

NFFLA RULES SUMMARY 2011

1. GENERAL RULES:

a. Game Length:

- i. 2 halves lasting 20 minutes each.
- ii. Running clock for the first 18 minutes of each half. In the last 2 minutes of each half, the clock operates like high school and college football rules. In the last 2 minutes, the clock will stop for player timeouts, official timeout for penalty enforcement or injury, first downs, out of bounds, incomplete passes, and scores. The clock begins on the ready for play after stopped for a first down or official timeout. The clock begins on the snap after stopped for team timeouts, out of bounds, and incomplete passes.
- iii. Each team will have 2 time outs per half, and can carry over 1 from the first half to the second half.

b. Field:

- i. Width = 35 yards
- ii. Length = 100 yards (80 yards of field + 2 end zones (10 yards ea))
- iii. Team Area = 2 yards from each side line and between the 20 yard markers.
- iv. Zone Lines to Gain = Four 20 yard zones.

c. Players:

- i. Team consists of at least 7 players.
 1. Minimum of 5 players to play a game.

d. Equipment (Each Player is Responsible for each item list unless otherwise noted):

i. Shoes

1. General Requirements:

- a. Must be soft pliable upper material (i.e. canvas/synthetic) that completely covers the foot and is attached to a one-piece molded composite bottom (i.e. tennis shoes).
- b. Molded rubber only (No screw in cleats).
- c. NO metal cleats or baseball cleats allowed.

ii. Shorts / Pants:

1. General Requirements:

- a. May NOT have pockets.

iii. Shirts / Jersey:

1. General Requirements:

- a. Must cover the players' shoulders, chest and back.
- b. Must long enough be able to be tucked into pants, or short enough that they are 4" above the players' waistline.
- c. Should have both a light colored and a Dark colored shirt.

iv. Flags (To be provided by League):

1. General Requirements:

- a. A one-piece flag belt (Triple Threat or Flag Tag) without any knots.
- b. The flags must be permanently attached.

v. Football:

1. General Requirements:

- a. Pebble grained or rubber covered football.
- b. MUST be of "OFFICIAL" size. NO youth or intermediate sizes.
- c. No requirements regarding ball pressure.

2. GAME PLAY RULES:

a. Offense:

i. Blocking (at or behind the line of scrimmage):

- 1. Players are allowed to block by contacting only the opponent's body between the waist and shoulders, with the blocker's arms in front or to the side of the player being blocked.
 - a. Contact must be made with the blockers open hands (palms) or forearms contacting the opponent.
 - b. Hands must always be in advance of the elbows and the arms must be flexed at the elbows.
 - c. Hands and elbows must always be inside the frame of the blocker's body.

ii. Blocking (Beyond the line of scrimmage):

- 1. Players are allowed to block down field using the following criteria:
 - a. NO contact between the blocker and defender.
 - b. Blocker CANNOT continue moving once they reach the defender.

iii. Passing:

- 1. The offensive team may NOT more than one forward pass per play.
- 2. The offensive team MAY throw an unlimited number of backward passes during any one play.
- 3. The QB cannot throw the ball forward once they have crossed the line of scrimmage (LOS).
- 4. The QB MAY intentionally ground the ball by throwing the ball into the ground or out of bounds to avoid a sack. If the ball is thrown laterally or backwards it is considered a fumble and the ball will be placed at the spot where the ball crossed the out of bounds demarcation or hits the ground. If the pass is thrown forward it is considered an incomplete pass and will be placed at the previous spot.

iv. Snap:

- 1. The ball must be snapped from the ground, but does not have to be snapped between the legs.

v. Rushing:

1. ALL players are eligible receivers and running backs.
2. Only two scrimmage running plays may be used by a team per possession. A scrimmage running play is a play that does not include a forward pass.

vi. Receiving:

1. A reception is deemed made if:
 - a. The receiver possesses the ball before the ball makes contact with the ground.
 - b. The receiver has at least one foot in the field of play after possessing the ball.
 - c. The receiver may NOT use their hands or arms to move a defender in order to make a reception.

vii. Formation

1. No requirement for number of offensive players on the line of scrimmage at the snap.

b. Defense:

i. Rushing:

1. Player can rush from any position on the field as long as they are 5 yards off the line of scrimmage.
2. Rusher must attempt to avoid any blockers / Players.
3. Rusher must avoid hitting the QB arm, even through the follow through motion.
4. Rush Blitz: Any defensive player may rush the quarterback without being 5 yard behind the line of scrimmage as long as that player delays his rush until the player rushing from the rush position reaches the line of scrimmage.

ii. Pass Defense:

1. Receivers are allowed a free release from the line of scrimmage. NO "Bump and Run" coverage.
2. Defenders are not allowed to play through the receiver to make a play on the ball.
3. Interceptions occurs if:
 - a. See "RECEIVING RULES"

iii. De-Flagging / Tackling:

1. When de-flagging the ball carrier:
 - a. The defender may NOT impede the ball carriers progress while attempting to pull that player's flag.
 - b. The ball carrier is down at point when the flag belt comes unclipped, NOT when it falls off.

c. Kicking:

i. Kick-offs:

1. There will be a kick off at the beginning of each half.
 - a. Kicking team will kick from their 20 yard line.

- b. 5 yard penalty from the spot of the infraction, loss of down.

ii. Defense:

1. Illegal Rush:

- a. When a defensive player rushes the QB from inside the 5 yard neutral zone.
- b. 5 yard penalty, repeat down.

2. Illegal Contact:

- a. When a defensive player makes contact with an offensive player.
- b. 5 yard penalty, repeat down.

3. Roughing the Passer:

- a. When a defensive player makes contact with the QB while the QB is in the throwing motion, completing the throwing motion. This includes hitting the QB's arm after they have released the ball.
- b. 10 yard penalty, automatic first down.

4. Defensive Pass Interference:

- a. See "Offensive Pass Interference" above.
- b. Ball is placed at the spot of the foul and an automatic first down is awarded.

5. Holding:

- a. When a defensive player holds up the offensive player while attempting to de-flag that player.
- b. 10 yard penalty from the spot of the infraction, repeat down.

6. Encroachment/Offsides:

- a. When a defensive player crosses the line of scrimmage before the ball is snapped/hiked.
- b. 5 yard penalty from the line of scrimmage, repeat down.

iii. Player Conduct:

- 1. Players who are excessive in disputes of referee calls may be assessed an 'unsportsmanlike conduct' penalty. A warning should be given prior to this penalty being enforced. The result will be 10 yards from the spot of the ball at the end of the play (no loss of down). If a player has a 2nd offense, they may be ejected for the remainder of the game. As before, team captains should be the ones to address the officials.

e. Scoring:

i. Touchdown:

- 1. 6 points

ii. Point After Touchdown:

- 1. 5 yards = 1 point
- 2. 10 yards = 2 points

3. 20 yards = 3 points

- a. During a PAT attempt, the ball remains live, allowing the intercepting team to return the try for 2 points to the other end of the field.

iii. Safety:

1. 2 points

f. Miscellaneous Rules:

- i. During the last 2 minutes of a game, after the trailing team scores, they can elect to give the leading team the ball with only 20 yards to a touchdown. This prevents the leading team from running out the clock.
- ii. Should a team not have enough players to field a team (seven players), they may recruit from another player from a league team only. No outside player can take the field unless they “join” the league prior to the start of the game, meaning paying the league fee and signing a waiver.
- iii. Should a team have seven players, they may recruit an additional player as a substitute in case of an injury or player temporary emergency only. Original members must play at all times before an outside player can take the field. However, if a team has an injured or missing QB the team may recruit within the league for a substitute QB who can take the field even if the team has seven players.
- iv. In the event a team is short players and requires a substitute, they may only pick up ONE player from the traveling GB team. Other player substitutions are allowed within reason and shall be decided upon by both team captains (or acting captains).
- v. OVERTIME: In the event the 2nd half ends in a tie, ONE Overtime will commence. A coin toss shall decide who receives ball first. Each team will get ONE possession EACH, starting at the 20 yard line. Teams may go for 1,2 or 3 points after a touchdown is scored. Games will end in a tie after one overtime period, except in the playoffs. Beginning with the 3rd overtime period in the playoffs, teams must go for 2 or 3 points for the try. If B intercepts a pass or recovers a fumble in flight, the ball becomes dead and that series for A has ended.
- vi. Mercy Rule: If the point deficit is greater than 20 points with 3 minutes or less remaining the game is over.