

**2025 Frederick County Parks & Recreation**  
**Kindergarten-1<sup>st</sup> Grade Flag Football**  
**League Rules**

**Rules**

1. The team listed second on the schedule will be the home team. The visiting team will receive the first possession.
2. The offensive team takes possession of the ball at its 5-yard line and has four (4) plays to cross midfield. Once a team crosses midfield, it has four (4) plays to score a touchdown. If the offense fails to score, the ball changes possession and the offensive team starts on its 5-yard line.
3. If the offensive team fails to cross midfield, possession of the ball changes and the opposition starts its drive from its 5-yard line.
4. All possession changes, except interceptions, start on the offense's 5-yard line. Interceptions cannot be returned, and the opposition takes over at the point of the interception.
5. All Interceptions made in the end zone will start at 5-yard line.
6. There are no kickoffs or punts. **Absolutely, no blocking is allowed!**
7. A maximum of 2 coaches are allowed on the field throughout the game on offensive possessions and one coach is allowed on the field during defensive possessions.

**Players**

1. Teams must field a minimum of Six (6) players at all times.
2. All players must play at least half of a game or 20 minutes. All players must play both offense and defense throughout the game.
3. Players' jerseys must be tucked into shorts or pants if they hang below the belt line.

**Timing/Overtime**

1. Games are played to 40 minutes running time. There will be two (2) 20-minute halves with a 5-minute halftime. The clock will stop on dead balls during the last minute of each half.
2. The huddle clock is 35 seconds or less. Each time the ball is spotted, a team has 35 seconds to begin play. Teams will receive one warning before a delay-of-game penalty is enforced.
3. 1-30 second timeout per half
4. Officials can stop the clock at their discretion.

**Running**

1. The Quarterback cannot advance the ball downfield. The quarterback may scramble behind the line of scrimmage.
2. Direct handoffs, pitches, Screen passes and laterals are allowed behind the line of scrimmage only! Offense may use multiple handoffs.
3. NO pitches or laterals are allowed down field or past the line of scrimmage.
4. A No-running zones, located 5 yards from each end zone and 5 yards on either side of midfield, are designed to avoid short-yardage, power-running situations. Passing must be used in the no running zones. (No Screen passes can be used at this time; all passes must be forward.)
5. The player who takes the handoff can throw the ball from behind the line of scrimmage.

6. Spinning is allowed, but players cannot leave their feet to avoid a defensive player (no diving). If this happens, the ball will be spotted where the player left his/her feet.
7. The ball is spotted where the ball carriers' feet are when the flag is pulled, not where the ball is.
8. The Center sneak play or any variation of play is not allowed.

### **Receiving**

1. All players are eligible to receive passes (including the quarterback if the ball has been handed off behind the line of scrimmage).
2. As in the NFL, only one player is allowed in motion at a time. A player must be set for one second before a second player can be in motion.

### **Ball Carrier**

1. The ball carrier **cannot use his/her hands or arms to guard their flags**. A ball carrier also **cannot lower his/her upper body in an attempt to guard their flags**. The defensive player must have every opportunity to remove the ball carrier's flag. Violation will be considered flag-guarding.
2. The ball carrier cannot lower his head to drive or run into a defensive player. This will be charging, and a penalty will be given. Make sure the ball carrier is moving around the defender.
3. **Stiff-arming by the ball carrier is illegal.**

### **Passing**

1. Shovel passes; Forward passes are allowed but must be received beyond the line of scrimmage.
2. The quarterback has a seven (7)-seconds to advance the ball pass the line of scrimmage. If a pass is not thrown within the seven seconds, play is dead, loss of down. Once the ball is handed off, the seven-second rule is no longer in effect.
3. Interceptions change the possession of the ball with no returns. The ball is spotted at the point of the interception. Interceptions downed in the endzone will go out to the 5-yard line.

### **Dead Balls**

1. Each play will start with the following cadence: "Down, Set, Hut!" That will be used by all teams. Quarterbacks may take no more than 3-5 steps from the line of scrimmage during a shotgun start. Centers are optional in the peewee division.
2. Substitutions may be made on any dead ball.
3. Play is ruled dead when
  - \* Ball carrier's flag is pulled
  - \* Ball carrier steps out of bounds.
  - \* Incomplete Pass.
  - \* Touchdown or safety occurs.
  - \* At the point of an interception (interception returns are not allowed).
  - \* Ball carrier's flag falls out.
  - \*\* There are no fumbles. The ball is spotted where the ball hits the ground.

## **Rushing the Passer /Defensive Player**

1. NO blocking of ball or tackling is allowed!
2. No Defensive Player may leave his feet!!
3. No Defensive player may dive!!
4. All Defenders must be 5 yards off the line of scrimmage until the ball is snapped unless inside the 5-yard zone to midfield or endzone. The defense may move up to the midfield line or the goal line, but not in front of it.

### **Penalties**

#### **Defense:**

Offsides:	5 yards
Diving:	5 yards
Pass Interference:	10 yards and automatic first down
Illegal contact:	5 yards and automatic first down ( <i>holding, blocking, tackling, etc.</i> )
Illegal flag pull:	5 yards and automatic first down ( <i>before receiver has the ball</i> )
Illegal rushing:	5 yards and automatic first down ( <i>starting rush from inside 7-yard marker or continuing to rush after leaving early</i> )
Rusher contact w/ QB:	5 yards and automatic first down

#### **Offense:**

Illegal motion:	5 yards, <u>NO</u> loss of down ( <i>more than one person moving, false start, etc.</i> )
Delay of Game:	Clock stops, 5 yards, <u>NO</u> loss of down
Illegal forward pass:	5 yards and loss of down
Pass interference:	10 yards and loss of down ( <i>illegal pick play, pushing off, etc.</i> )
Flag guarding:	5 yards from spot of foul and loss of down
Charging:	5 yards and loss of down
Screening/Blocking:	5 yards and loss of down

1. All penalties will be called by the referees
2. Referees determine incidental contact that may result from normal run of play. All penalties will be assessed from the line of scrimmage.
3. Only the team captain may ask the referee questions about rule clarification and interpretations. Players cannot question calls.
4. Games cannot end on a defensive penalty unless the offense declines it.
5. Unnecessary Roughness / Personal foul penalties will be 15 yards and loss of down (offense) or automatic first down (defense).
6. Penalties will be assessed half the distance to the goal yardage when the penalty yardage is more than half the distance to the goal.
7. Spot fouls in end zone: Defensive (Ball on one-yard line, first down)/Offensive (Safety)

### **Equipment:**

1. Cleats are allowed, metal and metal tipped cleats are prohibited.
2. **All players must wear a mouthpiece.**
3. No protective padding which may injure another player may be worn.
4. Footballs and flags will be provided by FCPRD.
5. All jerseys must be tucked in.
6. No jewelry is allowed.
7. No casts or splints, no matter how well padded it is, are allowed.
8. Glasses may be worn, but players must use a safety strap.

### **Sportsmanship / Conduct**

Any player or coach is subject to ejection from a game for fighting, obscene language, or intentionally roughing a player.

All Coaches (Head Coaches and Assistant Coaches) will be expected to follow the guidelines below at all practices, games, and any activities related to the flag football program. Any coach is subject to removal by FCPRD for violation of these rules:

- a. **Coaches will not** criticize players!
- b. **Coaches will** accept decisions of game officials on the field as being fair and called to the best of their ability! This is very important because it sets the example for the players and spectators to follow. **Officials are there to improve the quality of the program.** Officials also act as the league commissioners and liaisons to FCPRD.
- c. **Coaches will not** criticize an opposing team's players, coaches or fans by word of mouth or by gesture.
- d. **Coaches will not** use excessive sideline coaching, (i.e. screaming, hollering, etc.)
- e. **Coaches will** work together with the game officials to be jointly responsible for the conduct and control of the team's fans and spectators.
- f. **Coaches will not** use abusive and profane language at games or practices.
- g. **Coaches will not** permit an ineligible player (one who is not registered, etc.) to participate in games or practices.
- h. **All coaches must be approved by FCPRD.** Anyone who is not approved by FCPRD will not be allowed with the players at practices or games. Background checks must be completed, and a badge must be issued before any coach is approved to coach.
- i. **Coaches will not** deliberately incite unsportsmanlike conduct.
- j. **Coaches will abstain** from drinking alcoholic beverages or using tobacco products at practices, games, and all related activities.