

## 2010 8 MAN FLAG FOOTBALL INFORMATION SHEET

1. All leagues are governed by the Anne Arundel County Department of Recreation and Parks Guidelines and Reference Manual.

**NO ALCOHOLIC BEVERAGES** are allowed on or near the fields at any time. Team is subjected to suspension if players, coaches or spectators have alcohol on the premises.

**NO TOBACCO PRODUCTS** are allowed on or near the fields at any time.

2. All rosters must be in the Recreation and Parks office by the first day of league play. No player may play until officially placed on the roster. After the roster has been submitted, new players can only be added with Sports Add Slip. **NO NEW PLAYERS MAY BE ADDED AFTER THE DATE NOTED ON THE SCHEDULE.** Rosters are limited to thirty (30) players. Players may only play on one 8man team during the season. Players may play on one 8man team and one 4man team during the season.

In the event that a player's eligibility is questioned, the player(s) must provide proof of Identification. A valid state issued identification card with picture (Driver's License, Military ID, Passport or State ID card) will be accepted as proof. Players must carry proof of ID to every game. Failure to provide identification upon request will result in player not participating in the game.

3. All players must be 18 years of age as of the first day of league play.

4. **Sportsmanship is not an option.** Refer to A.A.Co. Sports Manual for disciplinary policies. Use of any abusive language is not allowed. Team coaches are responsible for their spectators.

**Language Rule:** Any foul language, which can possibly be heard in the stands or through the field area, will result in an ejection from the game and a suspension per the rules and regulations. Any player receiving an ejection will be suspended for 2 weeks from all scheduled games from ALL LEAGUES. The suspended player or coach must leave the park during the suspension. Additional suspensions may be given.

Foul Language that is regarded, as incidental, under the breath, or reflex action, will result in a verbal warning. A second instance of the above, by the same person, will result in an unsportsmanlike conduct penalty, which is a 10-yard penalty and player must sit out for 5 minutes. Additional unsportsmanlike conduct penalty from the same player will result in an ejection from the game and suspension for 2 weeks. Additional suspensions may be given.

- ◆ Questioning the calls of the referees will warrant a 2 game suspension after the 2<sup>nd</sup> warning...This is your first warning!! This is considered unsportsmanlike behavior and will not be tolerated.

5. **Inclement Weather Policy:**

**Sunday** – Check the website at [www.aacounty.org/recparks](http://www.aacounty.org/recparks) or call hotline #: 410-222-7312 **after 7:00 a.m.** to determine if games are cancelled. If games have not been cancelled, the officials decide at the game site if fields are playable. If early games are cancelled, all games are cancelled for the day.

**Weeknight** - Check the website at [www.aacounty.org/recparks](http://www.aacounty.org/recparks) or call hotline #: 410-222-7312 **after 4:30 p.m.** to determine if games are cancelled. If games have not been cancelled, the officials decide at the game site if fields are playable. If early games are cancelled, all games are cancelled for the day.

6. Both the winning **and** losing coaches are responsible for reporting to the league supervisor **within 24 hours** with the following information:
  - a. result of game/score
  - b. suspended/ejected players

You can either call me at (410) 222-0017 or e-mail me at [randazzosoftballpark@hotmail.com](mailto:randazzosoftballpark@hotmail.com).

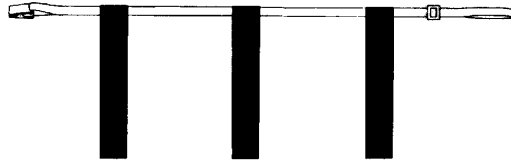
Any player who is ejected from a game must leave the entire park **immediately**. Ejected players automatically receive a two week suspension from all leagues with longer suspensions possible. Coaches are required to call the Recreation and Parks Department the following day to report player ejections. Any coach who does not report ejected players will be subject to suspension. Any coach who plays a suspended player may also receive a suspension.

7. **Uniforms:**

All teams must have matching shirts with 6" - 8" numbers on the front and back.

**No half shirts!** Shirts must be long enough to be tucked into the uniform.

8. Flag Football is governed by the USFTL and Anne Arundel County Recreation and Parks Department. USFTL rulebooks can be obtained from the USFTL office at [www.usftl.com](http://www.usftl.com) or (440) 974-8735.
9. Only Triple-threat clip flags (*Alligator Clips*) will be allowed, **No Exceptions!** Flags can be purchased at Propst & Sons (410) 761-9571 or USA Team Sports, [www.usa-teamsports.com](http://www.usa-teamsports.com) or (301) 498-4848, 1-800-799-3478. An example of the legal clip flag used in the A.A.County Flag Football League is below:



10. **Extra Point (1 or 2 points):** A team has the opportunity to score 1 point from the line of scrimmage at the 3 yard line or 2 points from the line of scrimmage at the 10 yard line, after the team has scored a touchdown. A run, pass or kick attempt is allowed. (*USFTL rules apply, pg.61*)
11. Each team must pay the head referee the game fee listed on the schedule. Any team not paying the official will forfeit the game. If the opposing team forfeits, the team ready to play must pay the official. Any team who forfeits 1 game is in jeopardy of participating in the tournament and must pay the officials on the field for the 1<sup>st</sup> game of the tournament. Any team forfeiting two (2) or more games will be dropped from the league. If team drops out in the 1<sup>st</sup> half of the season, the schedule will be revised. If a team drops out in the 2<sup>nd</sup> half of the season, teams scheduled to play the disqualified team will receive an automatic win and does not have to show up at the field to pay the officials.
12. **Forfeits:** A team must have a minimum of 6 players to begin a game. Any team who forfeits two (2) games will be dropped from the league.
13. **Game Length:** 22 minute running time halves (no stoppage), two (2) minute half-time. Last two minutes of each half uses regulation stop clock.  
Overtime: (p.43, article3)  
Each team will get 4 plays from their opponents' 20-yard line. A team can score a touchdown (with conversions) or a field goal. If the defense intercepts the ball and returns it for a touchdown, they win the game.
- Coin toss will determine possession.
  - One time-out per team. Unused time-outs from regulation play cannot be carried over.
14. During the last two minutes of 2nd half, the receiving team of a kick-off must return the ball past their own 20-yard line or beyond. If not, then kicking team is awarded ball on their own 50 yd. line. If there is a penalty, which takes the ball back behind the 20-yard line, then the same rule applies. If the kick-off results in a touch back, then it is the receiving teams ball at the 20 yd line.
15. A muff is a Dead Ball. (p.28)
16. Two on One Blocking is allowed anywhere on the field.
17. **17 Point Rule:** If a team is winning by 17 points or more in the 4th quarter at 2 minute warning, the game is over.
18. The Recreation and Parks Department does not provide insurance for individuals participating in flag football leagues. It is recommended that each team carry some type of insurance for coaches, players, and managers. Neither the department nor members of it's staff will be responsible for injuries incurred in any adult league flag football game.
19. **Take care of the playing fields.** All teams are responsible for cleaning up playing area after the game. Any team that does not adhere to this will be removed from the league. Each team is responsible for setting up cones on one sideline and supplying one regulation adult football.
20. Any player, coach, or team placed on probation during the season may lose the privilege of participating in the tournament.