



**Our next Season of 6 vs. 6 Indoor Flag Football begins 8/15/10**

**Kid's Divisions (U12 & U14)**

**Adult Divisions (14 & Up)**

**Minimum of 8 players on a team (No Max)**

**Players cannot be added after 1st game.**

**\$55 per player**

**Registration Now**

**Teams split ref fees (\$10 per team) at each game.**

**16 minute halves (then 7 plays)**

**Games will be played on Sundays**





Name \_\_\_\_\_

Birthdate \_\_\_\_\_

Address \_\_\_\_\_

Phone \_\_\_\_\_

Email \_\_\_\_\_

Team Name \_\_\_\_\_



- \* All Fees are NonRefundable.
- \* The signer of this form will abide by all facility rules.
- \* You are playing at your own risk.

**AZTEC INDOOR SOCCER**  
**YOUTH**  
**ARENA**  
**FLAG**  
**FOOTBALL**  
**REGISTER FOR LEAGUE PLAY**

# AZTEC INDOOR SOCCER

## 6-on-6 Flag Football Rules

### General:

- 6-on-6 Flag Football is offered as an open division. Teams are comprised of 6 players plus substitutes. A minimum of four (4) players is required to begin any game.
- 6-on-6 Flag Football will be offered in a round robin league format. Top teams will be placed into a single elimination playoff bracket at the end of the regular season.
- All participants must present a current, valid Aztec Indoor Soccer Card upon checking in with the Aztec Staff. Participants who do not have their Aztec Indoor Soccer Card with them WILL NOT BE ALLOWED TO PARTICIPATE. No other form of identification will be accepted. There are no exceptions to this rule.
- Game time is forfeit time. There is no grace period. All players must be signed in and ready to play at the exact scheduled game time.

### Field:

- The field measures 40 yards in length, goal line to goal line, and 25 yards in width.
- The ball shall be placed at the 4 yard line to begin each half and following a try, touchback, or safety, unless moved by penalty.
- The WALL (glass or bottom portion) will be in play, and a player may use for support. If a ball carrier touches wall it is not considered out of bounds. They must be de-flagged for the ball to be declared dead.
- The NET is also in play and the ball may be played off of it.

**The Snap:** Any player may receive the snap, provided the player receiving the snap is at least two yards behind the line of scrimmage. The snap may be between the legs or off to the side. This player remains the quarterback until he passes the ball.

**Line of Scrimmage:** The offensive team must have at least 3 players on their scrimmage line at the snap. The defensive team has no such restrictions. The offense has 7 seconds to release the ball. If not, it is a loss of down and the ball is next snapped at the previous spot. The referee will sound the whistle at 7 seconds if the passer has possession of the football.

**Game Time:** Playing time shall be two 16-minute halves. The clock will start on the snap to begin each half. It will run continuously during the first half and second half, unless stopped by a team or an official timeout. At the end each half, the referee shall inform the captains of the "7" plays remaining.

**Stop Clock:** Clock stops only for an injury, official's timeout or charged team time out.

**Timeouts:** Each team is entitled to one (1) charged time out per half.

**Delay of Game:** Failure of a team to snap within 25 seconds after the ball is declared ready to play.

**Series of Downs:** A team will have 4 consecutive downs to advance or score a touchdown.

**First Downs:** The zone line to gain will be the endzone line. The only other manner in which a team can obtain a first down is as a result of a penalty on the opposing team that results in an automatic first down.

**Kicking:** There will be no kicking or punting during any down.

**Interceptions:** An interception by the defense may be advanced. An interception during an extra point try may not be advanced; the play will be ruled dead.

**Scoring:** Touchdowns = 6 points Try from 4 yard line = 1 pt Try from 10 yard line = 2 pts. If the game ends in a tie, each team will attempt to score by passing from the 4 yard line for 1 point or from the 10 yard line for 2 points. The process will be repeated until the tie is broken. If the defense causes a turnover, the try is over. Safety = 2 pts.

**Rush:** Defensive players may only rush past the line of scrimmage if they begin at least 5 yards off the defensive line of scrimmage. Any contact between rusher and offensive players will result in an illegal contact penalty on the offense unless blatantly initiated by the defense. Screen blocking is allowed.

**Laterals:** A runner may pass the ball backward at anytime. Backward is defined as not forward. In other words, a pass that is directly sideways is considered backward and legal.

**Passing:** The offensive team must throw the ball beyond the scrimmage line within 7 seconds after the snap regardless of how many backward passes occur behind the line. Only 1 forward legal pass per down.

**Mercy Rule:** The mercy rule does not apply. Score as much as you want!!

**Safety/Try:** After a try, touchback, or safety the ball will be placed at the 4 yard line.

**Pre-Game Conference:** Three minutes before the start of each game the Referee shall meet with the team captains to conduct the coin toss.

The designated home team shall call the toss. The captain winning the toss shall have a choice of options for the first half or shall defer his/her option to the second half. The options for each half shall be:

To choose whether his/her team will start on offense or defense.

To choose the goal his/her team will defend. The captain, not having the first choice of options for a half shall exercise the remaining option. Note: If the winning captain elects to defend a goal with his/her choice in the first half, the opposing team may also elect to receive the ball at the start of the second half.

**Fumbles:** Fumbles are dead when the ball touches the ground. The play will be blown dead and the next play will begin at the point where the ball touched the ground. **Exception:** Ball flies forward. The ball will then be placed at the point it left the ball carrier's hands.

**Flag Rules:**

1. Players of opposing teams must wear contrasting colored jerseys and flags.
2. No article of clothing may cover any portion of the player's flag. One warning to each team.

3. Each player on the field must wear the flag belt provided by the Aztec Indoor Soccer program. Belt must be properly attached at waistline one flag center back and one flag over each hip.
4. Shirts must be tucked in at all times. NO POCKETS or BELT LOOPS.
5. Legal tag: If a player has inadvertently lost their flag belt, then a one (1) hand tag between the shoulder and knees constitutes a "tackle". PLAY until the whistle blows!
6. Removing flag belt: When the belt is clearly taken from the ball carrier, the down shall end and the ball is declared dead. The belt should be held over the head to assist officials with the call. If belt is missing from the runner and not inadvertently lost, the ball is returned to the line of scrimmage and a penalty for illegal equipment will be assessed.
7. Contact: In an attempt to remove the belt from a ball carrier, defensive players may make inadvertent contact with the body of an opponent with their hands. A defensive player may not hold, push, or knock the ball carrier down in an attempt to remove the flag.
8. All players must have their flags in legal position (flags at either side and one flag down the back side) at the start of each play.
9. Intentionally pulling or removing a belt from any player that does not have possession of the ball is illegal.
10. Flag guarding: Ball carriers shall not guard their flags in a manner that would prevent an opponent the opportunity to pull or remove the flag belt. A ball carrier may not use straight arm tactics, swing arm to deflect, or use other means to keep an opponent from pulling a flag. This style of running constitutes flag guarding.
12. A ball carrier may not lower his/her head or run in a bent over fashion, which hinders an opponent from pulling a flag. This style of running constitutes flag guarding with intent to injure.
13. Obstruction of ball carrier: The defensive player shall not hold, grasp, or obstruct forward progress of a ball carrier when in the act of removing the belt or making a legal tag.

#### **Blocking:**

The offensive screen block shall take place without contact. The screen blocker shall have his/her hands and arms at his/her side or behind his/her back. Any use of the hands, arms, elbows, legs, or body to initiate contact during an offensive player's screen block is illegal. A blocker may use his/her hand or arm to break a fall or to retain his/her balance. A player must be on his/her feet before, during, and after screen blocking. **Penalty: Personal Foul, 10 yards.**

A player who screens shall not:

- A. Take a position closer than a normal step when behind a stationary opponent.
- B. Make contact when assuming a position at the side or in front of a stationary opponent.
- C. Take a position so close to a moving opponent that his/her opponent cannot avoid contact by stopping or changing direction. The speed of the player to be screened will determine where the screener may take his/her stationary position. This position will vary and may be 1 to 2 normal steps or strides from the opponent.
- D. After assuming his/her legal screening position move to maintain it, unless he/she moves in the same direction and path as his/her opponent. If the screener violates any of these provisions and contact results, he/she has committed a personal foul. **Penalty: Personal Foul, 10 yards.**

Teammates of a runner or passer may interfere for him/her by screen blocking but shall not use interlocked interference by grasping or encircling one another in any manner. **Penalty: Personal Foul, 10 yards.**

Opponents must go around the offensive player's screen block. The arms and hands may not be used as a wedge to displace the opponent. The application of this Rule depends entirely on the judgment of the official. A defender may use his/her arms or hands to break a fall or retain his/her balance. **Penalty: Personal Foul, 10 yards.**

#### **Miscellaneous:**

Any Rules not covered are subjected to the 2007-2008 NIRSA Flag Football Rules Book and Officials judgment.

#### **Penalties:**

All 10 yard penalties are enforced 5 yards and all 5 yard penalties are enforced 3 yards.

#### **3 Yard Penalties**

- Delay of game
- Substitution infraction
- Encroachment (*dead ball*)
- False start (*dead ball*)
- Illegal snap (*dead ball*)
- Illegal formation 3 players not on line – offense
- Illegal shift/motion
- Player receiving snap within 1 yards [illegal procedure]
- Illegal forward hand off
- Intentional fumble [illegal pass]
- Illegal forward pass (**LOSS OF DOWN**)
- Intentional grounding to avoid a sack (**LOSS OF DOWN**)
- Illegal pass consecutive completed pass male to male (**LOSS OF DOWN**)
- Aiding runner

### 5 Yard Penalties

- Illegal equipment
- Running play after declaring punt
- Fair catch interference
- Two or more consecutive encroachments (2nd is 10 yards)
- Offensive pass interference (**LOSS OF DOWN**)(from Line of scrimmage)
- Defensive pass interference – (automatic 1st down)(Spot foul)
- Illegally secured belt on touchdown (**LOSS OF DOWN**, no score)
- Unsportsmanlike conduct (i.e. – taunting or excessive celebration)
- Spiking, kicking, throwing ball during a dead ball
- Attempt to steal or hit the football from the hands of an opponent
- Contact with opponent on ground
- Throwing runner to the ground
- Hurdling player
- Tripping, tackling, clipping, unnecessary contact
- Roughing the passer – (automatic 1st down)
- Illegal blocking
- Obstruction or holding of the runner
- Flag guarding, illegal flag belt removal
- Illegal participation

### **Disqualification associated with certain 10 yard penalties (loss of down or automatic 1st down)**

- Intentionally kicking or attempting to strike an opposing player or official.
- Unsportsmanlike player / coach / bench conduct - verbal or physical abuse of an official, player, coach, or bench.
- Tackling or throwing a player to the ground.
- Intentional tampering with the flag belt (offense or defense)

### Yellow Cards & Red Cards will be used.

**Yellow Card** = player in penalty box for 5 minutes, player CAN be replaced immediately.

**Red Card** = Player ejected from Game and Facility. Game does not resume until player is out of building. Player cannot play next game and will be fined \$30.

Team plays short for the rest of game.

**\*ANY TEAM THAT DOES NOT HAVE ENOUGH PLAYERS TO START A GAME WILL HAVE TO PAY THE ENTIRE REFEREE FEES FOR THAT GAME.**

Updated 1-19-09