

## BFFC Rules and Regulations 2020 v1.0

### I. Pre-Game Preparation – 8 v 8

- a) Each team must have a minimum of 7 eligible players at the start of the game.
  - i) If a team has only 6 eligible players at the start of a game, the team is given a warning and must report this to the division coordinator that day. Each team is allowed one warning and can play one game in a season starting with only 6 players.
  - ii) If only 6 eligible players show up at the start of another game for a team with already one warning, they will forfeit that 2<sup>nd</sup> game (and every repeated violation afterwards) and officially lose by a 7-0 score in the standings. Please note, a scrimmage will then be played between the two teams, but the final score does not count in the standings.
    - (1) Assuming a team is playing with 6 eligible players for a first time, the game will still start on time. No game will be allowed to delay the starting time to “wait” for additional or specific players. You cannot play up one player if you have more players than the other team. It is mandatory to play even.
    - (2) Please note that a team that starts the game with seven eligible players but loses a player for a reason such as injury will be able to play with 6 players for the remainder of the game without receiving a warning. If at any time during a game, a team can only field 5 players to play a game (for instance, start with 7 but lose 2 players or have 6 initial players but lose 1), it is an automatic forfeit and it counts as a 7-0 score in the standings. For the one exception to this rule, see rule found in [II.f](#).
    - (3) Coaches – please confirm with your team in advance for each game. If at any time during the season, you will not be able to field 7 players to play a game, please inform the coordinator as soon as this happens. If enough notice is given, the board may be able to help.
  - iii) If the majority of teams in a division have 11 players, the board reserves the right to allow 9v9
- b) There is a 10-minute grace period at the start of the game. If a team does not have the required number of eligible players after that time, the team forfeits that game
- c) Coin Toss Rules Visiting team calls the coin toss. The team winning the toss can either choose to receive, kick, defend a goal or they can defer their selection until the second half. The team not having first selection in the half shall exercise the remaining options.
  - (1) One instance where a team might not necessarily get the ball (or choice) in the 2<sup>nd</sup> half is if a team is down by 14 or more points during the regular season. In this case, **the team that is losing by 14 or more will receive the ball for the start of the 2<sup>nd</sup> half – even if they also got the ball to start the game. For playoff games, the team that is losing by 18 or more will receive the ball for the start of the 2<sup>nd</sup> half – even if they also got the ball to start the game.**
- d) All players must be on the field at kickoff or snap. Any players walking on the field after they are set is illegal and an **unsportsmanlike like penalty applies**. If there is a huddle only the players in the huddle can be in the next play (i.e., no sleeper plays) (**Penalty on the head coach – unsportsmanlike conduct**).
- e) Sideline rules
  - i) All coaches, players, and parents on the sidelines must stay between the 20 yard lines, and 5 yds off of the field, except to attend to an injured player. Parents are to be on one side of the field and the coaches and players on the other side of the field. Parent must stay behind the parent’s line. (Penalty: First time: Warning, Second time: 5 yard delay of game; Third time: unsportsmanlike foul on the head coach whose team the offending parent, player or coach is on).
  - ii) Parents cannot be on the same sidelines as the players due to county regulations. Also, parents CANNOT come over to the coaches/ player sideline at halftime (any violations of this will be subject to Board discipline). Coaches are responsible for the action of your team parents and guests. If there are any parent violations, first violation will be a warning. Second violation is a penalty - unsportsmanlike conduct on the head coach whose team the offending parent is on.
    - (1) Please refer to the diagram on the last page to view the parent designated areas at our fields.

### II. Time Management

- a) **GAME CLOCK:** A game will consist of two 20-minute halves (running clock) and a 5 minute halftime. There is a 1-minute water break at approximately the 10 minute mark in each half where the clock is stopped. The players do not leave the playing field during this break. Water will be brought onto the field by another coach or, if only one coach, a parent from the parent sideline. Players leaving the field may result in a delay of game penalty.

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- b) TIME OUTS: Each team is allowed 3 (three) one-minute time-outs per half. **The coach on the field is the only one who can call time-out.** If the coach has no time outs remaining, calls a timeout and the clock is stopped, 5 yards will be assessed against their team. In addition, a 10 second runoff may be called if it benefits the violated team.
- c) After the ready-for-play signal, the ball is to be put into play as follows:
  - i) Varsity/Senior: 30 seconds
  - ii) Junior Varsity: 40 seconds
  - iii) Tigers: 45 seconds
- d) The clock runs continuously except as follows (see V(g) for special clock rules for the last two minutes of each half):
  - i) Official time-out or two-minute warning
  - ii) Team time-out
  - iii) Scores - clock will start the ensuing kickoff
  - iv) Penalties (on penalties, the clock will start up again with the referee signals 'ready for play')
  - v) During water breaks
- e) Clock speed up rule. If at any time in the second half, a team is down by 18 or more points, the clock will run continuously and will only be stopped for team timeouts. If at any point the deficit becomes less than 18 points, the clock will then run according to our normal rules.
- f) If an injury time-out is called, the injured player must come out of the game for one play. If a team only has six players and there is an injury, but that team is out of timeouts, a team can play down to five players for one play (5v5). After one play, if the game cannot be 6v6, then the shorthanded team would have to forfeit.
- g) During the last 2 minutes of each half a 2-minute warning will be announced by the referee and the clock will be stopped for notification, and then restarted on the snap. The game clock will also stop in the last two minutes of each half on (this is NOT a team time out):
  - i) Incomplete pass
  - ii) Runner goes out of bounds (except not behind LOS)
  - iii) Change of possession
  - iv) First down only to set the chains (the clock restarts when the referee signals 'ready for play')
  - v) Penalties (the clock restarts when the referee signals 'ready for play')
- h) If stopped, the clock shall start as follows:
  - i) Kick-offs—when the ball is touched by the receiving team.
  - ii) On the snap, if the clock was stopped because:
    - (1) Team time-out
    - (2) Incomplete pass (only in the last two minutes)
    - (3) Out of bounds (only in the last two minutes).
    - (4) Official time – out (in the case of an official time out, the clock will start again when the referee signals 'ready for play')
    - (5) When a penalty is accepted with less than 2 minutes remaining in either half, the offended team will have the option to start the game clock on the snap.

### **III. Kickoffs and Punts**

- a) Kickoffs will be from the 35 yard line
- b) Kickoff must be off a kicking tee.
- c) If the kickoff goes out of bounds, or less than ten yards, the receiving team has the option to:
  - i) Put the ball in play where the ball was ruled dead
  - ii) 5 yard penalty and re-kick
- d) The receiving team front line must line up as follows:
  - i) Kickoffs – exactly 5 players are 10 yds from the LOS

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- ii) Punts – minimum of 5 players are exactly 5 yds from the LOS
- e) In the Tiger and JV divisions, the kicking team has the option of giving the ball to the opposing team on the opposing team's own 35 yard line instead of kicking off. See (III.l) for how this option is implemented for safeties. This option is available each time a team has to do a kickoff and a coach can change his mind depending on circumstances throughout the game.
  - i) The kicking team must declare their intention before the kickoff and cannot change their mind at that instance. For example, if a team decides to kickoff but kicks the ball out of bounds (penalty), they cannot then change their mind and give the other team the ball at the 35 yard line. They must kick off. However, if the team has to kick off at another time during the game, they can choose to do a regular kickoff or have the ball spotted at the receiving team's own 35 yard line.
- f) Field Goals and Extra Points - all players must line up on the 40 yard line behind the kicker. Must line up for ensuing kickoff right away. **DO NOT** have your players heckle the opposing kicker or else it will be an **unsportsmanlike penalty** on the ensuing kickoff or a re-kick.
  - i) Every division must set up and hike the ball between the center's legs to the punter or to the holder for the field goal or extra point attempt.
- g) If you are kicking a field goal on field 2 or 3 (these fields are 10 yards longer than the other field), the ball will be moved up 10 yards if you are kicking the ball towards the goal post where the extra 10 yards are located.
- h) Anyone on the receiving team may advance the ball, even if the ball strikes another player first. The receiving team will only have one opportunity to pick up a ball which has struck a player and then touched the ground. If the ball hits the ground a second time, after striking a player, it is a dead ball.
- i) The offensive team must notify the referee of their intent to punt. After the ball is snapped, the ball must be kicked within 8 seconds and between the tackles on the offensive line. If not, the ball is dead where it is when the 8th second elapsed.
  - i) Once a team declares its intent to punt, it may not change unless a team time-out is called
  - ii) Play clock will continue after the team declares intent to punt (unless the clock is stopped as a result of one of the rules in section V)
  - iii) Tiger or JV Divisions can choose to punt or place the ball. The ball would be placed 20 yds from the LOS (this option of ball placement cannot be done when on the opponents 25 yard line or closer).
- j) On punts, no offensive player, except the kicker, can move forward until the ball is kicked. On a kickoff the players are allowed to start running before the kicker kicks the ball but they must be onside before the player kicks it. (**Penalty – encroachment**).
- k) On kickoffs and punts, blocking is acceptable anywhere on the field (there is no 5 yd rule in this instance) as long as it is done in a safe/legal manner. Refer to Section IX for complete blocking rules.
- l) On safeties, the ball is kicked from the kicking team's own 15 yard line with or without the tee. However, in the Tiger and JV divisions, the kicking team can have the option of giving the ball to the opposing team on the kicking team's 35 yard line instead of kicking the ball. The intention must be declared right away and the opposing team cannot attempt to kick off and then change their mind if there is a penalty and an opportunity to re-kick the ball.
- m) If there is a touchback, the ball will be placed at the receiving team's own 15 yard line.

### IV. Offensive Basics

- a) Before each offensive play begins, the ball must be spotted in the center of the line of scrimmage. There are no hashmarks.
- b) Offense must have a minimum of 5 players on the LOS including the wr/ends if they are fielding 7 or 8 players. If the teams are fielding 6 players; 3 players must be on the LOS **excluding** the wr/ends (i.e. must have at least one center and 2 guards). **Penalty – not enough players on the line.**
- c) All divisions must set up with a center and two guards within elbows length of each other. All other players can be positioned anywhere else, but you must have at least the minimum of 5 on the LOS (**Penalty – illegal procedure.**) except when playing 6 players or less (then refer to above rule).
- d) Cadence rules – in JV or Tiger, if the center intentionally holds onto the ball after the QB says 'hut 2' (JV) or 'hut' (Tiger), it is a **penalty – illegal procedure:**

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- i) Varsity/Senior - “Ready - Set - then anything else” (Anything else also means a silent hike but you must give the defense one second to set into their own set position.)
  - ii) Junior Varsity - The QB can say “Ready - Set - Hut 1” or “Ready - Set - Hut 1, Hut 2.” (must snap the ball after the 2<sup>nd</sup> hut). The offense must give the defense one second to set into their own set position. Players must come to set after the word set, and before Hut-1.
  - iii) Tigers. - The QB must say “Ready - Set - Hut” only. The offense must give the defense one second to come to set.
- e) Cadence shall be started while the center is at the LOS and the quarterback is lined up. The cadence may not be started in the huddle. **penalty – illegal procedure**
- f) Once the QB starts their cadence, until the ball is snapped, coaches cannot yell instructions. If a coach is yelling instructions during the cadence or with intention to deceive the players, the first penalty is a warning. The 2<sup>nd</sup> penalty will result in a dead ball **unsportsmanlike conduct penalty** on the offending coach.
- g) All offensive, and LOS defensive players can move into another position (at any point during the cadence) until they are set (hands on knees in the official ‘set’ position) but once set, cannot move again until ball is snapped. There are no offensive players allowed in motion during the snap. If any offensive players are still moving or are not set when the ball is snapped, it is a **penalty – illegal procedure**.
- h) In the Tiger Division, if the ball is hiked past the QB (QB is defined as the person calling the cadence) and the QB never touches the ball, then the ball will be spotted at the LOS with a loss of down. The QB has this option of not touching the ball. (If the ball is touched by the QB, even with his fingers, he must play the ball).
- i) For all non-Tiger divisions, if there is an errant snap, it must be played by the QB. If another offensive player other than the QB picks up the ball and tries to advance it, the ball will be declared dead at the place that the player touched the ball. It will count as a played down. Also, if a defensive player touches the ball before the QB can pick it up, the ball is downed at the spot of the touch and it is a played down.
- i) At the snap, all offensive players must be in a set position, with their hands on their knees (with the exception of the center and qb). Any movement by the offense before ball is hiked after being in a set position is **illegal procedure**. All players on the LOS (offensive and defensive) must be in a set position at the snap and still. Any movement - EXCEPT DEFENSIVE PLAYERS NOT ON THE LINE OF SCRIMMAGE WHO DO NOT HAVE TO BE IN A SET POSITION - by either side (whoever moves first) will constitute a **penalty of encroachment or false start**.
- j) All players must be square on line, not in a one-foot forward running stance – including wide receivers and the defensive line (**Penalty: illegal procedure**).
- k) Handling the snap: the QB can take a direct snap or line up in shotgun formation to take the snap.
- l) All players are eligible to catch a pass.
- m) There is no penalty for intentional grounding, however the throw must be a forward attempt. If the player drops the ball it will be a dead ball at the spot.
- n) From the goal line to the 5 yard line (3 yards for tigers) , all plays shall be in the shotgun formation, including extra point attempts. Quarterbacks in the shotgun shall be 5 yards back from the LOS (3 yards for tigers) **penalty -- illegal procedure**
- o) Ball Carrier Do’s and Don’ts
- i) The ball carrier must not intentionally run through or at the defensive players, and must attempt to avoid contact. The defensive player has a right to maintain their position on the field. The ball carrier must try to avoid contact. (**Penalty – charging**)
  - ii) It is illegal for the ball carrier to hack, push, or straight arm another player, or run with their head lowered. (**Penalty – head lowered**)
  - iii) A ball carrier may spin. However, they cannot jump over another player to avoid having his/her flags pulled. **Penalty – jumping or hurdling** A Player may be able to jump to avoid injury. Jumping or hurdling is having two feet off of the ground at the same time.
  - iv) The offensive player cannot dive forward or leap to gain extra yards (this includes leaping into the end zone). If the offensive player dives forward, it is a penalty **Penalty – diving**.

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- v) If the ball breaks the plane of goal line it is a touchdown.
- vi) If a ball carrier falls down, the play is dead at that point.
- vii) No player is allowed to hold his flag or belt even if it is falling off. You cannot hold the belt on with the football. **Penalty – flag guarding**
- viii) A flag that is half-way off or down the leg is considered a downed play. (i.e., flag not worn properly).
- ix) If a player who loses a flag (or if their flags are not worn properly) gets possession of the ball, the ball will be declared dead at that point.
- x) A flag worn properly means belt clipped and at the waist line. It must be clipped on the waist but not double looped or twisted in clip. Flags must be worn on the sides and one in back. Failure to abide by this is a **penalty – unsportsmanlike**.
- xi) Flags must be unaltered and be league-approved flags (approved flags will be 3-flag-clip on type flags with either red, yellow, blue or green clips). The end of the belt must hang at least 6 inches from the clip. Flags must be able to come off reasonably and have no knots tied anywhere along the belt. Any illegal flag violations are **an unsportsmanlike penalty on offending player**.
- xii) In the event the ball carrier unintentionally loses possession of the ball in a forward motion and the ball hits the ground or goes out of bounds (fumbled), the ball shall be spotted at the carrier's location where possession was lost. Should a defender intercept the ball, the ball is live and the defender may return the ball.
- xiii) If a player catches the ball but doesn't have a flag on, the ball will be marked at the spot of the catch.
- xiv) Receivers only need to have one foot in-bounds for a reception.

### **V. Defensive Basics**

- a) The defensive line must line up one yard from the offensive line of scrimmage in Senior, Varsity and Junior Varsity (3 yards from the offensive line of scrimmage in Tigers) and within the offensive guards (**Penalty – encroachment**).
- b) All players on the LOS (offensive and defensive) must be set at the snap and still. Any movement by either side of a player in 'set' position (who ever moves first) prior to the snap of the ball will constitute a **penalty of encroachment or illegal procedure**.
- c) Do's and Don'ts of playing defense
  - i) The defender should stop at the spot where the flag is grabbed and hold the flag in the air until the referee's whistle is blown. The ball will be marked where the ball is at the time when the flag is pulled.
  - ii) The defensive players shall not use their hands to strike, grasp, or hold any blocker. (**Penalty – illegal block, holding**).
  - iii) The defender must grab the flag only. The defender shall not hold, push, grab clothing, or run through the ball carrier (**Penalty – charging**), but play the flag rather than the player.
  - iv) The defender cannot push the ball carrier out of bounds or do any harmful action against the ball carrier other than pulling the flag. (**Penalty – unsportsmanlike**).
  - v) Showboating and spiking the flag is illegal. (**Penalty – unsportsmanlike**).
  - vi) A defensive player may not make contact with the passer, nor make an attempt to block the ball as it leaves the QB. The defensive player may not go in with hands up – they must play the flag – not the ball – **referee judgment call (Penalty – roughing the QB)**.
  - vii) Defensive players cannot bull rush (run through a blocker) to get to the ball carrier. A defensive player must make an effort to go around or evade a blocker. Failure to do so is **penalty – charging**.
  - viii) There will be no fumbles recovered or **any stripping the ball**. (**Penalty – unsportsmanlike**).
  - ix) On an interception return, blocking is acceptable anywhere on the field (there is no 5 yard rule in this instance) as long as it is done in a safe/legal manner. Refer to Section IX for complete blocking rules.
- d) Blitzing Rules

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- i) Only a maximum of 2 defensive players who are lined up directly across from the offensive guards may cross the offensive line of scrimmage once the ball is snapped.
- ii) The defensive player(s) who are lined up across from the offensive guards and eligible to rush must have their outside shoulder even or within the offensive guard's outside shoulder. These defensive linemen must be head to head and never line up in the gaps. (**Penalty – illegal procedure**).
- iii) If the defensive decides to only rush one player from this defensive formation, it does not mean that other players on defense can rush in from other areas of the field to get to the maximum of two total rushers.
- iv) The defensive team cannot line up a nose tackle directly across from the center under any circumstances. If the defensive team wishes to line up a defensive player across from the center, this player must be one yard behind the defensive players who are lined up directly across from the offensive guards.
- v) The defense may line up as many players on the defensive line as they wish (except they cannot line up a nose tackle directly across from the center). The defense may choose not to line up anyone on the defensive line if they wish. However, only the two defensive players lined up directly across from the two offensive guards can rush in and cross the offensive line of scrimmage on the snap.
- vi) No defensive player other than the two defensive players lined up across from the offensive guards may cross the offensive line of scrimmage until the ball has been released by the QB OR the QB has taken two steps side to side or two steps forward (referee's judgment call). At that time any defensive player may then cross the offensive line of scrimmage. **Any violation of this definition is a penalty -blitzing**. Keep in mind that a QB can drop straight back as far as they want and there may be no blitzing until they take two steps side to side or two steps forward (**referee judgment call**).
- vii) All defensive players other than the two defensive players who originally line up across from the offensive guards cannot cross the offensive line of scrimmage until the ball has been released by the QB OR the QB has taken two steps side to side or two steps forward (**referee judgment call**).
- viii) The only exception to the blitzing rule is if a center's snap touches the ground, is dropped by the QB or the snap goes past the QB (regardless if the QB touches the ball or not). If one of these instances happen, then any defensive player may cross the offensive line of scrimmage as soon as this occurs.
- ix) The defense can choose to line up as many players as they want anywhere on the LOS (outside the two defensive players that line up across from the offensive guards on the LOS). These defensive players do not have to be directly lined up across from an offensive player and can be in the gaps if there is an offensive player lined up across from them.

## **VI. Blocking**

- a) All blocking in flag football is done from a two-point stance with an open-hand, slightly bent-arm approach. Contact blocking is legally hindering the progress of an opponent in a fair and safe way. Blockers must be on their feet before, during, and after they make contact with their opponent.
- b) The blocker is allowed to contact the opponent's body only between the waist and shoulders using their hands and not the body. Failure to do this is not allowed. (**Penalty-illegal block**). An open-hand, straight/slightly bent-arm block within the framework of the blocker's body is the ideal block to use to avoid unnecessary rough play. To keep contact blocking under control, coaches must stress safe, clean, sportsmanlike contact between opponents.
- c) Not Allowed: (**Penalty- illegal block**)
  - i) There is no excessive drive blocking allowed. The first time a player is penalized for excessive drive blocking, a warning is given. If a player is penalized for drive blocking a 2<sup>nd</sup> time in the same game, they are removed for the remainder of the game. Throughout the season, if a player is removed from two games (4 excessive drive blocking penalties over two games), they will be suspended for one game. If excessive drive blocking is a frequent pattern for any one team, the Board reserves the right to discipline a team's coaching staff.
  - ii) Pancake Blocks
  - iii) A blocker cannot extend their arms to push a player to the ground.
  - iv) Blocking below the waist
  - v) Diving to block
  - vi) High-low block
  - vii) Cross-body block (blocking while opponent turned sideways and not looking)
  - viii) Rolling block (going after opponent's legs when blocking)
  - ix) Grabbing the jersey of an opponent while attempting to block
  - x) Locking the hands together
  - xi) Swinging, throwing, or flipping the elbow, forearm, knee, or leg

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- xii) Contact of any kind above the shoulders.
  - xiii) The blocker shall not contact the opponent outside the free blocking zone (5 yds each side of the LOS).
  - xiv) No part of the blockers body, except his feet, shall be in contact with the ground throughout the block.
- d) Intentionally throwing or shoving another player to the ground when blocking is a **penalty – unsportsmanlike conduct**.
- e) Blocking beyond 5 yds of the LOS in either direction will be permitted as a shadow type block only. This means that the blocker will be able to get between the ball carrier and the defender, but will not be able to initiate contact first. (Failure to do proper shadow blocking more than 5 yards of the LOS in either direction is a **penalty – illegal block**)

### VII. Scoring

- a) A touchdown shall be worth 6 points.
- b) Extra Points for all divisions:
- i) 1 point if run or passes from the three yard line.
  - ii) 2 points if run or pass from five yard line.
  - iii) 1 point if hiked from the goal line and kicked from the five yard line. The ball must be kicked from the kicking block only (this 3<sup>rd</sup> option is not available in Tiger Division).  
(1) \*If there is an interception on an extra point attempt, it is a dead ball and the defensive team cannot run it back for a score.
- c) Field Goals - 3 points if kicked (JV, Varsity, Senior only –not Tiger)
- i) Must be at least 3 yds behind the LOS. The ball must be kicked from the kicking block only. There must be a snapper and a holder
  - ii) NOTE: All extra point kicks and field goals must be kicked within 8 seconds from the snap of the ball (this rule applies to JV, Varsity and Senior Divisions only).
- d) Safety - 2 points.
- i) Ball carrier's flag is pulled in his/her own end zone
  - ii) Ball carrier goes out of bounds in his/her own end zone
  - iii) An offensive foul is committed in his/her own end zone
- e) Regular season tie breaker: The ball will be placed on the 10 yard line and each team will be given four downs to make a touchdown. If it ends in a tie again then the standings will reflect a tie game. One timeout allowed. Interceptions count as a turnover, the ball goes over to the other team. There will be an extra point try, if necessary.
- f) Playoff tie breaker: Playoff games cannot end in a tie. After each team's first possession, both teams must always go for a two point conversion (from the 5 yard line) if they score a touchdown.

### VIII. Bad Behavior/Unsportsmanlike Conduct

- a) Unsportsmanlike conduct will not be tolerated from the players, coaches, or parents. Failure to comply with this rule will result in ejection from the game (**that means you must leave the field area**) plus serve a mandatory one game suspension. This includes, but is not limited to:
- i) Insulting language or gestures.
  - ii) Obscene language or action.
  - iii) Intentionally kicking or spiking the ball.
  - iv) Disrespectfully addressing an official or flagrantly objecting to an official's decisions.
  - v) Intentional interference by any coach.
  - vi) Any flagrant infractions of the rules.
  - vii) Coaches to stay 15 yds back from the furthest player on their side of the field.
  - viii) Fighting (punching, kicking, etc.).
  - ix) A player intentionally throwing another player to the ground.
- b) The referee or any Board Member can eject a parent, player or coach from the field if there is any display of conduct detrimental to the league.

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- c) Two unsportsmanlike penalties will result in an automatic ejection from a game plus serve a mandatory one game suspension.
- d) If two coaches are ejected from the same team in the same game, it will result in an automatic forfeiture of the game for the team who had the coaches ejected.
- e) All coaches of the Boca Flag Football league will, at all times, conduct themselves in a manner that the youth of this organization can look up to and respect [Penalty: Minimum 1 game suspension for first time offenders; Second offense: Minimum 2 game suspension or more]. The Disciplinary Committee will review each situation and determine the extent of the offense and will notify the offender by email so a written record can be kept by the league.
- f) If a coach, parent or player is ejected from a game, they are suspended for the following game, and depending on the severity of the infraction, in the Board's sole discretion may be suspended for multiple games or the remainder of the season.
- g) All suspensions are reviewable by the Board of Directors. The Board reserves the right to modify any suspensions.

### **IX. Miscellaneous Rules**

- a) The fumbleroosky play is illegal. There cannot be any direct handoff to any center, guard or tackle from the quarterback. **Penalty is unsportsmanlike.**
- b) All coaches must be 15 yards behind the player furthest from the line of scrimmage on their side of the ball. Failure to do so will result in a **penalty: Coach interference-unsportsmanlike.**
- c) If the ball hits the ground, there is no diving at the ball. (**Penalty – diving**).
- d) Two forward passes are not allowed (**Penalty – illegal forward pass**).
- e) **THERE ARE NO PROTESTS ALLOWED!** However, if a coach feels there was an infraction of the rules, he must signal the head referee by utilizing a time-out. If the coach is found to be correct, the time out will not be charged to their team, and proper action will be taken by the referee. If the coach has no time outs remaining and calls a timeout, 5 yards will be assessed against their team and a 10 second runoff shall be assessed if the clock was stopped by the inadvertent timeout. By rule, judgment calls are not to be discussed or challenged.
- f) Any rule which cannot be determined by Boca Flag Football rules shall be decided by the field representative of Boca Flag Football, who is at the field at the time of the disputed call (field manager or Board Member substitute).
- g) For an inadvertent whistle, the team in possession has the option of the results of the play or replaying the down. If the ball is in possession, the ball is spotted where the ball was at the whistle. If the ball is a loose ball (i.e. while passed in the air or hiked) it goes back to the line of scrimmage and re-play the down.

### **X. Penalties**

- a) Yardage - Penalties will be determined by below penalty table.
- b) Point of measurement
  - i) Dead ball, unsportsmanlike, or non-player fouls are marked off from the spot of the end of play (succeeding spot).
  - ii) Offensive penalties are from the spot of the foul unless they are beyond the line of scrimmage.
  - iii) Most defensive fouls are from the LOS except for point of infraction fouls.
- c) Loss of down fouls- See penalty table
  - i) Illegal forward pass or two forward passes
  - ii) Pass interference
  - iii) Charging
- d) Automatic first down fouls for: -See penalty table
  - i) Pass interference
  - ii) Roughing the passer
- e) The offense or defense has the option of declining penalties, per high school rules.
- f) All penalty enforcements are made before the line-to-gain decision is made.

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g) Penalties Table – BFFC

If not listed below, use FHSAA penalties.

POI = Point of Infraction      LOS = Line of Scrimmage

(A) = Automatic First Down      (L) = Loss of Down

(D) = Defensive                      (O) = Offensive

		Measured from	Tiger	JV	Varsity/ Seniors
<b>Charging</b>	(D)	POI	5 (A)	10 (A)	15 (A)
	(O)	POI	5 (L)	10 (L)	15 (L)
<b>Flag Guarding</b>	(O)	POI	5	10	10
<b>Head Lowered</b>	(D)	POI	5 (A)	10 (A)	15 (A)
	(O)	POI	5 (L)	10 (L)	15 (L)
<b>Holding</b>	(D)(O)	POI	5	10	10
<b>Illegal Blitz</b>	(D)	LOS	5	10	10
<b>Illegal Block</b>	(O)	POI	5	10	10
<b>Illegal Forward Pass</b>	(O)	POI	5 (L)	5 (L)	5 (L)
<b>Illegal Procedure</b>	(O)	LOS	5	5	5
<b>Jump, Hurdle or Diving</b>	(D)	POI	5	10	10
	(O)	POI	5	10	10
<b>Mouthpiece Not In</b>	(D)(O)	LOS	5	5	5
<b>Not Enough on Line</b>	(D)(O)	LOS	5	5	5
<b>Encroachment</b>	(D)(O)	LOS	5	5	5
<b>Pass Interference</b>	(D)	The greater of: 10 yds from LOS or spot of the foul	Same for all divisions	Same for all divisions	Same for all divisions
	(O)	LOS	5 (L)	10 (L)	10 (L)
<b>Pushing</b>	(D)(O)	POI	5	10	10
<b>Roughing Passer</b>	(D)	LOS or succeeding spot (if pass is completed)	5 (A)	10 (A)	10 (A)
<b>Straight Arm</b>	(D)(O)	POI	5	10	10
<b>Tackling</b>	(D)	POI	5 (A)	10 (A)	10 (A)
<b>Unsportsmanlike Conduct</b>	(D)	POI or LOS	5 (A)	10 (A)	15 (A)
	(O)	whichever is greater	5 (L)	10 (L)	15 (L)

**XI. Standings and Playoffs**

- a) Overall Standings
  - i) Based on winning percentage.
  - ii) A tie counts as  $\frac{1}{2}$  win and  $\frac{1}{2}$  loss. For instance, if a team is 4-3-1, their winning percentage is .563
  - iii) If there is a tie in winning percentage for playoffs, the seeding order is:
    - (1) Head to head play
    - (2) Total points per game against head to head play
    - (3) Total points per game for head to head play
    - (4) Coin toss.
  - iv) If there is a 3 way tie, the same formula is used between all 3 teams. For instance, if team A is 2-0, team B is 1-1 and team C is 0-2, the tiebreaker order would be A, B, C. If all three teams were 1-1 against each other, then the total points against each other in head to head would be the next tiebreaker to determine the standings order.
- b) Playoff Games and Championship games
  - i) Playoff games and Championship Games are double elimination.
  - ii) Ties will be decided by tiebreaker rules (section [VII.f](#)), played until one team wins. This can be modified by BFFC board prior to playoff starting.