

OCONEE COUNTY PARKS & RECREATION DEPARTMENT

ADULT FLAG FOOTBALL RULES



WWW.OCONEECOUNTY.COM/OCPRD

OCPRD Adult Flag Football Rules Fall 2020

I. GOVERNING BODY

The governing body consists of the Oconee County Parks & Recreation Department.

II. REGISTRATION

Cost per team is \$550. Registration will be online only. Balance of fees must be received no later than Wednesday, August 12, 2020 or any scheduled games will be forfeited until payment is received. **OCPRD reserves the right to refuse and deny team entry for inappropriate team names.**

III. LEAGUES

Men's League
Women's League

IV. ORGANIZATIONAL MEETING

A MANDATORY Team Manager organizational meeting is scheduled for Wednesday, August 12, 2020 at 6:15 p.m. at Herman C. Michael Park. Team rosters are due at this meeting.

V. UNIFORMS

- a) Players must wear like colored jerseys with the same shade of color.
- b) All jerseys must have a manufactured, permanently affixed number (0-99) on the back at least six (6) inches in height. NO taped, drawn or duplicating numbers are allowed.
- c) Jerseys must be long enough to be tucked in and must remain tucked in at all times.
- d) Players may not change jerseys after the line-up is turned into the referee/scorer.
- e) Shoes are mandatory. Metal or detachable cleats are not allowed. Tennis shoes or rubber molded cleats are recommended.
- f) **Pants or shorts cannot** have belt loops, pockets or exposed draw strings. Pants must also be of different color than the flags, which are red or yellow.
- g) No jewelry will be allowed to be worn during the game. Players wearing jewelry must remove the jewelry and sit out at least one (1) play before re-entering the game.
- h) Players may wear knit or stocking caps. Caps may not have a bill. Headbands (2") are allowed.
- i) Players may wear pliable and non-rigid sunglasses.
- j) The referee and/or field supervisor has the FINAL say on all player apparel and equipment.

VI. EQUIPMENT

- a) OCPRD will provide flags.
- b) OCPRD will provide game balls.
- c) Men's League will use an "Official" size ball.
- d) Women's League will use a "Junior" size ball.

VII. PLAYER ELIGIBILITY

- a) All players must be 18 years or older by September 1, 2020 to participate in the Adult Flag Football League. (GRPA rules state a player must be 18 years or older prior to September 1 to participate in a GRPA Tournament).
- b) Each player must have proper picture identification with them all times throughout the season and tournament. Failure to produce a photo identification can result in forfeiture of the game.
- c) Any person under a Collegiate or Professional football contract will not be allowed to participate in games. High school student-athletes are ineligible to participate.
- d) **Each player must complete player contract before he/she is eligible to play** and each team must complete a team roster to participate in the league.
- e) It is the team manager's responsibility to have all players understand and abide by the rules, as well as sign the roster and meet all league eligibility requirements.
- f) All rosters must be completed and turned into OCPRD prior to the first game. Teams without rosters on file will automatically forfeit their games.
- g) Players cannot change teams once the season starts.
- h) Players may not be added to the roster after game 3 of an eight game regular season.
- i) League registration fees must be paid at the time of registration.
- j) Teams not qualifying for league play will have their registration fees returned immediately.

VIII. PLAYER CONDUCT

All participants are governed by the Oconee County Parks & Recreation Department Code of Conduct. Profane language or display of unsporting conduct will not be tolerated in the program. **All teams will receive a "Sportsmanship Rating" throughout the season and must have a 2.5 or higher to be considered for a post-season tournament.**

The following additional provisions shall apply:

- a) Players, coaches, managers and spectators are expected to demonstrate a good sporting attitude and courteous behavior.
- b) Persons failing to demonstrate appropriate conduct or behavior will result in an immediate warning or prompt ejection from the game, depending on the severity of the incident.
- c) If a person is warned regarding their misconduct, including arguing the judgment call of a referee, the next offense will result in prompt ejection from the game.
- d) Any person ejected from the game must leave the park premises.
- e) Failure of an ejected player to leave park premises will warrant a forfeiture of the game.
- f) Any person ejected from a game will also be suspended from their next scheduled game.
- g) If a player or manager receives a suspension for the next game on the last game of the season, the suspension will be in effect in the first game scheduled the following season and/or for the tournament.
- h) If the offending act is flagrant, involves a fight or if the unsporting conducts continues after ejection, the person will be suspended from the league, including tournament play.

- i) Any player, manager and/or spectator who does or attempts to do bodily harm to an official will be immediately ejected from the game, suspended from the program, banned from the Parks and Recreation Department parks and facilities, and may have criminal charges filed against him/her. The Governing Body will determine the length of time for banned suspension.
 - a. **First Ejection** – The individual will be suspended for the remainder of the game, the next scheduled game and must leave the park premises immediately.
 - b. **Second Ejection** – The individual will be suspended for the season, including any postseason tournament play and must leave the park premises immediately following the ejection.
- j) Alcohol, smoking and other tobacco products, including vaping devices, are not permitted in the parks and will not be permitted on the field or on the sidelines.
- k) Unattended children may become a safety issue. Children must be supervised by an adult not participating in the game.

Note: Any person ejected or suspended from a game must leave the premises, if possible. If person is ejected and unable to leave premises, the person must be “out of sight, out of sound.”

IX. TEAM ROSTERS & PLAYER CONTRACTS

- a) Each player must complete a player contract before he/she is eligible to play and each team must complete a team roster to participate in the league.
- b) Rosters and contracts must be turned in by the Organizational Meeting on Wednesday, August 12, 2020.
- c) Team rosters are limited to 20 players. (GRPA competition limits roster to 20 players).
- d) Last day for Team Managers to add players to the team roster will be Sunday, September 15th. Player contracts for added players must be complete online for the added player to be eligible to participate in any games. Managers may also provide the player contract to OCPRD staff BEFORE their scheduled game, provided it is before Sunday, September 13, 2020.
- e) Any player removed from a team roster may not be added to another team’s roster.
- f) Any illegal player will be removed from the program, the manager suspended for one game or more, and the game will be recorded as a loss. In addition, any prior game(s) in which the illegal player participated will result in a forfeit.
- g) Falsifying a player contract will result in suspension from the league.
- h) Players must provide identification to verify identity. Failure to provide identification will result in suspension of play from the game and possibly future games.

X. LOCAL RULES

All games will be played according to the NIRSA rulebook (nirsa.net) except where local rules supersede.

- a) The referee will have the authority over players and coaches during the game.
- b) Games will be scheduled on the hour. Sundays: 2pm, 3pm, etc.;
- c) Game time is forfeit time. No grace period will be allowed. The park supervisor, in consultation with the referees, will have final authority to declare a forfeit.
- d) The field shall be 100 yards by 50 yards including the two 10 yard end zones. The field will be marked off in 20 yard zones from goal line to goal line. There will be marks at the 3 yard line (1 point try), 10 yard line (two point try) and 20 yard line (3 point try) for extra points.
- e) There will be NO KICKOFFS. Possessions will start on the 10 yard line to begin games and after scores.

XI. GAME PLAY

- a) Seven (7) eligible players constitute a team for playing purposes. Teams must have at least five (5) eligible players present and ready to participate at game time to begin. Games will be forfeited if teams fail to meet the minimum player requirements set forth. Forfeited games will not be officiated or score-kept by game officials.
- b) Any team forfeiting two (2) games in a row or three (3) games in the season will be removed from the league for the remainder of the season without refund.
- c) A coin flip will be used to determine possession of the ball. Before the start of the game, captains from each team will meet with the referee. The Home team captain will call the coin "in the air". The captain winning the coin toss shall have the option to take offense, defense, defend a goal or defer the option to the second half. The ball will be placed at the 10 yard line for the start of each half as well as after each touchdown.
- d) The game shall consist of two (2) twenty (20) minute halves. The clock will not stop during the first eighteen (18) minutes of each half (exception: team or referee time-out). The clock will stop during the final two (2) minutes of each half for time-outs, out of bounds, touchdown and/or an injury
- e) The offensive team will have four (4) downs to successfully advance the ball across the next line to gain.
- f) Teams will be granted two (2) time-outs per half. Timeouts will be thirty (30) seconds. Timeouts do not carryover.
- g) The line of scrimmage shall be marked by two spotters (discs) of contrasting color – one for the offense and one for the defense one (1) yard away from the offensive line of scrimmage.
- h) The offensive team must have at least four (4) players on the line of scrimmage.
- i) Non-contact screen blocking will be used in the OCPRD Flag football league. Blockers hands and arms must be by their side or behind their back. The concept is similar to the block/charge call in basketball. There should be no intentional contact by either team. Penalty: 10yards from the spot of the foul.

- j) The player receiving the snap must be at least two (2) yards behind the offensive line of scrimmage. The snap does not have to be between the legs of the **snapper**; however, the snapper and ball must remain still until the snap occurs. The snap must also be one continuous motion.
- k) Any player may pass or hand the ball backward to a teammate at any time.
- l) All players are eligible to receive a forward pass. Forward passes may only be thrown from behind the offensive team's line of scrimmage.
- m) Players are not allowed to dive for additional yardage or initiate contact with the defender and vice-versa. If contact is made, the offending player will be flagged for illegal contact. The ball will be placed where ball carriers feet left the ground.
- n) Any backward pass or fumble which touches the ground between the goal lines is dead at the spot where the ball touches and belongs to the team last in possession unless lost on downs. Any ball hitting the ground on a backward pass or fumble in the end zone will be considered a safety or touch back dependent upon which team has possession when the ball hits the ground. This does not apply to any forward passes.
- o) The ball carrier may not guard the flag with the ball or their hands or arms. No player may use a stiff arm or lower their shoulder to prevent de-flagging.
- p) All punts must be announced by the offensive team. If announced, the team must kick. There are no quick kicks. The kicker must receive the ball at least five (5) yards behind the offensive line of scrimmage and must kick the ball upon receiving the snap. The defensive team may not rush the kicker, but can attempt to block the kick behind their side of the line. No offensive or defensive players may release from the line until the ball has been kicked. There is not a minimum for the number of players the defense is supposed to have on the line of scrimmage.
- q) If at any time during the last two (2) minutes of the game, a team is or goes ahead by nineteen (19) points or more, the game will be considered complete.
- r) Half-time will be five (5) minutes in length.
- s) If the game is tied at the end of regulation, overtime period(s) will be used to determine a winner. Prior to the start of overtime, game captains and officials will meet in the center of the field to discuss the tie-breaker procedures and answer any questions. The game captains will stay for a coin flip to determine the options as at the start of the game. Only one coin flip will be used in the overtime period. If additional periods are needed, the captains will alternate choices. All overtime periods will be played toward the same goal line.
- t) The overtime period, unless dictated by penalty, will begin at the opponent's 10 yard line. The offense will have four (4) downs to score a touchdown. If the team on defense first in the overtime period intercepts a pass and returns it for a score, they win the game. During the 3rd and all subsequent overtimes, teams must execute their point after try from the 10 yard line. After the completion of the offensive team's possession, the defensive team will be on offense at the 10 yard line with four (4) downs to score. This will constitute one (1) period of overtime. Each team is granted the use of one (1) 60 second time-out during each overtime period.
- u) Touchdowns are worth six (6) points. Teams must declare to the referee the intention on the extra point before the ball is set for play.
 - 3 yard line = 1 point

- 10 yard line = 2 points
- 20 yard line = 3 points

Only after a time-out can teams change their position of the try. The scoring player must be de-flagged by a game official to verify the score. If the player is found to have illegally secured the belt, the score will be disallowed, a 10 yard penalty assessed, and the player will be ejected. If the flag of the ball carrier inadvertently comes off, the ball carrier may be downed by one hand touch between the knees and shoulders.

- v) If during an extra point attempt the ball is intercepted by the defense, they may return the ball for a three (3) point score only.

XII. PENALTIES

Loss of 5 yards:

- Required equipment worn illegally
- Delay of game
- Illegal Snap
- False start
- Encroachment
- Illegal Procedure
- Illegal forward pass (5 yards from point of pass and loss of down)
- Intentional grounding (5 yards from point of pass and loss of down)
- Helping the runner: the runner shall not grasp a teammate or be grasped, pulled or pushed by a teammate

Loss of 10 yards:

- Delaying the start of either half
- Two or more consecutive encroachments during same interval between downs. The initial encroachment 5 yards
- Illegal participation
- Offensive pass interference (Loss of down)
- Defensive pass interference. (Automatic 1st down)
- Illegally secured belt on touchdown. (Revoke touchdown and loss of down)
- Unsportsmanlike Conduct
- Spiking the ball or not returning the ball to the official during the dead ball
- Attempt to steal the ball from the carrier. 2nd offense is unsportsmanlike conduct (disqualification)
- Hurdling
- Unnecessary contact of any sort
- Roughing the passer (Automatic 1st Down)
- Defensive use of hands
- Guarding the flag belt (and stiff arming)

- Illegal batting
- Illegal flag belt removal
- Personal foul
- Flagrant unsportsmanlike conduct (Disqualification)
- Flagrant personal fouls (Disqualification)
- Intentionally tampering with flag belt (Disqualification)
- Illegal equipment offense

XIII. FIELD SUPERVISOR

A park supervisor will be present at the park during scheduled games. After consulting with referees, the park supervisor has the authority to cancel any game if hazardous or unsafe conditions exist. The park supervisor also has the authority to warn or eject persons for demonstrating inappropriate conduct or behavior as outlined in the Oconee County Parks & Recreation Department Code of Conduct.

XIV. TIE-BREAKERS & TOURNAMENTS

- a) A post season seeded single elimination tournament is to follow the regular season. **All teams will receive a “Sportsmanship Rating” throughout the season and must have a 2.5 or higher to be considered for a post-season tournament.**
- b) If any teams in the league(s) are tied, the following tie-breaker procedures will take place:
 1. Any team forfeiting during the season automatically drops from the tie.
 2. Head-to-head matchup between tied teams.
 3. If the teams play twice during the regular season with each team winning once, run differential in the head to head games (*the team allowing the fewest total points in games against each other will be the determining factor*).
 4. Point differential in the league.
 5. If the teams are still tied, a coin toss will be used to break the tie.
- c) OCPRD will conduct an end of season tournament to determine the league champion. T-shirts will be awarded to the Tournament Champion only.
- d) Georgia Recreation & Park Association (GRPA) hosts tournaments for the District and State. If you are interested in participating, contact the Program Supervisor before the end of the regular season to inquire about fees, dates, times and locations. Fees must be paid prior to entry into tournament.
- e) Teams committing to participate in the GRPA District and State tournaments are responsible for paying the fees to District. Should a team advance to the State level, OCPRD will pay the entry fee.
- f) Any team forfeiting in GRPA District and/or State tournament play will be responsible for all forfeit fees. Players on a team failing to pay forfeit fees will be suspended from participation in OCPRD programs. Those teams will also be suspended from participation in all GRPA activities.

- g) Any team entered in a GRPA District tournament must commit to both District and State tournaments (should they advance).
- h) Tournament teams must have a copy of the official GRPA roster throughout the tournament. In addition, each player must have proper picture identification with them in the bench area at all times and levels of tournament play. Failure to produce either immediately can result in forfeiture of the game.

XV. RESCHEDULING GAMES

- a) Rainout games will be scheduled according to the day and field availability and not according to specific days of the week the league played during the season.
- b) The team manager will be notified of any rescheduled games and will be responsible for notifying all players on his/her team.
- c) The Oconee County Parks and Recreation Department has an Inclement Weather HOTLINE. Our hotline number is 706-769-3965 (Option 2). If there is inclement weather, the hotline will be updated at 4:00pm on weekdays and 11:00am on weekends. *Please keep in mind that inclement weather may not happen until just before or during the game.* ☺
- d) Rainout games will be rescheduled and posted online at www.oconeecounty.com/ocprd.

XVI. PROTESTS

The team manager must lodge a legal protest with the referee during the regulation game informing the referee that the game is being played under protest. The referee shall in turn notify the opposing manager and official scorekeeper. The scorekeeper shall mark the time and game information when the protest was made.

The team manager has twenty-four (24) hours to submit a written protest to the Athletic Division of Oconee County Parks & Recreation Department during office hours for official review. If a game is on a weekend, the protest must be turned into the office by 6 p.m. on Monday.

No protest will be accepted based on a referee's judgment. Each protest must outline the events as they transpired and must cite specific rules and sections to justify the protest. The OCPRD governing body will rule on each protest properly submitted and send the protesting manager a written ruling within 5-7 business days. When a protested game is upheld, the game is to be rescheduled from the point at which it was protested.

- a) Types of protests:
 - a. Misinterpretation of a playing rule – protest must be made:
 - b. Prior to the next play beginning
 - b) On the last play of the game, protest must be made before the referees leave the playing field.
 - c) Illegal player – protest must be made while the player is in the game and before the referees leave the field.
 - d) Ineligible player – protest can be made anytime.

XVII. LEAGUE PROVISIONS

- a. Team manager must be a resident of Oconee County
- b. All players must complete an individual player contract.
- c. All players must be able to provide proper ID at all games.