

# Wylie Football League Junior (FG-1) and Senior (FG-2) Flag Rules

## Introduction

**FLAG** Football is a popular game filled with fun and a continuous level of action. During games the offensive team plays for a first down by crossing midfield and scores touchdowns in the end zone. Running and passing plays are allowed, although there are designated “no-running zones” 5 yards before the midfield and each goal line. The defensive team covers receivers, is allowed to rush the passer and makes a “tackle” by removing the opposing player’s flag(s).

The WFL uses the NFL FLAG Football rules as guidelines, with the modifications noted in this document as exceptions. NFL Flag rules are available for review at <http://www.nflflag.com/>.

**SPECTATORS** All spectators will also be expected to demonstrate positive sportsmanship.

Spectators who cannot demonstrate proper sportsmanship will be asked to leave the game site and will not be allowed at the next game. Failure to leave the game site after being asked to do so by game officials or an WFL representative can result in the game being forfeited. Spectators shall adhere to field guidelines. See Parent Code of conduct on the WFL website.

## **1.0 PLAYER ELIGIBILITY**

The WFL Flag football program is for boys and girls grades Kinder – 2<sup>nd</sup> Grade.

WFL Football is grade based, in order to play in a division, the player must be within the Grade group that corresponds with the Division number. To play in Flag Division 1 (FG-1), the player must be in Kindergarten. To play Flag Division 2 (FG-2) a player must be in 1<sup>st</sup> grade and Flag Division 3 (FG-3) a player must be in 2<sup>nd</sup> grade.

### PLAYING UP

WFL Football believes that players should participate at their own grade level, and we discourage the practice of playing up with older participants. However, if parents wish to move their player to the next level, the WFL will review the request on a case-by-case basis.

In the event a player is older in age than the grade level the player has registered for, the player may, at the discretion of the league, be moved to an upper division.

## **2.0 MINIMUM PLAYING TIME RULE**

Except for injuries, all players must start on either offense or defense and may only sit out 1 play per half. Free substitution is allowed in any overtime period. All players and coaches must be registered before they can practice or play in a game. Violations of this rule will result in the removal of the player, forfeiture of games as applicable, or removal of the coach.

# Wylie Football League Junior (FG-1) and Senior (FG-2) Flag Rules

2.1 **Minimum playing time rule exception:** In the case where the player fails to show for team practices the head coach may deviate from this rule as he deems necessary for the safety of the player.

**FOR KINDERGARTEN DIVISION FG-1 ONLY:** Each player must be able to carry the ball at least once per game before any player can carry the ball more than once. A run or an attempted pass reception is considered a carry. No ball carrier is allowed to have consecutive runs.

The league suggestion is to run the players who do not normally carry the ball on your first few offensive plays, then use your regular backs the rest of the game. Coaches must develop a plan to implement this rule.

## **4.0 WFL Flag Rules:**

- 4.1 **Field Dimensions & Ball:** The playing field will be 70 x 35 yards (210 x 90 Feet). The Football size for all flag leagues is Pee-Wee Size or equivalent. \*\*45yds x 35ds\*\*
- 4.2 **Pre-Game Warm-ups:** Teams cannot begin warming up prior to half-time of the preceding game. If it is the first game of the day, warm-ups may not begin prior to 45 minutes before game time.
- 4.3 **First possession.** There is no coin toss the visiting team starts with possession in the 1st half. The home team starts with possession in the 2nd half.
- 4.4 **During Post-season Games,** Head Coaches shall meet with the Head Official at midfield prior to the coin toss to ensure all are familiar with the rules of WFL Flag Football. A key list of rules shall be supplied by the league for review.
- 4.5 **Kickoffs:** No kickoffs are allowed.
- 4.6 **Shield blocking for FG-1 only.** Shield blocking is designed for the safety and protection of the players and does not involve any contact with other players. This act is completed by the player putting their arms behind their back and moving in front of the opposing player.
- 4.7 **CONTACT IS ALLOWED:** This rule change will take effect in 2020. Contact in all divisions will be allowed contact will be Open handed contact between shoulders and waist. \*Exception FG-1 will utilize shield blocking\*

### **Blocking:**

- 4.7.1 Contact blocking is allowed between the shoulders and waist only (a.k.a. "inside the frame").

## **Wylie Football League Junior (FG-1) and Senior (FG-2) Flag Rules**

- 4.7.2 All blocking must INITIATE with open hands and not the elbows/shoulders (i.e., players cannot begin a block with their shoulders).
- 4.7.3 Blockers must be on their feet before, during and after contact is made with their opponents.
- 4.7.4 No contact of any kind is allowed above the shoulders of an opponent.
- 4.7.5 Illegal blocks include:
  - 4.7.5.1 Leading with the shoulder
  - 4.7.5.2. Low/chop/cut blocks: An attempt by a player to block an opponent at the thigh level or lower.
  - 4.7.5.3. Crack-back block: A blind-side block on a player by an opponent who starts downfield and then cuts back toward the original spot of the ball to make contact.
  - 4.7.5.4. Blind-side block: Engaging an opponent who does not see the block approaching with anything other than fully extended arms and open palms.
  - 4.7.5.5. Clipping: A player hitting an opponent from behind.
  - 4.7.5.6. Tripping: A player using their leg or foot to stop an opponent's forward motion.
  - 4.7.5.7. Hook or hug block: A player gaining advantage of an opponent by turning or detaining the opponent by illegally tackling or using arms around the body, waist, shoulders, or arms.
  - 4.7.5.8. Rolling blocks: A player on the ground attempting to block or engage an opponent by moving or turning over and over on an axis.
  - 4.7.5.9. Dive blocks: A player leaving his or her feet to engage an opponent.
  - 4.7.5.10. Making contact with an opponent while swinging or flipping hands, arms or elbows.
  - 4.7.5.11. Slapping, punching, or swinging at an opponent with hands, arms or elbows.
  - 4.7.5.12. Grabbing or holding an opponent's jersey while blocking.
  - 4.7.5.13. Interlocking of blocker's fingers or hands.

# Wylie Football League Junior (FG-1) and Senior (FG-2) Flag Rules

4.7.5.14. Laying on a downed defender

4.7.6 Swim moves (a player using a maneuver like a freestyle swimming stroke to get past an opponent) are legal. However, if the swim moves results in contact to an opponent above the shoulder (neck, head, or face) it is illegal.

4.7.7 Downfield blocking for the ball carrier is allowed.

4.7.8 Blocking downfield while the ball is in the air ***is*** pass interference except if the pass is behind the line of scrimmage.

4.7.9 Two-on-one blocking is permitted as long as both blockers are engaging the opponent above the waist.

4.7.10 If a player turns to expose their back, it is not an illegal block as long as their opponent maintains contact with the player from the initial block.

## 5.0 Snaps:

5.1 **FG-1:** Coach is allowed to set his players before the snap, the ball maybe snapped between the legs or to the side of the center to the QB. Side snaps are allowed.

5.1.1 A snap that is dropped can only be picked up by the QB to allow the play to continue otherwise it is a deadball.

5.2 **FG-2 & FG3:** the ball must be snapped between the legs. Side snaps are not allowed.

5.2.1 **FG-2 & FG3** Flag: A snap that is dropped is considered a live ball, but the QUARTERBACK is the only player allowed to pick the ball up to continue the play.

## 6.0 Pitches: Pitching is allowed.

6.1 If the Player misses the pitch from the QB and the ball makes contact with the ground, the play will be blown as a dead ball play. The ball will be spotted at the point the ball hits the ground and the next down will begin, Traditional football rules apply to pitches.

## 7.0 Handoffs: All offensive players are eligible to be ball carriers.

7.1 The Quarterback can hand the ball off in any direction.

7.2 The ball is dead when the ball hits the ground on all handoffs.

## **Wylie Football League Junior (FG-1) and Senior (FG-2)**

### **Flag Rules**

- 7.2.1 Center – to QUARTERBACK – Center handoffs: In the event that the Center is given the ball, the QUARTERBACK shall have clear and obvious possession of the ball prior to handing off to the Center.
- 7.2.2 Further, the QUARTERBACK is required to make an obvious “football move” with the ball prior to the handoff.
- 7.2.3 The QUARTERBACK is not allowed to handoff to the center on the first handoff of the play.

#### **8.0 Passing:** Passes are allowed and encouraged.

- 8.1 The quarterback has a seven-second “pass clock.” If a pass is not thrown within the seven seconds, play is dead, loss of down.
- 8.2 If the QUARTERBACK is standing in the end zone at the end of the 7-second clock, the ball is returned to the line of scrimmage (LOS).
- 8.3 Once the ball is handed off, the seven-second rule no longer is in effect.

#### **9.0 First Down & Touchdowns:**

- 9.0 Once an offensive team crosses the first down marker it will be considered a first down.
- 9.1 The offense will have three downs to score a Touchdown from the 2<sup>nd</sup> first down position.
- 9.2 A Touchdown occurs when the ball crosses the goal line. The position of the ball at the time the player’s flag is pulled, determines the forward progress of the ball carrier.

#### **10.0 Possessions & Turn Over on Downs:**

If the offensive team fails to cross any of the first down markers within 3 plays or if the offense fails to score, the ball changes possession and the new offensive team starts a series back at its own 45- yard line.

- 10.1 Reserved
- 10.2 To encourage the competitive nature of the game during a rush offense situation the teams may start their series from the nearest 7-yard line but must wait for the Official to blow the whistle before starting the play.

# Wylie Football League Junior (FG-1) and Senior (FG-2)

## Flag Rules

### 11.0 No-running zones: [\(see field diagram\)](#)

No running zones are designated as five yards from each end zone, and five yards on either side of midfield, and are designed to avoid short-yardage, power-running situations.

- 11.1 If a play starts with a ball marked in the no-run zone, and the offense commits a penalty that moves them outside of the no-run zone, the no-run zones rules shall apply on the next down.
- 11.2 When in the non-run zones, a pass must be a forward pass and cross the line of scrimmage.
- 11.3 Midfield clarification: While the field diagram on the WFL website shows that there is a 10 yd no run zone at midfield, the zone is actually a 5 yd zone either side of midfield (45yd line, 25yd line and 5yd line).
- 11.4 When the defensive commits a penalty and the penalty results of the ball being spotted or marked inside the no-run zone the offense will have the option to run or pass the ball the next down any subsequent downs the no-run zone rules will apply.

### 12.0 Team Jerseys:

Flag jerseys must be worn and tucked in during play. During inclement weather jerseys must be worn on the outside of clothing and all articles of clothing must be tucked into the pants/shorts.

- 12.1 Teams will be required to have Home jerseys (white) and a Visitors/Away Jersey. The Visitors/Away color can be of the teams choosing (other than white).

### 13.0 Shoes: Cleats are allowed. **(No metal spikes.)**

### 14.0 Mouthpiece:

All players must wear a protective mouthpiece. A one (1) team warning for failure of any player to wear a mouthpiece. All violations thereafter are a dead ball foul and a five-yard penalty from the succeeding spot. Players may not continue playing during the game without a mouthpiece. **NO EXCEPTIONS**

### 15.0 Flags: Flag belts with one flag attached at or near the waist on both sides of the body.

- 15.1 **Game flags:** The WFL will provide "Game Flags" for all teams the day of the games. It will be the coach's responsibility to see that these 'Game Flags' are returned to the WFL official after each game. Unless other arrangements are made.

### 16.0 Jewelry:

# Wylie Football League Junior (FG-1) and Senior (FG-2) Flag Rules

No Jewelry is to be worn. Jewelry is defined as earrings, rings, necklaces, stretchy/silly bands, and any other item that may be deemed inappropriate by an Official on the football field. Exception: Medical alert bracelets or necklaces are allowed, and the head coach and game officials are to be made aware of its presence.

## 17.0 Team Size:

A team consists of seven (7) players for FG-1 flag Division (Kinder) and Seven (7) players for the FG-2 (1<sup>st</sup> Grade) and FG-3 (2<sup>nd</sup> Grade) on the field.

- FG-1 Teams must field a minimum of five (5) players at all times.
- FG-2 Teams must field a minimum of seven (6) players at all times.
- FG-3 Teams must field a minimum of seven (6) players at all times.

17.1 A team that cannot field the required Minimum number of players for any reason including player disqualification or injury will result in a game forfeit.

17.2 Forfeit Score: Offended team 14 Opponent 0; otherwise, if the team awarded the forfeit win is ahead the score stands.

## 18.0 Timing:

Games are played in two twenty-minute halves with a running game clock. In between plays there is a 30 second play clock and the Official has the option to penalize the offense after the first warning for delay of game. There will be a five-minute break between halves. ([see section 27.0](#))

## 19.0 Defense:

One defensive player is eligible to rush the QUARTERBACK, as long as they start at or beyond/behind the limit lines in 47.2. ([47.2.1 Questions and Answers](#))

19.1 The defensive players may not come in contact intentionally or unintentionally with the Quarterback during a "rush".

19.2 Defensive players attempting to pull a Running Back or Wide Receiver flag should pull the player's flag only and any intentional rough contact or uncontrolled play will be deemed a penalty by the Official resulting in a loss of yards and down and potential removal of the player if repeat offenses have been documented by the Official.

## 19.3 Division 1 (FG-1)

19.3.1 Any defensive formation is allowed no restrictions

# Wylie Football League Junior (FG-1) and Senior (FG-2) Flag Rules

19.3.2 No Defensive player is allowed to go pass the line of scrimmage until the ball is handed off to an Offensive player, unless they are the designated rusher set at 7yds back from the LOS.

## 20.0 TIMEOUTS

Each team shall have 2, 30 second timeouts per half. Coaches may use a timeout during a player injury to stop the clock. If used, the player is allowed to remain in the game.

## 21.0 FORFEITS

Game time is forfeit time. Games may be forfeited for any of the following reasons:

21.1 Insufficient number of players at game **START TIME**. Teams must start games with a minimum of Players (*see section 17.0*)

- a. four (4) players for FG-1.
- b. Seven (7) players for FG-2

In the event of an injury, a team with insufficient substitute players may play with:

- a. four (4) players for FG-1 on the field but no fewer than four (4).
- b. Seven (7) players for FG-2 on the field but no fewer than seven (7)

21.2 Inappropriate team or sideline behavior.

21.3 Participation of illegal players, an illegal player is:

21.3.a any player who plays after being ejected or suspended from the game.

21.3.b or who is not a registered player with the WFL.

21.3.c or a player who is not on the team roster before the Start of the Season.

21.4 See Section 17.1 for Scoring of a Forfeit game.

22.0 **Scoring:** Touchdown = 6 points

Safety = 2 points

Point after touchdown (PAT)

FG-1 Flag a ball will be placed:

- 3 yards out for 1 point
- 5 yards for 2 points.

FG-2 and FG-3 the ball will be placed on the 5-yard line.

- Run = 1 point
- Pass = 2 points



# Wylie Football League Junior (FG-1) and Senior (FG-2) Flag Rules

22.1 Interceptions on conversions/Points after Touchdown (PAT) cannot be returned.

## 23.1 Coaches:

Only the Head Coach and a maximum of 3 assistant coaches shall be allowed on the game field sidelines during games. A team may also have an additional person to help with water or to videotape the games. **\*\*All coaches should be registered within their respective league prior to the start of the season as each coach will need to have a photo ID taken by the WFL prior to the season.\*\*** This ID is required to be in the possession of the coach during all practices and games.

**23.1.1 Field Setup:** Coaches are responsible for setup, cleanup/breakdown and the storage of the flag field equipment.

- i. At the start of the day's games the coaches who play the first games of the day will be responsible for the field setup. This will include all field markers.
- ii. At the end of the day's games the coaches who play the last game of the day will be responsible for the field cleanup/break down of the field. This will include all field markers.

**23.1.2 Returning Head Coaches:** are required to participate in a minimum of 1 mini-camps prior to the start of the season. Failure of a returning coach (or a delegated assistant coach) to participate / represent their team at a minimum of 2 preseason minicamps shall result in the loss of the team's first draft pick, (defined as the first opportunity the team has to fill an open spot on the draft board).

## 24.0 Reserves:

24.1 FG-2 and FG-3 League teams are allowed to reserve a maximum of Seven (7) players.

24.2 FG-1 League teams are allowed to reserve a maximum of Six (5) players.

Coaches may indicate their intent to reserve a player by disclosing that information to the WFL Board or other coaches, however, the player shall not be considered reserved until the parents of the reserved player "Registers" using a unique code provided by the team's Head Coach. The Head Coach will be provided with that code by the League once the coach has submitted their coaching application.

1. Reserved registration coaches code must be received by Thursday before evaluations.
2. Any failure to register and reserve a player prior to evaluations shall result in the player being placed into the pool of eligible draft players.

## 25.0 Draft procedure:

Each team's official reserves shall be entered onto the draft board starting in the first

# Wylie Football League Junior (FG-1) and Senior (FG-2)

## Flag Rules

round until the last reserve for that team has been entered.

- Teams will draw numbers to establish draft order.
- Draft picks will be taken in order starting at the first position on the far-left hand side of the draft board and proceeding to the team occupying the last draft position on the farthest right-hand side of the board.
- After making their selection, the last team in the draft order will be granted the first pick in the next round, since the draft will be performed in a "serpentine" order (left to right, then right to left).
- Each team will have Two (2) Minutes to make their pick. Teams may lose their pick for that round due to an excessive delay.
- There will be a 15-minute period after the draft has been completed to perform any trades of players between teams. Players that are listed on the draft roster as "blind" are not allowed to be traded.

### 26.0 Uniforms

Teams must provide their own uniforms, which shall consist of t-shirts or jerseys of the same color, with individual player numbers on the back. In the event of a jersey color discrepancy, the Visitor team shall be responsible for an alternative uniform color or "pennies" to wear over their normal jersey. Playing without shirts is not an option. Players must wear solid, one-color shorts or pants with no stripes, markings, or pockets. Parents should not be asked to pay unreasonable amounts of money to provide uniforms.

### 27.0 **TIMING AND OVERTIME** [Questions and Answers](#)

- 27.1 Games are played on a 40-minute continuous clock with two 20-minute halves. Clock stops only for injuries or time outs.
- 27.2 Halftime is five (5) minutes.
- 27.3 Each time the ball is spotted, a team has 30 seconds to snap the ball. Teams will receive one warning before a delay-of-game penalty is enforced.
- 27.4 reserved.
- 27.5 Officials can stop the clock at their discretion.
- 27.6 In the event of an injury, the clock will stop then restart when the injured player is removed from the field of play.
- 27.7 **Overtime:** If the score is tied at the end of 40 minutes, an overtime period will be used to determine a winner. Overtime format is as follows:
- 27.7.1. Each team will receive one 3-down possession to score.

## **Wylie Football League Junior (FG-1) and Senior (FG-2) Flag Rules**

27.7.1.1. Each team will start its overtime possession from the 10-yard line. ([See field diagram](#))

- 27.7.2. The "Visitor" team will be on offense first.
- 27.7.3. Upon scoring a touchdown, each team must elect to try either a 1-point or 2-point extra point conversion.
- 27.7.4. If the score remains tied after this first overtime period, a second overtime period will be played with the "Home" on offense first.
- 27.7.5. During this second overtime period (and any subsequent overtime periods), a 2-point conversion **MUST** be attempted after all touchdowns.
  - 27.7.5.a If the score remains tied after 2 overtime periods, possessions will begin on the 5-yard line
- 27.7.6. Overtime periods will continue in this manner until there is a winner. A winner is determined when one team outscores the other during the overtime period.
- 27.7.7. If there is an interception in overtime, it only changes possession and is dead once the defense gains possession of the ball.
- 27.7.8. All regulation period rules and penalties are in effect.
- 27.7.9. There are no timeouts in overtime.

27.8 15 minutes between games (*the time between games may be shortened if games are running behind schedule*).

### **28.0 COACHES ON THE FIELD**

- 28.1 The on-field coach may assist the players in calling their plays in the huddle and in lining up the players in their proper positions.
  - 28.1.1 FG-1: two (2) coaches from each team will be allowed on the field for both offense and defense.
  - 28.1.2 FG-2: one (1) coach from each team will be allowed on the field for both offense and defense.
  - 28.1.3 FG-3: one (1) offensive coach will be allowed on the field. No defensive coach will be allowed on the field.
- 28.2 The following conditions apply to coaches on the field:
  - 28.2.1 At the snap of the ball, offensive and defensive coaches must be a minimum of seven (7) yards behind the deepest player of their respective team.

## **Wylie Football League Junior (FG-1) and Senior (FG-2) Flag Rules**

- 28.2.2 The coach may not interfere with the flow of the play in any manner.
- 28.2.3 Once the ball is snapped by the center and the play has begun, the coach must remain motionless, and may not gesture, speak to or touch, or instruct the players in any manner until the whistle blows the ball dead. At the sole discretion of the game official, if a coach on the field interferes with a play or is coaching after the snap and does not remain motionless the team will be flagged for interference.
- 28.2.4 If in the opinion of the game official a score would have resulted during the play that was interfered with a score may be awarded.
- 28.2.5 A coach may give verbal instructions until the ball is snapped. Once the ball is snapped all communication (verbal and non-verbal) from both the offense and defense coaches on the field is prohibited.
- 28.2.6 The coach on the field may not question the official's judgment. He can speak to him to ask a question as long as it is done so in a respectful manner.
- 28.2.7 Confrontation with the officials by the coach on the field is not permitted. WFL has established a zero tolerance for unsportsmanlike conduct by a coach. Any such confrontation will result in a ten (10) yard penalty and loss of down. A second unsportsmanlike conduct penalty for confrontations with the officials will result in the above stated penalty in down and distance and an immediate ejection of that coach from the game and removal of the coach from his position pending review by the WFL Football Board.
- 28.2.8 All confrontations with referees or WFL Board Members prior to, during, or following a game may result in the immediate ejection of that coach from the current game, the next scheduled game, or expulsion from the league. All ejections will be at the discretion of the head official and/or WFL Board Member.

### **29.0 WFL SPORTSMANSHIP**

The WFL Football Program regards **BAD** sportsmanship as unnecessary and completely intolerable.

Sportsmanship is everyone's business. Coaches are responsible for their team's (coaches, parents, and players) behavior. Good sportsmanship is a priority in the development of WFL athletes.

### **30.0 COACHES CONDUCT**

All coaches representing WFL teams should demonstrate positive sportsmanship in respect

# **Wylie Football League Junior (FG-1) and Senior (FG-2) Flag Rules**

to their players, team parents, opposing team players, coaches, board members and the officials. Coaches who are unable to demonstrate proper sportsmanship are subject to game stoppage and forfeit along with suspensions and termination. They may also be denied future coaching assignments. Any coach who is dismissed from a game for unsportsmanlike conduct will be unable to participate in any team activity, or coach in the next legal game (this includes playoff & Championship games). The ejection will be reviewed by the A & D Committee appointed by the Football Commissioner to determine what further steps up to and including permanent removal as a coach should be taken. Coaches are responsible for assisting officials with the sportsmanship of all playing and nonplaying team members, spectators, parents, and assistant coaches. Any person who is ejected from a game or an event for unsportsmanlike conduct is required to leave the facilities immediately. Coaches may never: argue with officials or discuss any part of the game with players from the other team. Questions to officials can only come from the head coach.

## **31.0 COACHING ELIGIBILITY AND SELECTION**

The Football Commissioner will approve all coaching applicants and a background investigation process will be utilized. If approved by the commissioner returning coaches will be able to move up each year with their previous year's team. Only coaches who have not had their coaching privileges revoked and are in good standings with the league will be considered for coaching opportunities. Coaching any team in the WFL football program is considered a privilege and is not a right. Coaches who bring players to WFL from other leagues must receive a favorable reference from each league that they have participated with in the past. These past leagues will be contacted for a sportsmanship reference.

## **32.0 PRACTICES**

Once teams are formed, and rosters are final, teams may practice at the Head Coach's discretion. Practices become mandatory after all registration periods close. Regular season practices are limited to 2 Hours per week maximum, and practice must not last beyond 8:00 P.M. Any team found in violation of this rule will be subject to the possibility of forfeiting their next game and the coach will be held accountable before the Director of Football.

## **33.0 PLAYERS**

All players must demonstrate positive sportsmanship at all times. Coaches are responsible for the sportsmanship of their players. Good sportsmanship is a priority in the development of WFL athletes.

**34.0** Any players who cannot demonstrate proper sportsmanship will be dismissed from the game and be subject to discipline at the discretion of the Flag Football Commissioner or the VP of Football.

# Wylie Football League Junior (FG-1) and Senior (FG-2) Flag Rules

## 35.0 PLAYING UP

WFL Football believes that players should participate at their own age level, and we discourage the practice of playing up with older participants. However, if the parents wish to move their player up to the next level the WFL will review the request on a case-by-case basis.

## 36.0 Reserved

## 37.0 TEAM FORMATION GUIDELINES AND REGULATIONS

All teams must have a minimum of 8 players with at least one adult coach who is a certified WFL Football Coach. Coaches must obtain an WFL Coaches Badge and attend the mandatory football coach certification class. Teams may elect to carry more than 8 players with a maximum of 10. Team formation for WFL flag football is "bring your own team" and is at the discretion of the head coach. He or she may recruit any player to play Flag Football. Head coaches, after registering their team, will be given a team registration code to provide to their players to ensure the players are placed on their team roster.

### 37.1 Returning Teams

For the purposes of this rules document, all Flag teams registered with the WFL for the previous football season are considered to be "returning teams" until the appropriate Football Board confirms otherwise.

### 37.2 Returning Players

Any player wishing to return to his team from the previous season will be guaranteed a spot on that team's roster for the upcoming season.

37.2.1 In order to protect the overall competitiveness of the league, requests to transfer to a specific team cannot be guaranteed. A transferring player's new team assignment will be dictated by the applicable rules and by-laws of the WFL (see draft).

### 37.3.0 Prohibition Against Recruitment of Players from Returning Teams

Coaches may **not** actively recruit any player from any returning team regardless of that team's status or expected status for the upcoming season. If a player played on a WFL team in the prior year, all Coaches should consider such a player a returning player to such team and may not actively recruit such player unless or until the applicable Division Coordinator confirms otherwise. Any dispute arising out of the recruiting or assignment of such returning player to another team shall be appealable to the Oversight Committee. Any Coach is found to be actively recruiting players from a returning team, will be subject to disciplinary proceedings in accordance with the applicable WFL rules and by-laws.

# Wylie Football League Junior (FG-1) and Senior (FG-2) Flag Rules

## 38.0 EQUIPMENT

The WFL will provide game Flag the day of the game the flags must be of a contrasting color to the player's shorts. All football players must provide their own equipment to include the following:

- 38.1 All players must always utilize a mouth guard while playing. **( NO EXCEPTIONS )**
- 38.2 All Players must wear a soft Gel helmet.
- 38.3 Ball Size: Wilson K-2 Pee Wee or equivalent.
- 38.4 Appropriate footwear is to be non-metal or rubber molded cleats.
  - 38.4.1 Metal cleats are ***not*** allowed.

## 39.0 SEASON FORMAT

For FG-1, FG-2 and FG-3: Scores will be reported, and standings kept online. Each team will play an 8 to 10 -game regular season schedule. There are playoffs in Flag Football and in both Divisions. **All** teams will participate in the playoffs. Only the top two (2) teams will advance directly to a League Championship game.

The following tie breakers will be used to determine final team standings:

- 39.1 Overall Won-Loss Record
- 39.2 Head-to-Head Record
- 39.3 Fewest Points Allowed Head-to-Head
- 39.4 Coin Flip

If a team faces elimination as a result of a coin flip, every effort will be made to play a wild card game to determine who advances to the league championship. This is subject to field availability and is based on the needs of the league.

## 40.0 GAME ABANDONMENT

Officials and/or the Commissioner and/or WFL Board Member may stop a game for any of the following reasons:

- 40.1 Unsafe weather conditions. If a game is stopped due to unsafe weather conditions, the score will be considered final if the 2<sup>nd</sup> half has started. If the 2<sup>nd</sup> half has not started, the game will be rescheduled (if possible) and replayed in its entirety (the score and time will not be carried over to the rescheduled game).
  - 40.1.1 Games are rescheduled at the discretion of the league and once a revision to the schedule is published it is final. Teams will need to make the needed adjustments to play the rescheduled game or take a forfeit. No schedule requests will be taken or honored.
- 40.2 Unsafe game site conditions.

# **Wylie Football League Junior (FG-1) and Senior (FG-2)**

## **Flag Rules**

40.3 Unsportsmanlike conduct.

The Commissioner, depending on the amount of time played and the reason for nonweather-related game abandonment, will determine the game results.

### **41.0 Reserved**

### **42.0 Reserved**

### **43.0 GENERAL GAME RULES**

- 43.1 If a team is losing by 21 or more points at halftime, that team will be on offense to start the 2nd half. Once a team is up by 21 or more points, they will be required to only run the ball going forward.
- 43.2 There are no fumbles. The ball is spotted where the ball-carrier's feet were at the time of the fumble.
- 43.3 In the event of a fumbled snap, ONLY the quarterback may pick up the ball and continue the play. Fumbles caught by a defensive player in mid-air are treated as interceptions.

### **44.0 RUNNING**

- 44.1 The ball is spotted where the runner's feet are when the flag is pulled, not where the ball-carrier has the ball. Forward progress will be measured by the player's front foot.
- 44.2 Only direct handoffs behind the line of scrimmage are permitted. Handoffs may be in front, behind or to the side of the offensive player but must be behind the line of scrimmage. The offense may use multiple handoffs.
- 44.3 "Center sneak" play is no longer allowed.
- 44.4 Absolutely NO laterals beyond the line of scrimmage.
- 44.5 Any player who receives a handoff can throw the ball from behind the line of scrimmage but must be past the line of scrimmage.
- 44.6 Once the ball has been handed off in front, behind or to the side of the quarterback, all defensive players are eligible to rush.
- 44.7 Runners may leave their feet to advance the ball. Diving, leaping, or jumping Spinning is allowed.
- 44.8 Flag obstruction – All jerseys MUST be tucked in before play begins.  
The flags must be on the player's hips and free from obstruction. Deliberately



# Wylie Football League Junior (FG-1) and Senior (FG-2)

## Flag Rules

obstructed flags will be considered flag guarding.

44.9 Flag guarding – The ball-carrier is not allowed to shield, push, or knock away the hands of a defensive player attempting to pull his flag. The ball-carrier is not allowed to “protect” the flags by use of hands, arms, or the ball. A ball-carriers running style is not a factor in flag guarding. If the hands or arms intentionally protect the flags, it will result in a Flag Guarding penalty.

44.10 Once the Quarterback leaves or rolls out of the “Guard Box” he is considered a runner and may be rushed the Seven-yard (7) rule no longer is in effect and all defenders may go behind the line of scrimmage. \*A coach can request for cones to be placed on the field to represent the “Guard Box”. The offensive coach will adjust the cones representing the “Guard Box” after each play.

### 45.0 PASSING

45.1 All passes must be from behind the line of scrimmage, thrown forward and received beyond the line scrimmage.

45.1.1 All passes that do not cross the line of scrimmage, whether received or not, are illegal forward passes.

45.2 The quarterback may throw the ball away to avoid a sack.

45.3 Shovel/ Shuttle passes are allowed.

45.4 The quarterback has a seven-second “pass clock.” If a pass is not thrown within seven seconds, the play is dead, the down is consumed, and the ball is returned to the line of scrimmage. Once the ball is handed off, the 7-second rule is no longer in effect.

45.5 Once the Quarterback leaves or rolls out of the “Guard box” he is considered a runner and may be rushed the Seven-yard (7) rule no longer is in effect and all defenders may go behind the line of scrimmage.

### 46.0 RECEIVING

46.1 All players are eligible to receive passes (including the quarterback if the ball has been handed off behind the line of scrimmage).

46.2 Only one player is allowed in motion at a time. All motion must be parallel to the line of scrimmage and no motion is permitted toward the line of scrimmage.

46.3 A player must have at least one foot inbound when making a reception.

46.4 In the case of simultaneous possession by both an offensive and defensive player,

# **Wylie Football League Junior (FG-1) and Senior (FG-2)**

## **Flag Rules**

possession is awarded to the offense.

46.5 Interceptions are returnable but not on conversions after touchdowns.

### **47.0 OFFENSIVE FORMATIONS**

#### **47.0 Division 2 (FG-2)**

47.0.1 The offensive formation consists of a maximum of seven (7) players and a minimum of five (5) players.

47.0.2 Offenses must have a minimum of three (3) players on the line of scrimmage including the center and up to four (4) players on the line of scrimmage. The quarterback must be off the line of scrimmage.

47.0.3 One player at a time may go in motion 1-yard behind and parallel to the line of scrimmage.

47.0.3.1 No motion is allowed toward the line of scrimmage.

47.0.4 Movement by a player who is set or a player who runs toward the line of scrimmage while in motion is considered a false start.

47.0.5 The center must snap the ball with a rapid and continuous motion between his/her legs to a player in the backfield (or to the side in FG-1 Division), and the ball must completely leave his/her hands.

47.0.6 The Quarterback is allowed and is eligible to the run ball if blitzed.

#### **47.1 Division 1 (FG-1)**

47.1.1 The offensive formation consists of a maximum of Seven (7) players and a minimum of Five (5) players.

47.1.2 Offenses must have a minimum of three (3) players on the line of scrimmage including the center and up to four (4) players on the line of scrimmage. The quarterback must be off the line of scrimmage.

47.1.3 One player at a time may go in motion 1-yard behind and parallel to the line of scrimmage.

47.1.3.1 No motion is allowed toward the line of scrimmage.

47.1.4 Movement by a player who is set or a player who runs toward the line of scrimmage while in motion is considered a false start.

# Wylie Football League Junior (FG-1) and Senior (FG-2) Flag Rules

- 47.1.5 The center must snap the ball with a rapid and continuous motion between his/her legs or a side snap to a player in the backfield, and the ball must completely leave his/her hands.

## **48.0 DEFENSE** [Questions and Answers](#)

### **48.0 Division 2 FG-2**

- 48.0.1 The defensive formation consists of a maximum of seven (7) players.

48.0.1.1 Reserved

48.0.1.2 Reserved

- 48.0.1.3 The center is considered a defenseless player while their head is down in the snapping position and cannot be contacted/hit until they assume a blocking position or has fired out into their pattern.

- 48.0.2 No defensive player can cross the line of scrimmage before the ball is handed off unless they are lined up a minimum of 7 yards from the line of scrimmage at the snap of the ball. Unless they are the "Designated Rusher"

- 48.0.3 Only one (1) Designated player may rush from the minimum 7 yards from the line of scrimmage rushing position.

- 48.0.4 Players not rushing can defend on the line of scrimmage.

- 48.0.5 Once the ball is handed off, the seven yard (7) rule no longer is in effect and all defenders may go behind the line of scrimmage.

- 48.0.6 A special marker, or the referee, will designate a rush line seven (7) yards from the line of scrimmage. Defensive players should verify they are in the correct position with the official on every play.

- 48.0.7 "A" Gap rushing is permitted.

### **48.1 Division 1 (FG-1)** [Questions and Answers](#)

- 48.1.1 The defensive formation consists of a maximum of Seven (7) players and a minimum of five (5) players aligned in any formation.

- 48.1.2 No defensive player can cross the line of scrimmage before the ball is handed off unless they are lined up at or beyond 7 yards from the line of scrimmage at the snap of the ball unless they are the "Designated Rusher" or the "Down linemen."

- 48.1.3 Only one (1) "Designated Rusher" may rush from a minimum of 7 yards from the

# Wylie Football League Junior (FG-1) and Senior (FG-2)

## Flag Rules

line of scrimmage in the rushing position.

48.1.4 Players not rushing can defend on the line of scrimmage.

48.1.5 Once the ball is handed off, the Seven-yard rule no longer is in effect and all defenders may go behind the line of scrimmage.

48.1.6 A special marker, or the referee, will designate a rush line seven yards from the line of scrimmage. Defensive players should verify they are in the correct position with the official on every play.

### 48.2 **A legal rush is Defines as:** [Questions and Answers](#)

48.2.1 Any rush from a point 7 yards from the offensive line of scrimmage.

48.2.2 A rush from anywhere on the field AFTER the ball has been handed off by the quarterback.

48.2.3 Once the Quarterback leaves or rolls out of the "Guard box" he is considered a runner and may be rushed the seven-yard (7) rule no longer is in effect and all defenders may go behind the line of scrimmage.

48.2.4 If a rusher leaves the rush line early (breaks the 7-yard area), they may return to the rush line, reset and then legally rush.

48.2.5 If a rusher leaves the rush line early and the ball is handed off before he/she crosses the line of scrimmage, he/she may legally rush behind the line of scrimmage.

### 48.3 **A penalty may be called if:**

48.3.1 The rusher leaves the rush line before the snap and crosses the line of scrimmage before a handoff or pass – illegal rush (+7 yards from the line of scrimmage and first down).

48.3.2 Any defensive player crosses the line of scrimmage before the ball is snapped – offsides (+7 yards from line of scrimmage and first down).

48.3.3 Any defensive player not lined up at the rush line crosses the line of scrimmage before the ball is passed or handed off – illegal rush (+7 yards from the line of scrimmage and first down).

### 48.4 **Special circumstances:**

48.4.1 Teams are not required to rush the quarterback with the seven second clock in effect.

## **Wylie Football League Junior (FG-1) and Senior (FG-2)**

### **Flag Rules**

- 48.4.2 Teams are required to identify their rusher before the play.
- 48.4.3 Players rushing the quarterback may attempt to block a pass; however, NO contact can be made with the quarterback in any way. Blocking the pass or attempting to block the pass and then making contact with the passer will result in a roughing the passer penalty.
- 48.4.4 If any offensive player is in the rusher's direct line, either by attempting a legal shield block or just standing still, then it is the rusher's responsibility to go around the offensive player and to avoid contact. The rusher cannot run through an offensive player. Making contact with an offensive player that has an established position will result in an illegal contact penalty on the defense.
- 48.4.5 A sack occurs if the quarterback's flags are pulled behind the line of scrimmage. The ball is placed where the quarterback's feet are when the flag is pulled.
- 48.4.6 A safety is awarded if the sack takes place behind the 45 yard line.

#### **48.5 Flag Pulling:**

- 48.5.1 A legal flag pull takes place when the ball-carrier is in full possession of the ball.
- 48.5.2 Defenders can dive to pull flags but cannot tackle, hold, or run through the ball-carrier when pulling flags.
- 48.5.3 It is illegal to attempt to strip or pull the ball from the ball-carrier's possession. at any time.
- 48.5.4 If a player's flag inadvertently falls off during the play, the player is down immediately upon possession of the ball and the play ends. The ball is placed where the flag lands.
- 48.5.5 A Defensive player or Offensive player may not intentionally pull the flags of a player who is not in possession of the ball.

#### **49.0 CONTACT**

WFL Flag Football FG-1 Division is intended to be a non-contact sport. While it is understood that some "incidental contact" will occur, "intentional contact" will not be tolerated.

- 49.1 "Intentional Contact" is defined as pushing, grabbing, holding, hitting/punching, kicking, intentional tripping, tackling, or forcibly contacting another player with any part of the body, if the contact was avoidable.

## **Wylie Football League Junior (FG-1) and Senior (FG-2) Flag Rules**

- 49.2 Intentional contact penalties will be called at the discretion of the referees and will result in an Unsportsmanlike Conduct penalty. A 2<sup>nd</sup> Unsportsmanlike Conduct penalty by a single player during any one game will result in the player being ejected from the game and possible further disciplinary action.
- 49.3 "Incidental Conduct" is defined as accidental contact between players during the normal course of a game.
- 49.4 A defensive player's hands are allowed to make contact with a ball-carrier when attempting to pull a ball-carrier's flags by diving or reaching his hands towards the ball carrier's flag belt. This should be considered "incidental contact" if the defensive player was only attempting to pull the ball-carrier's flags, and did not push, hold, wrap his arms around and/or grab, or run-through the ball-carrier.

### **50.0 PENALTIES**

#### **50.1 General**

- 50.1.1 The referee will call all penalties.
- 50.1.2 Referees determine incidental contact that may result from normal run of play.
- 50.1.3 All penalties will be assessed from the line of scrimmage, except as noted.  
(Spot fouls)
- 50.1.4 Only the head coach may ask the referee questions about rule clarification and interpretations. Players may not question calls.
- 50.1.5 Games may not end on a defensive penalty unless the offense declines it.
- 50.1.6 Penalties are assessed live ball then dead ball. Live ball penalties must be assessed before play is considered complete.
- 50.1.7 Penalties will be assessed half the distance to the goal yardage when the penalty yardage is more than half the distance to the goal.

# Wylie Football League Junior (FG-1) and Senior (FG-2) Flag Rules

## i. Defensive Spot Fouls

Defensive Pass Interference:	Automatic first down
Holding:	Automatic first down
Stripping:	+10 yards and automatic first down

## ii. Offensive Spot Fouls

Flag Guarding:	-5 yards and loss of down
Illegal Contact (blocking):	-5 yards and loss of down
Charging (ball-carrier running over defender):	-10 yards and loss of down

## iii. Defensive Penalties

Defensive Unnecessary Roughness:	+10 yards and automatic first down
Defensive Unsportsmanlike Conduct:	+10 yards and automatic first down
Coach Interference:	+10 yards and automatic first down
Offsides:	+5 yards from line of scrimmage and replay down
Illegal Rush (from inside 7 yards):	+5 yards from line of scrimmage and automatic first down
Illegal Flag Pull (player w/out the ball)	+5 yards from line of scrimmage and automatic first down
Roughing the Passer:	+5 yards from line of scrimmage and automatic first down
Illegal Contact:	+5 yards from line of scrimmage and automatic first down

## iv. Offensive penalties

Offensive Unnecessary Roughness:	-10 yards and loss of down
Offensive Unsportsmanlike Conduct:	-10 yards and loss of down
Coach Interference:	-10 yards and automatic first down

## **Wylie Football League Junior (FG-1) and Senior (FG-2) Flag Rules**

Offsides / False Start:	-5 yards from line of scrimmage and loss of down
Illegal Forward Pass:	-5 yards from line of scrimmage and loss of down
Offensive Pass Interference:	-5 yards from line of scrimmage and loss of down
Illegal Motion (more than one person moving):	-5 yards from line of scrimmage repeat down
Delay of Game:	-5 yards from line of scrimmage

### **51.0 SPECIAL PLAYING RULES**

51.1 Both Offense and Defense must wear flag belts. Flags are to be worn at the player's sides only, free from obstruction and uniform in length.

51.2 Players must always wear a jersey tucked in.

51.3 Players must remove all jewelry and hats. Winter beanies are allowed.

### **52.0 POST GAME ACTIVITIES**

All players and coaches must meet at mid-field to shake hands at the conclusion of the game. Failure to do so will result in an Answer & Discussion Board hearing.

### **53.0 MISCELLANEOUS**

Any interpretations, modifications, to include anything not specified in the above, will be at the discretion of the WFL Board Member or WFL Football Commissioner for that Division.



# Wylie Football League Junior (FG-1) and Senior (FG-2) Flag Rules

## Questions and Answers.

**Q. Is the Quarterback allowed to throw a screen pass?**

A: Rule [44.1](#) states a pass can only be beyond the LOS a "Screen pass" is behind the LOS and therefore is illegal. You may "pitch" the ball behind the LOS

**Q: can the offensive players use their hands to block defensive players from rushing?**

A: No, they cannot. Linemen can only try to get in the way of the rushing player; the use of hands is illegal. In the future the WFL may allow the use of hands in Sr. flag but only with the use of flex pads.

**Q: what happens if I only have four (4) players show up at game time for the FG-1. Do I automatic forfeit the game?**

A: No, you can "Start" The game with a minimum of 4 players in FG-1 and 7 in FG-2 and as players show you can put them in after the down or when the referee say you can, however if you fall below the minimum players due to injury or disqualification the game will be stopped and forfeited

**Q: if I have the Minimum number of players to "START" the game. Does the other team have to start with the same or equal number of players?**

A: No, they do not. If the other team has a full roster at the "START" of the game, the Coach can play the full required number of players on the field.

Example:

One team has 5 players to start the game in the FG-1 division and the other team has 7 players. The coach can elect to play 7 players to your 5.

I personally would talk to the other coach and see if we could come to an agreement to play the equal number of players so the kids can have a good game.

**Q: Are there any Ties in Flag football?**

A: No, there must be a clear-cut winner in every game. ([See section 27.0 Timing and overtime](#))  
We do this for standing for the playoffs and everyone goes to the playoffs.

**Q: Does each team get a chance to score in over- time**

A: Yes, each team will get a possession on each Over-time period. ([See section 27.7](#))

*EX: The Visitor scores on their possession in the first (1<sup>st</sup>) OT period. Now the Home team gets a chance to score during the same first (1<sup>st</sup>) OT period. If the Home team scores and score is stilled tied at the end of the first (1<sup>st</sup>) OT period, the process starts all over again. In the second (2<sup>nd</sup>) OT possession the home will have the ball first. The home team scores and fails to make the X-tra point. Now the Visitor team has a chance to score during their possession in the second (2<sup>nd</sup>) OT period. In this OT period the Visiting Team make a TD and then Makes the XP the Visiting team wins the game.*

**Q: When does the 30 second clock start**

A: The 30 Clock starts when the Referee places the football on the line of scrimmage, from that point on the clock is running and ends at the hike of the ball or the ball is put in play. If the

# Wylie Football League Junior (FG-1) and Senior (FG-2)

## Flag Rules

center does not hike the ball before the 30 second clock ends a delay of game penalty may occur. As long as the ball is put in play/ hiked, before the 30 second clock ends no penalty will be called.

### **Q: Why do we have a 30 second play Clock in Flag Football**

**A:** We have to keep the games moving, the typical Flag game is scheduled for an hour. Which includes timeouts, half time and any injuries time outs that may occur. So, with two 20:00 minute half's and a 6-minute half time totals up to 46 minutes. With each team getting two (2) 30 second Time-outs per half brings the total up to 50 minutes per game. That is if all goes well, which we all know it won't. we allow a 10-minute window for unforeseen issues such as injure time-out, over time and late teams or players.

### **Q: Can I blitz**

**A:** YES and NO A **blitz** in **football** is easy to define. Simply put, it's a play call by a defense that's designed to rush the quarterback with more defenders than there are blockers. For example, if there are 5 blockers on an offensive play (the 5 offensive linemen), then a **blitz** would be a play that has 6 players rushing the quarterback. In flag, if this was to happen, the offence would never get a chance to advance the ball. So in flag we limited the rushing/blitzer to just one "Designated Rusher". In order to keep the with fair competition, the comprise was that we shortened the "Designated Rusher" distance from 7 to 5 yards. See flag rules [19.0](#), [47.0](#), [47.2](#), [47.3](#)

## Wylie Football League Junior (FG-1) and Senior (FG-2) Flag Rules

Terminology	
<b>Boundary Lines</b>	The outer perimeter lines around the field. They include the sidelines and back of the end zone lines.
<b>Line of Scrimmage (LOS)</b>	an imaginary line running through the point of the football and across the width of the field.
<b>Line-to-Gain</b>	The line the offense must pass to get a first down or score.
<b>Rush Line</b>	An imaginary line running across the width of the field seven yards (into the defensive side) from the line of scrimmage
<b>Offense</b>	The team with possession of the ball
<b>Defense</b>	The team opposing the offense to prevent it from advancing the ball
<b>Passer</b>	The offensive player that throws the ball and may or may not be the quarterback.
<b>Rusher</b>	The defensive player assigned to rush the quarterback to prevent him/her from passing the ball by pulling his/her flags or by blocking the pass
<b>Downs (1-2-3)</b>	The offensive team has three attempts or "downs" to advance the ball. It must cross the line to gain to get another set of downs or to score
<b>Live Ball</b>	Generally used regarding penalties. Live ball penalties are considered part of the play and must be enforced before the down is considered complete.
<b>Dead Ball</b>	Refers to the period immediately before or after a play. Whistle Sound made by an official using a whistle that signifies the end of the play or a stop in the action for a timeout, halftime, or the end of the game
<b>Inadvertent Whistle Official's</b>	whistle that is performed in error.
<b>Charging</b>	An illegal movement of the ball-carrier directly at a defensive player who has established position on the field. This includes lowering the head or initiating contact with a shoulder, forearm, or the chest.
<b>Flag Guarding</b>	An illegal act by the ball-carrier to prevent a defender from pulling the ball-carrier's flags by stiff arm, lowering elbow or head or by blocking access to the runner's flags with a hand or arm.
<b>Shovel Pass</b>	A legal pitch attempted beyond the line of scrimmage. Lateral A backward or sideway toss of the ball by the ball-carrier.

# Wylie Football League Junior (FG-1) and Senior (FG-2) Flag Rules

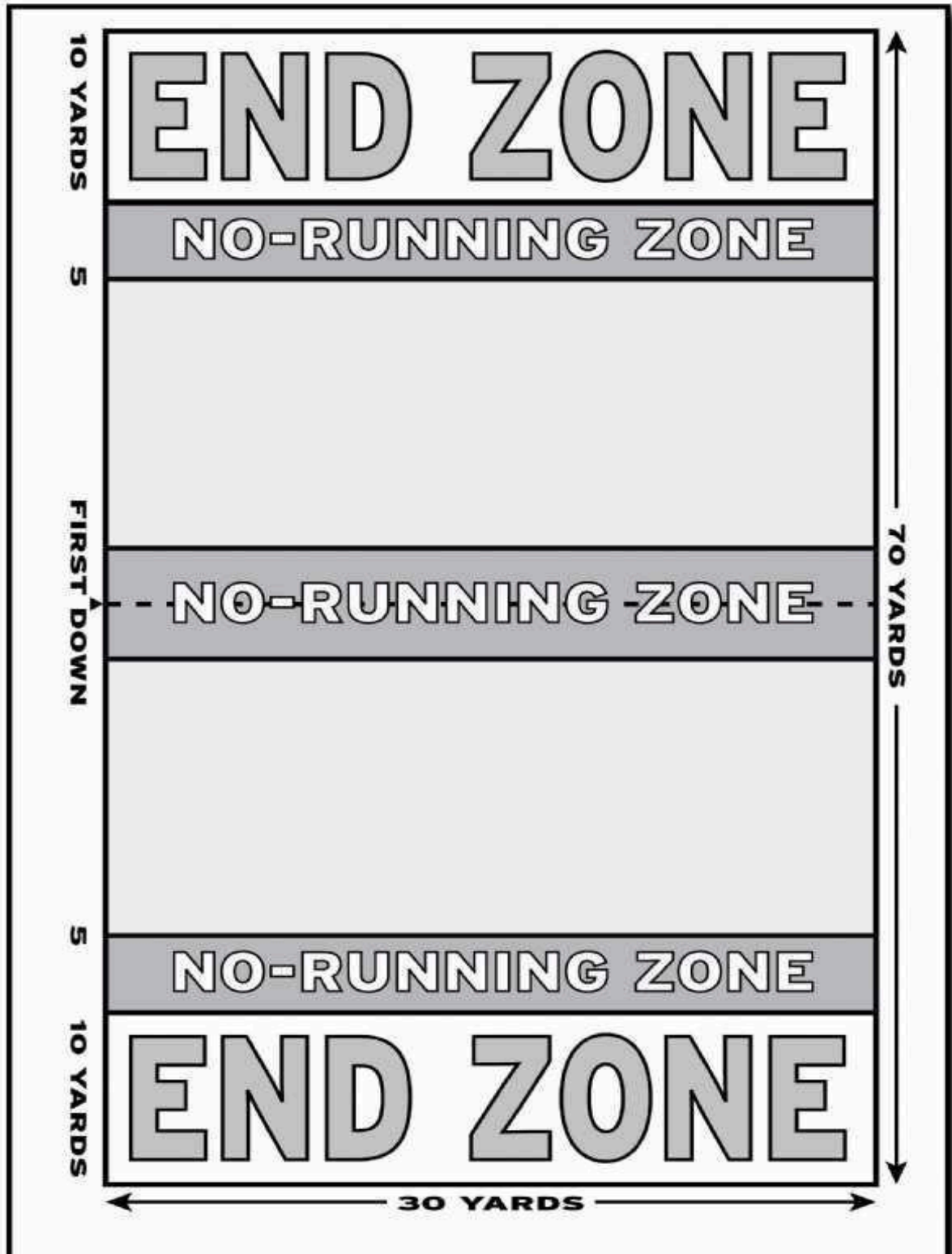
<b>Unsportsmanlike Conduct</b>	A rude confrontational or offensive behavior or language
--------------------------------	--

# Wylie Football League Junior (FG-1) and Senior (FG-2) Flag Rules

[Table 2](#)

[Return](#)

Field Diagram:



45 x 30 Yards or 135 x 90 feet



# Wylie Football League Junior (FG-1) and Senior (FG-2) Flag Rules

## Revisions Page

### 09/02/2019 Revision 3

- Added a "Questions and Answers" page for a better understanding of the flag rules.
- Added a "Terminology" page clarification of
- Added Revisions Page to keep coaches up to date on what changes have been made.

### 09/08/2019 Revision 4

- Defined Divisions: Junior /Jr. flag added "FG-1" to all paragraphs that apply.
- Defined Divisions: Senior / Sr. Flag added "FG-2" to all paragraphs that apply.

### 09/13/2019 Revision 5

- Section 38.0 Season format: Change in playoff rules amended "*There are playoffs in Flag Football and in both Divisions. **All** teams will participate in the playoffs.*"
- Section 1.0 Player Eligibility: Revised division to ages do not grade Based
- Section 1.0 Player Eligibility: Added age chart.

### 10/20/2019 Revision 6

- Added clarification on over-time possessions and scoring.
- Section 37 Re-indexed
- Section 37 Added "37.2.1 All players in Division 1 (FG-1) will be required to wear a Soft Gel helmets.
- Section 22.0 Reformatted Scoring section for FG-1

### 10/30/2019 Revision 7

- Revised section 4.0 re-indexed
- Section 4.0 Added Subsection 4.7 to Allowed Open hand contact for FG-2
- Section 37.0 Equipment: added Para 37.2.1 and 37.2.2 use of flex Helmet and Pads for FG-2
- Section 47.0 Defense Division FG-2 added Para 47.1.1.1 & 47.1.1.2 allowed contact.
- Revised FG-1 low/non-contact criteria
- Revised FG-2 contact rules and criteria.

### 01/27/2020 Revision 8

- Section 18.0 Added cross-reference link to Section 27.0 about the 30 second play clock.
- Section 27 Added 27.1.1.1 "*Each team will start it's overtime possession from the 15-yard line.*"

### 07/15/2020 Revision 9

- Section 21 Added illegal player criteria.
- Table 3 Updated Divisional Age Chart for fall 2020

### 07/18/2020 Revision 10

- Section 4.7 Added blocking criteria.
- Section 47 revised for A gap rushing, down-linemen, designed rusher.
- Section 37 added footwear definition for cleats
- Section 32 added PRACTICES under its own section
- Section 3 added 3.1 **Minimum playing time rule exception.**

# Wylie Football League Junior (FG-1) and Senior (FG-2)

## Flag Rules

### 08/16/2020 Revision 11

- Section 19 revised to delete the 7-yard rule Added reference to 47.2
- Section 47.2 clarified "Designated Rusher."

### 08/21/2020 Revision 12

- General Rules Added QB/Coach to Division 1 (FG-1)
- General Rules Reduced Minimum Division 1 (FG-1) players from 5 to 4.
- Section 3 Division 1 (FG-1) added "No ball carrier is allowed to have consecutive runs.
- Section 4 Deleted 4.8 to more align the flag with contact football.
- Section 5 Added QB/Coach restrictions for "concealing the Ball."
- Section 7 Added QB/Coach restrictions for hand-offs
- Section 19 Added 19.3 for Division 1 (FG-1)
- Section 37 Removed soft shoulder pads requirement.

### 07/21/2021 Revision 13

- Section 15 Added 15.1 "Game flags"
- Section 52 Added "WFL Board Member"
- Age chart Updated for 2021 fall season.

### 09/03/2021 Revision 14

- Section 17.3 added Team count (coaches)
- Section 27.7 changed OT start yardage from 15 yds. To 10 yds.
- Section 27.7 added 27.7.5.a start form the 5 yd line after two possessions from the 10 yd line.

### 06/15/2022 Revision 15

- Table 3 Updated Divisional Age Chart for fall 2022

### 08/06/2023 Revision 16

- Section 4 **First possession.** There is no coin toss. The visiting team starts with possession in the 1st half. The home team starts with possession in the 2nd half
- Section 11 modified no-run zone for defense penalty
- Section 49 revised penalty's for illegal motion and delay of game, Flag guarding
- Section 46 Added "Offenses linemen are down line and will be in a three-point stance while on the Offensive line" for both divisions.
- Q&A add Blitz clarification of "Designated Rusher".
- Table 3 Updated Divisional Age Chart for fall 2023

### 07/22/2024 Revision 17

- Section 1 Revised to reflect older players
- Section 5 Removed *QB/Coach from turning around (concealing the ball) to hand the ball off to a player*
- Section 12 Added 12.1 *Visitors/Away Jerseys*
- Section 17 Revised Divisions by Grade  
Removed *The QB coach is not counted in the player count on the field*
- Section 23 Revised to *Start of the Season*
- Section 27 Revised to 5 Min half-time
- Section 28 Added Coach restriction for Division 3
- Section ALL increased Rushing distance from 5 yards to 7 yards