and the defense not only intercepts the ball, but scores on the interception, the game will be called the defensive team will be declared the winners. The second team will only need to beat whatever the first team did up into the point of the interception if they do not score on the interception. If the second team throws an interception during its 4 downs, the game is called do to

all other downs are negated and they cannot beat the first team's yardage or touch downs do to the negated downs. Team that wins on yardage will have 1 points added to their score.

If a team forfeits a game the game will be scored 7 – 0 against the forfeiting team.

Penalties:

GENERAL PENALTIES

- * Illegal Ball 10 yard penalty
- * Delay of Game 5 yard penalty
- * Unsportsmanlike Conduct 15 yard penalty (possible ejection from game/ officials discretion)
- * Faking Excessive Contact 15 yard penalty
- * Begging A Call 5 yard penalty
- * Sideline Interference 15 yard penalty
- * **Illegal Participation Forfeit of Game**

OFFENSIVE PENALTIES

- * Clothing covering flags 10 yard penalty (officials' discretion)
- * Illegal Flags (Non Triple Threat) 15 yard penalty (carries a disqualification as well)
- * Illegal Snap 5 yard penalty
- * Illegal Down field blocking 10 yard penalty from LOS & Loss of Down(from the line of scrimmage). Any contact causing the alteration of the defender will be considered illegal down field blocking or an illegal block. (This will be referees discretion)
- * Illegal Forward pass 10yard penalty from LOS and Loss of Down * Charging into Defense 10 yard penalty from LOS
- * Flag Guarding 10 yard penalty spot foul and Loss of Down
- * Stiff Arm 5 yard penalty from LOS
- * Illegal Touch 5 yard penalty from LOS
- * Illegal Formation 5 yard penalty from LOS.

DEFENSIVE PENALTIES

- * Illegal Rush (after warning or on refs. discretion) 5 yard penalty
- * Roughing the Passer 10 yard penalty (automatic first down)
- * Pass Interference 10 yard penalty (automatic first down)
- * Receiver Stripping 10 yard penalty (automatic first down)
- * Bump and Run 10 yard penalty
- * Defensive Holding 10 yard penalty spot foul added to run
- * Tackling 15 yard penalty (automatic first down from the point of the infraction, possible ejection from game and league, this is referees discretion)
- * Illegal Deflagging 10 yard penalty
- * Pushing Ball Carrier out of Bounds 10/15 yard penalty (from point of infraction, automatic first down, possible ejection from game and league, this is referees discretion). Breakaway rule may apply based on Referees discretion.
- * Rough Play 10/15 yard penalty (from point of infraction, possible ejection from game and league, this is referees discretion) No physical contact may be used to stop the ball carrier to remove their flag. Absolutely no physical contact with receivers with the intent of altering their route will be allowed. No pass interference.

EQUIPMENT

The size of the football is:

6u and 8U: Pee Wee Football
10U and 12U: Junior Football or Youth Football
14U: Youth Football or Official Football
19U: Official Football

Only Triple Threat Flags with Belt Release/Alligator Clip may be used! All flags must be vinyl flags, No cloth flags may be used! If you have any questions reference legal flags, you may contact the commissioner for clarification.

A numbered jersey or shirt, flags and an approved mouthpiece are required to be worn to participate. (All players must be wearing similar team color tops while playing and must have a number to be identifiable). Each jersey/shirt must be tucked in and no jewelry, hats, open-toed shoes, or metal cleats may be worn. It is the coach's responsibility to make sure all his players have an approved mouthpiece before each and every game. Jerseys/Shirts must have at least a 6' number in the back. Teams must look uniformed. All players with hair longer than shoulder length must have their hair put up in a ponytail or in a skully cap to keep it out of opposing players way.

Shorts must not have pockets. No pockets allowed!

All footballs on game day must be provided by individual teams and the officials will examine the balls and approve or decline the footballs being used. No other footballs may be used during the course of a game by any team. If an agreement cannot be made a Game Time Sports League football will be used or any football Game Time Sports League staff seems useable.

OTHER

Schedules: All schedules are computer generated. No team will be granted a request to play a certain team at a certain time or to not play a team at all. The only request that will be reviewed will be scheduling certain dates for byes. If your request is granted, the team will need to make up their bye game during the regular season. This is most likely set up as a double game on a specified date. All requests must be submitted prior to the schedules being posted. It is at the commissioner's discretion to honor any request, just because a request has been submitted, does not mean it will be met. If your request is honored, you must understand that your schedule may not be as fair as other teams and you may face certain teams sooner than you would have normally done so with the original schedule. Also due to time constraints on the way our schedules lay out, you may be short the game that you requested off and no makeup game will be provided. The season will consist of 8 regular season games (weather permitting). Games may be cancelled due to weather. Game Time Sports League makes no guarantee games will be made up do to weather cancellations or bye requests. Although we will make every effort to do so.

Playoffs: Playoffs are a single elimination bracket, unless other wised specified by Game Time Sports League staff. All playoff brackets are computer generated with the following information as being part of the process:

Wins vs. Losses

Head to Head

Net Points Scored (Points scored - Points allowed = Net points scored)

The team with the best standings (wins vs. losses) will get top bracket and the team with the second best standings will get the bottom bracket. All other teams will fall in either or bracket depending on their standings. No Championship game will be won by forfeit. The Staff of Game Time Sports League will do what it can to make sure a game is played, in the circumstances that one of the Championship teams is unable to make the Championship game.

The playoffs are in addition to the regular season that you have paid to participate in. We are not obligated to any team after the regular season has ended. At the same time, teams are not obligated to participate in the Playoff Style Tournament we have at the end of the seasons. Playoffs are for teams wanting to continue with extra games from their regular season and that are willing to play under the tournament rules that we have. Be prepared to play up to 3-4+ games in a single weekend while participating in our playoffs. Playoffs will be the Top 10 teams in each age group,(we hold the right to change this depending on the amount of teams registered during our fall season). Regular season will be 8 regular season games (weather permitting/bye request interference). We do not guarantee we will make up any games due to weather or bye requests. Although we will make every effort to do so.

At no time may any coach, team, parent or spectator stop a game to address any staff member of Game Time Sports League. The officials are paid to take care of each game and they are the responsible party of each game. No Game Time Sports League staff member will alter or change the outcome of a game; this is the officials' responsibility. Any coach, team, parent or spectator stopping their game or any other game will automatically be cause for forfeit of that game and possible ejection from our league and season. Game Time Sports League staff may address the officials before a game, during a time out or half time or after a game. No Game Time Sports League staff member can address certain play questions if that staff member was not attending the game to see it first hand and even then it will be the officials' discretion on the call. All league matters during weekend games will be directed to the White Hat Official on each teams designated field and if need be escalated to the Head Official at the park. The Commissioner and Game Time Staff will be available for all Coaches, Parents and Players Monday-Fridays only, not on game days. On game days, the Officials and Head Official will handle all league rule interpretations. Any team business may be addressed to the Head Official, and he will let the Commissioner know to contact Coaches, Teams, Players and Parents on the next available business day. It is the coach's responsibility to know the rules thoroughly and be ready for game day(s). Officials will also not tolerate badgering or begging of any call(s), officials may stop a game or eject a player or individual(s) and have a team forfeit if they cannot conduct themselves in a good sportsmanlike manner, this goes for coach's, parents, spectators and players. Coaches, it is up to you to control your sidelines, if you can't control them, how can anyone else be expected to.

Any threats to staff of Game Time Sports League, Officials, Players, Coaches or Parents will be taken literally and the authorities will be contacted for full prosecution. We do not take any threat lightly and will seek prosecution. No team will be allowed to continue in our league if parents on that team or coaches on that team are ejected from our league. Also at no time are parents allowed to step onto the field of play or disrupt a game by stepping onto the field of play. Any parent caught doing so will be automatically ejected from the game(s). It is up to the parents to set a good example for their team, as well as for the other teams. At no time will we allow any child in our league to be subject to intentional injury from another team or player. We will also not tolerate verbal abuse of any child in our league. Once again, these instances will be reported to the authorities for full prosecution by law. Game Time Sports League has reserved parks and allocated times for park use with the City of El Paso. At no time may any spectator, player, parent, or coach be anywhere around the parks being used by Game Time Sports League, if they have been ejected from our league. Failure to

comply will be cause for notification of authorities and we will seek full prosecution of this individual(s). Team games will also be forfeited.

Game Time Sports League verifies ages of children playing in our league through State ID's, Military ID's, Passports, Visas and Reservation ID's. These must always be available physically on game days to be seen by officials. Coaches may ask for specific age verifications of players before the game starts or at half time ONLY. New players entering our league will have till playoffs to get their ID and may present a Birth certificate with their State ID appointment as temporary proof of age. This is the sole responsibility of Game Time Sports League, not the parents of any team. Any questions may be brought up to the Commissioner during the week and will be answered accordingly. It is the responsibility of all coaches to make sure that you control the parents on your team and sideline. If you cannot do so, any game that you are participating in where parents or the sideline is acting in an unsportsmanlike manner will be forfeited (Officials Discretion). Teams can and will be ejected from the season and league for this type of behavior. We will not allow unruly parents or sidelines to ruin games or the season for other teams. Once again, there are no refunds of any kind once the season has started. Game Time Sports League will have no obligation to any player, parent, coach or team ejected from our league. It's the Coaches responsibility to make sure every player on their roster participating in Game Time Sports League schedule games/events has fully registered and approved to play. Coaches must verify this with the parents and verify they have agreed to Game Time Sports League Pre-Registration agreement and have read the Post Registration email/text, which is sent to the email/phone number provided when they registered.

*****Ultimately this is a kids game.***** We have a lot of rules set, but they are set to keep this fun for the kids, which it always should be. If you cannot allow your child to play for fun, experience the game of football and develop into a skilled player. Then this is not the league for you. Our kids come first and no parent, coach or player will be allowed to disrupt that. Teams win and lose, that is the nature of every game. It is up to you as coaches and parents to teach your players how to handle wins and losses in the proper manner. To teach a child that another team is cheating and that must be why they are winning will never show a child how to win or deal with a loss. It will give them a reason to justify a loss. Even at the end of games, if the score does not show that your team won, there is a win. Look at the overall picture! Did your player(s) run the ball well, catch the ball well, score more than they usually do? Did a player that does not usually catch, catch a ball during the game, no matter what, there is always some type of production which is a plus. Little things such as those are big triumphs for players and should not be tossed away by parents or coaches, because the game was not won. Help build your players and children with positivity of the game and not the negativity of a game.

To try to keep the game play fun and fair, we have had to make the following amendments within our rules for further clarification:

Rule Amendment: Mercy Rule, If a team is up by 27 points or more by the end of the 3rd quarter. The game will end and the score at the end of the 3rd quarter will be used as the final score.

Rule Amendment: All players on the field must have the same color shirt or similar color shirt to the rest of the team on the field. Example: Team wearing red tops cannot have players in black tops on the field as well. Teams must look uniform, identifiable and look part of the team they are playing on. This will be Game Time staff discretion call if need be.

Rule Amendment: 5 Play rule at the end of the 2nd quarter and 4th quarter. The Last 7 minutes of these quarters will end the running clock. There will be a total of 5 plays allowed. Team with the ball

will have the ability to hold the ball all 5 downs by advancing the ball as required for first downs. If the team with the ball chooses to punt on 4th down. The receiving team will only have the remaining downs to use.

Rule Amendment: This is not new. But we are reminding Coaches, that all Coaches on the sideline on our game days are required to have their Coaches background check done by the City of El Paso and you must also be wearing or have on hand your Coaches Card. No coach lacking this may coach in our league.

Rule Amendment: The quarterback will no longer be allowed to cross the line of scrimmage before 3/5 seconds. If any player touches the ball other than the QB (officials discretion), the offense will be called for an "Illegal Touch" of the ball and charged a 5 yard penalty from the LOS. If the QB crosses the line before the 5 seconds he will be flagged and charged a 5 yard penalty from the LOS.

Rule Amendment: The Huddle play will no longer be allowed. If the Huddle play is run by an offense, they will be flagged for an "Illegal Formation" and charged a 5 yard penalty from the LOS.

Rule Amendment): All long hair past shoulder length must be in a pony tail, head band or skull cap.

Rule Amendment: Any center facing forward (towards the defense) must under snap/traditional snap. Quarterback and center cannot be touching the ball at the same time during a snap.

Rule Amendment: Coaches are not allowed to handle the footballs on the playing field. Coaches will not be allowed to throw footballs on and off the field once the whistle has been blown. If a ball is brought in from the sideline once the whistle has been blown. It must be brought into mid field and then can be set afterwards anywhere on the field. Coaches are also not allowed to take the ball out of players hands and throw the ball to sideline players or any other player set on the field. Players must handle the footballs on the field. Play will result in an Illegal Touch Penalty that will result in a 5 yard penalty from the LOS. Officials discretion will be used when setting younger players (6u and 8u) with the ball.

Rule Amendment: No technology (Cameras, Cell Phone Cameras, GoPro's) recording devices are allowed on the field. All recording devices must be off the field during all games. Teams are not allowed to record other players or teams.