ASHWAUBENON PARK & RECREATION DEPT.

FLAG FOOTBALL PASSING ONLY LEAGUE

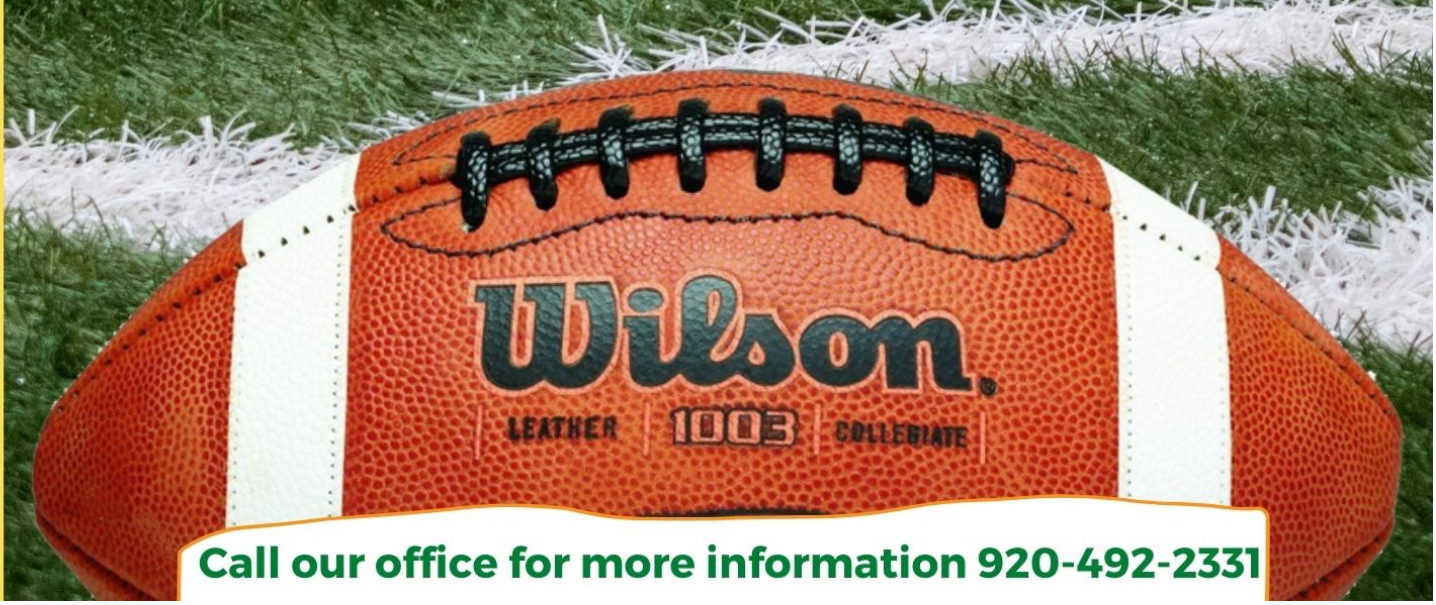
6 v 6

AGE GROUPS:

- 7TH & 8TH GRADE
- 9TH & 10TH GRADE
- 11TH & 12TH GRADE

BRING YOUR ROSTERS AND PAYMENT TO THE ASHWAUBENON COMMUNITY CENTER, 900 ANDERSON DRVIE BY SEPT 18TH AT 4:30PM

TEAM FEE: $200.00
TIME: 5:30PM/6:30PM/7:30PM
DATES: SEPT 23- NOV 5TH WEDNEDAY AND THURSDAY EVENINGS
LOCATION: ASHWAUBENON SPORTS COMPLEX
ROSTER OF 8-10 PLAYERS
YOU ARE ALLOWED TO PLAY UP ONE AGE GROUP BUT NOT DOWN
FULL PAYMENT AND ROSTER MUST BE TURNED IN AT THE SAME TIME



Call our office for more information 920-492-2331

FLAG FOOTBALL LEAGUE RULES

Covid-19 Precautions and Rules

1. **If a player feels sick-STAY HOME!**
2. **Do NOT attempt to play which could ruin the league for all teams.**
3. **If a player test positive it is a minimum 2 week sit-out time. Do not show up at the facility.**
4. **If a member of a player's immediate family gets tested for Covid-19 that player cannot be at the facility until the test result comes back negative.**
5. **If a player comes in contact with someone who tests positive (not an immediate family member) it is a 1 full week (minimum) sit-out. Do not show up at the facility.**

PLEASE MAKE THIS LEAGUE WORK BY SELF POLICING AND HOLDING TEAMMATES ACCOUNTABLE

Field, Uniform, and Equipment

1. The field will be 80 yards long by 40 yards wide, broken into four 20-yard zones with two 10-yard endzones. All games will be played at the Ashwaubenon Sports Complex.
2. All players must wear a team shirt and closed-toe shoes. Teams must provide their own shirts/jerseys. If both teams are the same color pinnies will be available, home team gets choice. Shirts must be tucked in throughout the game.
3. Flags will be provided by Parks & Rec and must be worn around the waist with one flag on each hip.
4. Each team must bring an official sized game ball of their own. Game balls will be disinfected by staff before the game and at halftime. Each offense will only use their own game ball.
5. Facemasks recommended but not required.
6. Hand sanitizer will be provided and on-site.
7. Leagues will start the week of September 21st and run through the week of November 2nd. The schedule may be extended due to inclement weather however games will be played rain or shine. The 7th/8th grade and 9th/10th grade games at this time, are intended to be played Wednesdays. The 11th/12th grade games are intended to be played on Thursdays.

Teams

1. Team rosters will consist of a minimum of 8 players up to 10 players. Players can be added throughout the season if the player has not played for another team. A waiver needs to be completed by these added players before competing.

2. Players are only allowed to play on 1 team and may only play in 1 league. Highschool age players may play up a level but not down. Middle School players can only participate in the 7th/8th grade league (there is also a normally scheduled 5th/6th grade league on Saturday morning-see department webpage for info).
3. Highschool league sideline coach recommended but not required. 7th/8th grade league requires a responsible sideline coach for each team. Parks & Rec will not provide coach.
4. Each team must have a designated captain.
5. Games will be played as 6 versus 6. A minimum of 5 players are required to prevent a forfeit.
6. All teams must turn in a roster and team fee of $200 to be registered for play. Entire team fee must be paid at once we will not collect individual player fees. Payment can be cash, check, or credit card.

Game Time

1. The games consist of two 20-minute running halves. Games will be scheduled for 5:30pm, 6:30pm, 7:30pm, and 830pm (if needed).
2. Two 60 second timeouts per half per team. Half time will be 5 minutes.
3. A coin toss at the beginning of the game determines possession and direction. Offense will always starts on the 5-yard line to begin the half and after a score or declared punt.
4. Tied games after regulation will be considered a tie.

Playing Rules

1. This is a “Passing only” league.
2. Fumbles are dead at the point of ground contact.
3. The designated team captain/coach of the team is the sole representative to the officials, accepts or declines all penalties, calls timeouts, and are the only participants allowed to talk to an official regarding a call.
4. Players may be ejected for fighting will be suspended.

Scoring

1. Six points for a touchdown, with the option of a 2-point conversion attempted from the 15-yard line or a 1-point conversion attempted from the 5-yard line.
2. Two points for a safety.
3. Conversion return=Equal to attempt. If ball intercepted on a conversion and score ensues the points will be equal to the original extra point attempt.

Offense

1. Offense must only have one player (QB) off the line of scrimmage. Exception: The offense may have one player in motion at a time behind the line of scrimmage. All other players must be on the line of scrimmage.
2. The offense has 30 seconds to put the ball in play once the referee spots the ball.

3. Game is passing only. QB must release the ball within 10 seconds or is considered sacked at the point of time expiring. Hand-offs behind the line of scrimmage are prohibited. A pass behind the line of scrimmage may be thrown backwards but requires a forward pass after.
4. A lateral or backwards toss is a legal play after a catch.
5. There is no blocking anywhere on the field.
6. The QB may not cross the line of scrimmage to avoid a sack.
7. Fumbles are dead at the point of ground contact.
8. Teams have four downs to make the next "line", regardless of where they started. On fourth down, they can "punt" (no kick; receiving team starts at the 5-yard line) or attempt to make the next line for a first down. If there is a failed fourth down attempt the ball is turned over at the line of scrimmage.
9. Offense cannot run over a defensive player with an established position.
10. No flag guarding.
11. Receiver must have one foot inbounds to complete the catch.
12. The player is down when the flag belt is pulled or when they step out of bounds. The ball will be spotted where the belt is pulled, not where the ball. You may only extend the ball out in an attempt to break the plane of the goal line.
13. If a belt inadvertently falls off prior to a catch, the receiver can be tagged with one hand which equates to a belt pull.

Defense

1. The defensive "rusher" must line up 10 yards off the line of scrimmage. Only one defensive player is allowed to rush per play.
2. The defense has the option not to rush and have that player roam or double team.
3. The defense must start 1 yard off the line of scrimmage.
4. Defensive players must go after the players flags and not try to strip the ball. Attempting to strip the ball will result in an unsportsmanlike conduct penalty.
5. Tackling is not allowed and will be an unsportsmanlike conduct penalty.
6. Holding is not allowed. 10 yard penalty.

Penalties General

1. Games cannot end on a defensive penalty unless the offense declines it.
2. If full penalty cannot be enforced due to the endzone, half the distance to the goal will apply.
3. If disagreement on field only the team captain and/or coach can address referee. Penalty 10-yard unsportsmanlike penalty and possible ejection from game and/or league.
4. All discussion with officials must be done 6 feet away. Penalty: 10-yard unsportsmanlike penalty and/or possible ejection if not followed.

Defensive Penalties

1. Offsides Penalty: 5 yards. On defense if player enters the neutral zone (1 yard from line of scrimmage) that player is offsides.

2. Pass Interference Penalty: Spot Foul. Ball is placed at the spot of the foul and automatic first down.
3. Illegal Contact (holding, blocking etc.) Penalty: 10 yards and automatic first down.
4. Illegal Flag Pulling (pulling flag before catch) Penalty: 10 yards added to the end of the play.
5. Illegal Rushing (starting rush inside 10 yards or more than one rusher) Penalty: 10 yards and automatic first down.
6. Unsportsmanlike Conduct Penalty: 10 yards and automatic first down. Subject to ejection. This includes tying flags or twisting the belt so it will not fall off if pulled.

Offensive Penalties

1. Illegal Motion/False Start (more than one person in motion) Penalty: 10 yards. On offense more than one player in motion when ball is hiked.
2. Offensive Pass Interference Penalty: 10 yards and loss of down.
3. Flag Guarding Penalty: 10 yards from the spot of the foul and loss of down.
4. Delay of Game Penalty: 5 yards
5. Unsportsmanlike Conduct Penalty: 10 yards and loss of down. Subject to ejection. This includes tying flags or twisting the belt will not fall off if pulled.

ASHWAUBENON PARKS & RECREATION DEPARTMENT

FLAG FOOTBALL TEAM ROSTER

CAPTAIN _____ TEAM NAME _____

ADDRESS _____ E-MAIL ADDRESS _____

CITY, STATE, ZIP _____

PHONE NUMBER _____(CELL) LEAGUE (PLEASE CIRCLE): 7th/8th GRADE 9th/10th GRADE 11th/12th GRADE

NAME	ADDRESS	CITY, ZIP	PHONE NUMBER	GRADE	R or NR
(Designated Captain) 1.					
2.					
3.					
4.					
5.					
6.					
7.					
8.					
9.					
10.					

Changes to your rosters are allowed...but must be called into the Park & Rec Department by 4:30pm the day of your game!

Captain's Signature: _____ Date: _____