

CITY OF TEMPLE PARKS AND RECREATION

YOUTH FLAG FOOTBALL RULES AND REGULATIONS

All League Games will be played in accordance with the current TEXAS AMATEUR ATHLETIC FEDERATION FLAG FOOTBALL RULES with the addition of the following:

Equipment/Uniforms

1. All players must wear jerseys provided by the department that have a permanently affixed non-duplicated 8-inch number on the back.
2. Shoes - Any flat soled or completely molded cleat shoes are acceptable. Removable cleats, baseball or track spikes or shoes that have steel or metal tips are prohibited.
3. No jewelry of any kind may be worn during the game.
4. No headgear with an extended bill may be worn (ex: caps, visors, etc).
5. Protective Equipment - Helmets, shoulder pads, thigh pads are prohibited. The referee of that game shall decide any questions as to the legality of player's equipment. The use of any unyielding hard substance cannot be used to protect an injury, no matter how well covered or padded. Therapeutic or prevention knee braces can be used if covered from direct external exposure.
6. Sonic Flags - Each player on the field (8 offensive and 8 defensive) will wear 2 flags at the waist, one on each side. Flags must be 12 inches in length and 1 1/2 inches in width and a different color than the players lower uniform. The City of Temple will provide Sonic flags for participation.

IV. Playing Rules

1. Game time is forfeit time. No grace period!
2. Teams must start and finish a game with no less than six (6) players.
3. The game will be played in 2 halves of 20 minutes in length. The clock is a running clock. At the end 18 of minutes in the 1st and 2nd halves, teams will be given a two minute warning and notified that 7 plays remain in that half. A five-(5) minute half time will be observed.
4. All players present must play. All non-starters must start at the beginning of the second half.
5. A coin toss will be held at the beginning of the game and the winner will get his choice of goals or offense or defense. The loser of the toss shall have first choice at the beginning of the second half.
6. Clock Regulations - (1) Clock will start each half when the official puts the ball in play. (2) After a team time-out, the clock will start at the snap of the ball. (3) Because the clock is a continuous clock, it does not stop for P.A.T. attempts. (4) Clock will stop for team time-outs, official time-outs, and at the discretion of the official to retrieve long incomplete passes.
7. Time Outs - Each team shall be allowed 2 time outs per half. Time outs will be one (1)

minute in length. Any player that participated in the last play and is on the field of play may call time outs. To change P.A.T attempt, a time out must be called. A team may not use a time out to change any 4th down option (punt or play).

8. Games that end in a tie will remain as a tie in the standings.
9. **Blood Rule** - A player, coach, or official who is bleeding or who has blood on his uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. If medical care or treatment is administered in a reasonable length of time, the individual will not have to leave the game. The length of time considered reasonable is left to the official's judgement. Uniform rule violations will not be enforced if a uniform change is required. However, players should be prepared with a like colored T-shirt or jersey on stand by.
The official shall:
 - a. Stop the game and allow treatment if injured person would affect the continuation of play.
 - b. Immediately call a coach, trainer, or other "authorized person" to the injured player.
 - c. Apply the rules of the game regarding substitution, re-entry, and short-handed player if necessary.
10. If a team forfeits three (3) league games due to lack of players at the start of a regularly scheduled game, the team will be dropped from the league with no refund of entry fee and all teams scheduled to play the offending team for the remainder of the season will receive a win by forfeit.
11. The Parks and Recreation Department reserve the right to add, delete, or amend its rules/regulations/policies for the betterment of the program.

V. Field Conditions

1. The playability of game fields on the days that the weather is in question will be determined one-hour before game time. Please call the rainout line at 254-298-5300 one hour prior to your game time to hear if games will be played. Team Coaches will be responsible for contacting their players if games are cancelled.

VI. Conduct/Discipline

Zero Tolerance

1. Smoking is not allowed in any city park per city ordinance.
2. Any player, coach, parent or manager ejected from any league game will be suspended for a minimum of two (2) league games.
3. Players, coaches, parents and managers who have been ejected/suspended must leave the complex.
4. Each team manager will be held responsible for the conduct of his/her fans/spectators.
5. Suspensions will carry over from season to season. Example: a player suspended for the final two games of one season will also be suspended for the first game of the next season.
6. Verbal or Physical violence, especially attacks on a game or tournament official immediately before, during, or after a game or fights/confrontations between players/teams will result in a minimum of one (1) year loss of eligibility in all league play or indefinite

- suspension in all league play, subject to an annual review if requested.
7. The officials have the authority to remove a player, coach, or spectator from a game and/or forfeit the game due to unsportsmanlike conduct. Unsportsmanlike conduct shall include, but not be limited to: profanity, threats of any kind, fighting (before, during, or after the game), any intoxicated condition detected by the referee before or during the game, or any flagrant foul as determined by the referee.