



Co-Ed Flag Football League Rulebook and General Information

Purpose and Scope of This Document

This Rulebook and Registration Information booklet is intended to give all participants a broad overview of how the league operates and explain most rules and procedures that govern the league. This document is not intended to cover every last detail, such as dates and times of Postseason parties, schedules for each team, and various other procedural and administrative items. Many additional details for the league will be disseminated via e-mail and on the Club website, so please check both frequently. If you have a SPAM filter on your e-mail, please add patrick@madisonssc.com to your list of safe senders to ensure you receive all e-mails pertaining to the league. This is the only e-mail address from which e-mails regarding the league will come.

Welcome

This document contains a wealth of information about how our league works as well as registration information. All participants must complete a Waiver to be eligible to play in our league. There are absolutely no exceptions to this rule. **PLEASE READ THIS DOCUMENT IN ITS ENTIRETY BEFORE YOU REGISTER AND BEFORE YOUR FIRST GAME TO ENSURE YOU FULLY UNDERSTAND THE RULES AND PROCEDURES WHICH GOVERN THE LEAGUE.**

Code of Conduct

The Madison Sports and Social Club does not tolerate discrimination, racism, sexual harassment, unwelcome sexual advances, violence, threats, or any other type of behavior that may in any way make any member feel uncomfortable or threaten his or her health and well-being. We expect all members to treat each other with respect and abide by common rules of decency and good sportsmanship.

Team names must not be offensive toward any race, nationality, gender, or any other group of individuals. They must also not contain profanity. Please use tact and common sense when choosing a team name. MSSC reserves the right to reject any team name it finds offensive. You will be asked to supply a new name in the event your team name is deemed inappropriate.

During play, all participants must refrain from taunting, name-calling, put-downs, intimidation, and violence toward teammates and opponents. Everyone makes mistakes, and we will not tolerate criticism or intimidation of any of our members due to differences in skill level or any other factor. Coaching, tips, and helpful hints are welcome, provided they are relayed in a constructive and friendly manner.

Due to the co-ed nature of the flag football league, and the fact that contact is inevitable at some point during any football game, all participants must be extra cognizant of their actions and what they are doing with their hands. Inappropriate touching (in the eyes of the referees or a representative of MSSC) will not be tolerated under any circumstances. An offending individual will be penalized and

warned for a first offense, and subsequent offenses may result in the offending individual being ejected from the game.

All members are encouraged to report offensive behavior to the Club President, Patrick Fosdick, via e-mail at patrick@madisonssc.com. All reports will be kept anonymous and taken seriously, and appropriate action will be taken if deemed necessary, including, but not limited to warnings, suspension and removal of the offending individual from the league.

Shirts

MSSC provides shirts for all teams. Captains select their top three color choices during registration. Returning teams get first choice at colors if they wish to use the same color as previous seasons. If there is a team made up entirely of Free Agents, players will have to agree on one color or one will be assigned by MSSC.

Structure of the League

The league is comprised of three divisions: Recreational, Intermediate, and Competitive. Each division must have at least five teams to operate. MSSC will decide on an appropriate structure if there are not enough teams to form a Competitive division.

A Note on Recreational, Intermediate, and Competitive

Teams self-select their division, subject to approval by MSSC. In general, if your team is full of a bunch of good athletes in their mid-20s, you should probably be in the Competitive Division. If your team is here to win and is going to take the games seriously, argue with refs, and talk strategy and design plays all game, you're probably a Competitive team. If you're just here to have fun, drink beer and don't know what a crossing route is, your team probably belongs in the Rec Division. If you're in between, sign up for Intermediate.

Prizes and Payouts

The Competitive division champion will receive MSSC Champions t-shirts. The following payouts will also be awarded in the form of gift cards to our sponsor bar or cash prizes:

	Competitive	Intermediate
League Champion	\$100	\$60
Runner-up	\$50	\$30

Prizes are subject to change at MSSC's discretion.

Miscellaneous Administrative Rules and Notes

- MSSC encourages Free Agents (or players without a team) to register. Full teams will be placed first, followed by Free Agents in the order they registered (if we can place them). We are rarely able to place very many male Free Agents, but usually have no trouble placing female Free Agents.
- Free Agents are welcome to form teams on their own or request to play with friends, otherwise they will be assigned to a team by MSSC
- Spectators are welcome and encouraged at the games.
- Club management reserves the right to alter the setup of the league (including rules) at any time before or during the season.
- Referees are provided by MSSC and should have no affiliation with any particular team in the league. If it becomes apparent that a referee is favoring one team over another on a consistent basis, he or she will be dismissed and another referee will take his or her place.
- A survey may be sent to all registered members at the completion of the season allowing them to evaluate the league. Comments, questions, and concerns are welcome at any time though.
- Teams must maintain complete and accurate rosters. All players should be listed on a team's roster, and players who play in any number of games must complete the waiver, which is accomplished through accepting a spot on the team from a captain's e-mail invite. Teams in violation of waiver policies will be subject to forfeiting games at MSSC's discretion

Game Equipment

Teams supply their own footballs to be used while on offense. MSSC may or may not have a supply of "lost and found" footballs on hand for teams to use if they wish. NERF or foam footballs, toy footballs, and significantly undersized footballs are not allowed. Balls must be NCAA size or larger. Referees or a representative of MSSC will have final discretion as to whether any particular ball is allowable.

Flag belts will be provided by MSSC. All players must wear belts supplied by MSSC. All participants should wear the team t-shirts issued by MSSC for each game. It is the responsibility of each participant to ensure that he or she brings the t-shirt to each game. Subs must at least wear a shirt that is similar in color to the team shirts to avoid confusion. MSSC has the right to require a team to wear mesh pinnies in the event that team colors are too similar during any matchup.

The referee or a representative of MSSC may inspect attire worn by all participants before each game and will instruct players to remove any items that are not allowed on the field of play.

THE FOLLOWING ITEMS ARE PROHIBITED ON THE FIELD AT ALL TIMES WITH NO EXCEPTIONS:

- Metals cleats
- Jewelry of any kind (watches, rings, necklaces, earrings, bracelets, etc) deemed to be too loose, sharp, or dangerous to any player
- Helmets or headwear containing a hard or unyielding surface
- Pants with belts or belt loops
- Any other item(s) the referee or representative of MSSC may deem inappropriate or dangerous to other participants

The Playing Field

Field boundaries will be marked by lines painted on the ground. Orange pylons will also be placed in the corner of each end zone, the center of the back of the end zone, and at mid-field to serve as reference points. MSSC uses multiple fields that are relatively close together, so all players must refrain from interfering with games on other fields.

Team Composition

Each team should have 6 players on the field during play (a “full team”); at least 2 of them must be female. A team may play shorthanded with as few as 4 players (at least 2 must be female). There is no limit on the number of females on the field per team. Teams may have as many players on their roster as they wish, as long as each individual has agreed to the MSSC waiver. Teams are welcome to use their own subs at any time during the regular season. A team’s “own sub” is defined as a player who does not appear on the roster of another co-ed league team.

Starting with the Fall/Winter 2016 season, rosters are going to be more strictly enforced in all MSSC sports due to rampant use of non-roster players and other illegal players in playoff games across leagues in all sports. The following rules are now in force going forward:

- All players (including subs) must “check in” for all regular season games by showing a current picture ID to a referee or representative of MSSC prior to each game. The player must produce the ID on the day of the game – it may not be e-mailed or otherwise submitted at a later date. Driver’s licenses or passports are preferred. A picture of a driver’s license on a phone is acceptable. If any player is not able to produce an ID, the team has two options:
 1. The player does not participate in the game
 2. The player may participate in the game, but the team permanently forfeits the right to use a non-roster sub in the playoffs
- No player may appear on the roster of more than one team in the co-ed league, regardless of division.
- Teams may not use any non-roster sub for more than two games per season. Playoffs are included in the two games
- Any roster player must play in at least 50% of a team’s regular season games to be eligible for the playoffs. Exceptions will only be made for injured players who are able to produce a doctor’s note stating the length of time before the player may return to participating in sports. The injured player must be on the roster at the beginning of the season
- Subs from other teams are not allowed in the playoffs.
- Teams are allowed one non-roster sub in the playoffs if needed. This sub cannot have already played two games for the team as noted in the third bullet point above, and is subject to the restrictions noted in the first bullet point above
 - A team may use a roster player who did not play in at least three regular season games as their one allowed sub. No other subs are allowed.

All rules listed above may be disregarded if the opponent agrees to let the team play a legal game with players who violate any of the above the rules. Any forfeits must be agreed upon before the start of the game and the scorecard must be signed by both captains acknowledging the forfeit.

Subs

A player may not sub for a team in any division below the one in which he or she plays without opponent consent – for example: Competitive Division players may not sub in the Intermediate or Rec Divisions, and Intermediate players may not sub in the Rec Division. Subs from other teams are not allowed at all in the playoffs.

Referees are not allowed to play for any team in the league and teams are prohibited from recruiting a referee to join their team.

Forfeiture

Teams will have until 5 minutes past the designated start time to field a legal team. A “legal team” must have a minimum of 4 players, with at least 2 of them being female. Teams fielding less than 4 players or lacking at least 2 females will forfeit the game. **Exception:** Teams may play a real game with less than 4 players or less than 2 females with the opposing team’s consent. Teams who agree to play under these conditions will lose the option of receiving a forfeit win. Any forfeit win must be decided upon prior to a game beginning. Both captains should sign the scorecard acknowledging the forfeit.

Beginning of the Game

The “home” team gets to call the coin toss. The home team is the one listed second on the schedule and scorecards. The winner of the toss may choose offense or defense. The loser of the coin toss may choose which goal to defend/which direction their offense will go to start. There are no kick-offs; play starts 5 yards from the opposing goal line.

Length of the Game, Timekeeping, and Timeouts

Play will be divided into two 20 minute halves with a five minute halftime. The clock runs continuously until the 2:00 warning unless the referee stops time for a serious injury or other matter. Teams will switch direction at the start of the second half. The team that started the game on defense will start the second half on offense. Each team is allowed two 60 second timeouts per game that may be used at any time. During the final 2:00 of each half, the referee shall stop the game clock if:

- an incomplete pass is thrown (this includes intentional grounding)
- a player ends a play by going out of bounds
- either team scores (the clock will remain off until the opposing team snaps the ball after the PAT attempt; the clock does not run during extra points)
- change of possession occurs
- a penalty occurs

- a team calls a time out

The game time will be kept by one referee. Players from either team may ask the referee for the time remaining after the completion of any given play. The play clock will be kept by the second referee.

The clock will not stop for the 2:00 warning unless there is a dead ball situation when the clock hits 2:00. For example, play will not be stopped at 2:00 if one team is in the middle of a play. The referee will announce that 2:00 remain in the game, and the clock will stop once the play is complete. If a team is up by 20 or more points in the second half, the clock runs continuously during the last two minutes of play.

The offensive team has 25 seconds to snap the ball once it has been spotted. The offense is responsible for returning the ball to the line of scrimmage. A referee is responsible for monitoring the time; there will be no visible play clock. The referee should begin a verbal countdown when a team has ten seconds left to snap the ball.

Mercy Rule: To keep scores from getting out of hand and keep games running on schedule, a mercy rule may be implemented as follows: If a team is up by 20 or more points and it has reached the time for the next game to begin, the game will be called. **If sufficient time remains before the next game is scheduled to begin, the game will be finished regardless of the score.**

Co-Ed Specific Rules

To ensure co-ed participation, there are a number of rules governing the extent to which females must be involved in plays during the course of each game. A penalty will be assessed if the offensive team fails to use a female as an “Operative Player” at least once on three consecutive plays. (Note: This rule does not reset after a first down; the rule applies to any three consecutive plays). The entire point of a co-ed league is to get the females involved and for them to be the Operative Player on a given play – i.e. the player throwing the ball, the primary/intended target of a pass, or the runner on a handoff.

An Operative Player is defined as a player who:

- Is the primary/intended receiver in the eyes of the referee
- Runs the ball as the primary runner and reaches or crosses the line of scrimmage
- Receives the snap as the QB and throws a forward pass across the line of scrimmage
- Receives the snap and immediately spikes the ball in order to stop the clock (in the last 2 minutes of the game only).

An Operative Player is NOT a player who:

- Hands off the football
- Snaps the ball into play
- Receives a hand-off only to give the ball back to a male before crossing the line of scrimmage
- Was in the vicinity of a male player who caught the ball, unless it was apparent to the referee that she was the target of the quarterback’s pass

- Is the recipient of a thrown ball possessed/controlled by a male and then intentionally pitched, thrown, or otherwise transferred to a female

Examples of what is and is not considered a “male play” and a “female play:”

- A pass deflected by a male and caught by a female is a female play
- A pass intended for a female (in the eyes of the referee) that is deflected by a female and caught by a male counts as a female play
- A pass thrown by a male, caught by a male, and pitched, thrown, or otherwise transferred to a female does not constitute a female play. However, the play will stand unless it was required to be a female play, in which case the penalty for not using an operative player will apply. If done within five yard of the end zone (and including the end zone) and the female scores a touchdown, the touchdown will only be worth 6 points
- A ball spiked by a female in the last 2 minutes of the second half in order to stop the clock counts as a female play
- If a female pitches the ball to a male behind the line of scrimmage who then crosses the line of scrimmage, it will not be considered a female play
- If a female pitches the ball to a male behind the line of scrimmage and then he passes it to a female, it will count as a female play
- A ball possessed by a male in the air and intentionally transferred to a female via a pitch, throw, or any other method is not a female play. The male must demonstrate control of the ball and have intentionally directed it toward the female in the eyes of a referee in order for the play to not count as a female play.

Definitions, explanations, and clarifications for terms used above:

- A “tip” and a “deflection” are essentially the same action. This occurs when a pass is thrown to a player and bounces off of his or her hand(s) or fingers immediately with no control or possession demonstrated by the player.
- A legal catch occurs when a player demonstrates control and possession of the ball with at least one foot in bounds. A catch does not need to occur for a player to demonstrate control/possession of the ball and transfer it to another player.
- A “pitch” or a “throw” is any action whereby a player demonstrates control/possession of the ball and intentionally transfers the ball to another person in the eyes of a referee.

All plays are subject to referee discretion and interpretation, as mentioned toward the end of the rulebook. They have the final decision on the call to be made, especially in situations not specifically covered in this rulebook.

Penalties for failure to use a female as an Operative Player: The penalty for running 3 consecutive plays without using a female as an Operative Player will be negation of any yardage gained on the preceding play, loss of down, and a female must now be an Operative Player on the next play. If necessary, this sequence will continue until the team turns the ball over on downs.

Special note for sacks: If a male is the quarterback on a play and is “sacked” by having his flag removed while in possession of the ball, the ball is spotted where he was sacked and the play stands as a male

play. If a team would have been forced to use a female as the Operative Player (i.e they had gone three consecutive plays previously without using a female) and the male QB is sacked, the play will count as a female play and the offensive team does not have to use a female on the next play.

Special note for rushing the quarterback: If a team is in a forced female play situation and the defense rushes the quarterback, the quarterback may run, but may not throw the ball to a male. **If a male quarterback laterals or throws the ball backwards to another male at or behind the line of scrimmage, the offense loses the ability for a male to run. Once past the line of scrimmage, the ball may not be lateraled or thrown backwards to a male.**

Scoring and Rules During Play

Scoring - Teams are awarded 6 points if a touchdown is scored by a male player and 9 points if scored by a female player. A player may run, pass, or catch a touchdown to be awarded the appropriate number of points. For example, if a female player throws a pass to a male player that is caught in the end zone, the team will be awarded 9 points since the pass was thrown by a female.

If a male player is deemed to have intentionally gone out of bounds, kneeled down, or otherwise halted forward progress to surrender his flag inside the five yard line when he had the opportunity to score, the ball will be placed at the five yard line and the next play will commence from this point. This rule is in place to prevent “cheap” female touchdowns generated by males intentionally going down at the one yard line.

Extra points will not be kicked, but rather will take the form of a 2 point conversion where players must run or pass the ball into the end zone. An extra point initiated 5 yards off the goal line is worth 1 point. An extra point initiated 10 yards from the goal line is worth 2 points. Extra point attempts may be intercepted and returned for the attempted number of points, and the intercepting team will continue on offense, starting at their 5 yard line.

Games ending in a tie score will be recorded as tie games during regular season play. During the playoffs there will be no ties. Please refer to the “Playoffs” section of this document for overtime rules during the playoffs.

Safeties - A safety will be awarded if a ball carrier:

- Is tagged down in his or her own end zone by having his or her flag removed
- Runs out of bounds in his or her own end zone
- Snaps the ball out of the end zone
- Fumbles the ball in the end zone
- Laterals the ball out of the end zone
- Kneels down in the end zone
- Makes contact with the ground in the end zone with the hand carrying the ball
- Intentionally grounds the ball in the end zone

As the result of a safety, the defensive team receives 2 points and is awarded the ball on offense again. The team awarded the safety now begins on offense at the five yard line on the opposite end of the

field.

First downs - Each team shall have 4 downs to either score or earn a first down. A first down is earned by reaching midfield. If a team fails to score or earn a first down, possession will go to the other team, which will receive the ball on their own 5 yard line, not at the spot of the turnover.

Punts - There are no punts. A team has four downs to either score or reach the first down marker.

Continuance of play - Play shall continue until:

- A ball carrier has his or her flag removed by an opponent (see Uniform and Flag Rules for exceptions and additions concerning the flag)
- A ball carrier steps out of bounds
- A ball-carrier scores a touchdown or PAT
- The ball touches the ground as a result of a fumble or incomplete pass (If the ball is pinned between the ground and the ball carrier's hand, the play is dead)
- A ball carrier's knee, elbow, or back touches the ground. This rule applies to both offensive and defensive players (after an interception for example)

Spot of the ball - The ball will be spotted where the ball is at the time the ball carrier's flag has been removed or the carrier is otherwise considered "down" (see Continuance of Play). **The offense is responsible for both the ball and the ball marker (yellow disk). It is the offense's responsibility to get both of these to the line of scrimmage in a timely manner, or be subject to a delay of game penalty.**

Turnovers - A turnover can only occur on an interception of a forward pass or a lateral. Interceptions of forward passes or laterals may be advanced until the intercepting player is ruled down. A fumble (defined as the player losing possession of the ball and the ball hitting the ground) is not a turnover. The ball is dead at the point of the fumble (where the ball hits the ground) and the offense retains possession.

The only exception to the play being blown dead is if the quarterback fumbles a snap from the shotgun formation. The quarterback will be allowed to pick up a dropped shotgun snap and continue play. The defensive player may rush at the "three one-thousand" count. If the quarterback has not picked up the ball by the time the defensive player reaches the quarterback, the defensive player may pull the flag of the quarterback to rule the play dead. If the quarterback runs away from the defensive player without possession of the ball, the defensive player may touch the football to rule the play dead.

Penalties that occur after a team intercepts an attempt at an extra point will be marked off from the spot of the infraction, and the intercepting team will have one more play for the number of points attempted from the spot of the infraction plus any penalty yardage.

Rushing the quarterback – A three-count is used for rushing. The referee will count "one-one thousand, two-one thousand, three-one thousand" Players may rush only when the referee finishes the final "one thousand." The quarterback may only run past the line of scrimmage if rushed by the defense (i.e. a defensive player breaking the line of scrimmage).

Substitutions - Teams may substitute players as often as they wish, subject to the penalty for too many players on the field

Uniform and Flag Belt Rules

1) All players must wear flag belts supplied by MSSC. We use Flag-a-Tag belts with three flags. No other type of belt is allowed. All players must have one flag at each hip and one in the middle of the back.

2) Belts must be worn on top of all layers of clothing. Loose-fitting articles of clothing (i.e. large sweatshirts, long t-shirts, etc.) should not be worn, as they can be held onto or ripped easily. Shirts should be tucked in if they are long and/or baggy. The referees have the authority to tell players to tuck in shirts.

4) Any ball carrier whose flags are deemed as not accessible to be removed will be down at the first point where a flag could have been pulled in the referee's opinion. This includes having the flags in any arrangement other than one flag on each hip and one in the middle of the back.

5) Any ball carrier missing a flag for any reason (i.e. it falls off, is accidentally pulled off before reception, or is not noticed as missing before the snap, etc.) will be down at the first potential point where a flag could have been pulled in the referee's opinion. The player does not actually need to be touched in order to be ruled down.

6) If a defender removes a flag before an offensive player catches the ball, the offensive player is not down at the first potential point of contact. The defender must pull another flag once possession is demonstrated. Any player who is deemed to be intentionally and repeatedly removing flags prior to possession by the offensive player is subject to an unsportsmanlike conduct penalty.

Miscellaneous Rules While In Play

- No tackling. Period. The refs have discretion to remove you from the game
- All players are eligible receivers
- The player who commences any given play as the quarterback can only advance the ball by running if he/she is rushed by a defensive player. In other words, QB sneaks, QB draws, and similar plays are not allowed unless the QB is rushed
- The ball must be snapped from the ground
- The QB may not snap the ball to him/herself
- Loss of down penalties which occur on 4th down will result in a change of possession
- Receivers only need one foot in bounds for a completion
- Spin moves are permitted
- Only the ball must cross the plane of the goal line in order for a touchdown to be awarded
- The pylons at the front of the end zone are in play for purposes of scoring a touchdown

Penalties

Normal rules and penalties of the NCAA apply unless modified herein or added. Distances have been adjusted due to the size of the fields. Penalties include:

Illegal Contact - At or Behind the Line of Scrimmage: In cases where either an offensive or defensive player initiates contact of any kind, it will be ruled a 5 yard penalty from the line of scrimmage and the down will be replayed. Examples include, but are not limited to: jamming, checking, tripping, moving picks, moving screens, forearms, stiff arms, elbowing, etc.

Illegal Contact - Down Field: If the illegal contact occurs during play when the offense is advancing the ball, the penalty will be a mark off of 5 yards from the point where the ball carrier is at the time of the infraction. If the infraction occurs during a pass play when the pass is incomplete, the penalty will be marked off 5 yards from the original line of scrimmage. The same examples listed above apply.

Flag Guarding: This is defined as any motion of the arm (whether intentional or unintentional) that prevents a defender from grabbing a flag. The play will stand, but the penalty will result in a 5 yard mark off from the spot of the infraction, not the spot where the runner is eventually ruled down. Note: If the flag guarding occurs on fourth down and the resulting yardage, after the penalty is marked off, does not result in a first down, it is a turnover on downs. Flag guarding includes, but is not limited to:

- Holding onto the flag or belt
- Tucking the flag into or wrapping it around any article of clothing
- Holding the football over the belt to prevent defensive players from grabbing it
- Holding onto a defensive player's hand or arm, or swatting a hand or arm away to keep him or her from removing the belt
- Using foreign objects such as pins to secure the flag
- Blocking a defensive player's hand with the football

Holding: Holding will result in a five yard penalty and an automatic first down. Holding takes many forms. A player may not grab another player's arm or hand at any time. Players may also not hold onto shirts, flag belts, shorts, or any other article of clothing. If a player accidentally grabs an article of clothing while reaching for a flag and lets go of the article of clothing immediately, a penalty will not be called. Holding onto or pulling clothing to impede progress or drag a player to the ground is not permitted. Players are not allowed to impede the progress of an opponent while trying to remove his or her flag. This includes wrapping a player up with one's arms, applying hands or arms to the ball carrier's chest, etc.

False start (offense only): 5 yard penalty, the play is ruled dead immediately, there is no option to decline, and the down is replayed.

Offsides/Neutral Zone Infraction/Early rush (offense or defense): A 5 yard penalty will be called if either team is lined up in the neutral zone or if the defense rushes early. If committed by the offense, the play is blown dead, similar to a false start. If the penalty is on the defense and is accepted by the offense, there is a five yard mark-off from the line of scrimmage against the defense and the down is repeated. If the penalty is declined, any gain on the play will stand and it will be the next down.

Illegal Exchange: There must be a clear exchange of the football between the center and the quarterback, with the quarterback showing clear and sole possession of the ball before handing it off or throwing to another player.

Illegal Forward Pass: If the ball carrier crosses the line of scrimmage and then throws a forward pass, the defense can either decline the penalty (if the pass resulted in an incompleteness or interception), or accept the penalty, which will be 5 yards from the line of scrimmage and repeat of the down. The quarterback's entire body must be across the line of scrimmage in order for it to be a penalty. For illegal forward passes that occur beyond the line of scrimmage (a forward lateral), any yards gained before the illegal forward pass will stand, but the penalty will be five yards from the spot of the infraction.

Illegal Touching/Ineligible Receiver: A player may not leave the field of play (i.e. go out of bounds), return to the field, and be the first to touch the ball. A penalty will not be called if a referee determines the player was forced out of bounds by a player on the opposing team. The penalty for a team on offense is five yards and a loss of down. If a defender goes out of bounds and makes an interception while being the first to touch the ball, the play is negated and the offense keeps the ball.

Too many players on the field: No more than six players per team on the field. If the offensive team has too many players on the field, the defense can choose to accept the penalty, which will be 5 yards from the original line of scrimmage, or decline the penalty and accept the result of the play. If the defensive team has too many players on the field, the offense can accept the penalty, which will be 5 yards from the original line of scrimmage, or decline the penalty and accept the results of the play.

Unnecessary Roughness (Offense): Unnecessary roughness by the offense during a play will result in a 10 yard penalty from the line of scrimmage and a loss of down. If the penalty occurs after the play (i.e. a dead ball situation), the penalty will result in a 10 yard mark off at the end of the play. Extreme roughness or disorderly conduct will result in an immediate ejection from the game and or league if deemed necessary by the referee and league staff. No warnings need be given.

Unnecessary Roughness (Defense): This includes any illegal attempt to down a player, such as grabbing jerseys, tripping, tackling, pulling anything other than a flag, excessive pushing, etc. If the play is dead at the time the penalty is committed and the offense has not advanced the ball, the penalty will be a 10 yard mark off from the line of scrimmage and an automatic first down will be awarded. If the play is on-going or the offense has advanced the ball at the time the penalty is committed, the penalty will be 10 yards added on to the end of the play and an automatic first down will be awarded. Extreme roughness may result in ejection from the game and or league if deemed necessary by the referee and league staff.

- Any player who hits the quarterback's arm in an overly aggressive manner while the quarterback is in delivery may receive an Unnecessary Roughness penalty at the referee's discretion. Defensive players may attempt to block a pass by raising one or both arms straight up in the air, but they may not touch the quarterback. A penalty will not be called if the quarterback's follow through hits a defensive player's arms or body when the defender has established position and is only trying to block a pass, or if contact by the defensive player is incidental in the referee's opinion.

Defensive Pass Interference: The ball will be spotted at the point of the infraction and the offense will be awarded an automatic first down. It will not be ruled pass interference if both the offensive and defensive player had an equal opportunity to call the ball and incidental contact occurred between the players. If the pass interference occurs in the end zone, the ball will be placed on the 1 yard line and it will be 1st down.

Offensive Pass Interference: Offensive pass interference will be called when an offensive player makes any contact or takes any action that prevents a defensive player from intercepting a ball he or she otherwise would have caught, in the referee's eyes. The penalty will be 10 yards from the previous spot and a repeat of the down.

Intentional Grounding: A penalty will be called when the passer throws a forward pass without a realistic chance of completion. A pass out of bounds will not be considered intentional grounding if the passer is outside of what would normally be considered the pocket. Intentional grounding will result a loss of down and the ball will also be spotted at the point of infraction (i.e. the QB's point of release).

Fighting - Fighting will NOT be tolerated, period. All parties involved in fighting (subject to the referee's discretion) WILL be ejected from the game and subject to ejection from the league at MSSC staff discretion. No full or partial refunds will be given to any player ejected from the league for fighting.

Authority and Discretion of the Referees

The referees are authorized by MSSC to have complete control over all aspects of the game. Referees have the discretion to rule as they see fit in any situation not covered by the rules mentioned above. The decisions of the referees are final and teams may not argue calls with the referees. Representatives of MSSC may not overturn calls made by referees on individual plays within a game. The referees have a demanding job and are not perfect. Calls will be made that individuals and teams do not agree with, and calls will be missed. This is the nature of sports, and all participants must understand this.

All referees are expected to know the rules of the league and act as an impartial third party in each and every game they officiate. If a team feels that a referee is showing bias toward another team, they may report their concerns by e-mailing Flag Football League Commissioner Patrick Fosdick at patrick@madisonssc.com.

End of the Game

At the completion of the game, the referees and each team captain will sign off on the final score of the game for verification purposes. The score card will be submitted to MSSC as proof of the game's final score. All players are expected to shake hands and otherwise show good sportsmanship, regardless of the final score or any disagreements or situations that may have arisen during the game.

Results and Standings

Results and standings will be posted on the Flag Football page of the MSSC website following receipt of the official scorecard from each game.

Playoffs

At the conclusion of the regular season, the playoffs will begin. An appropriate playoff structure will be utilized depending on the number of teams in the league. Double headers are used often in the playoffs, especially once the semifinals are reached.

Game Format - Playoff games will follow the same format during regulation as the regular season. If teams are tied at the end of regulation in playoffs, an overtime period will be played.

Overtime - In the playoffs, overtime periods will use a system similar to college football overtime. The overtime period will start with the referee flipping a coin, with the winning team deciding whether to play offense or defense. The “away” team will get to call the coin flip. The losing team will decide which end zone to defend. Each team will then have 4 downs to score from 10 yards out from the goal line. If a team scores, they will have the opportunity to go for one point or two points on the PAT, using the same rules as the regular season games. As in regular season games, a female must be used at least once in the first three downs, unless a touchdown is scored on first or second down. The male/female rule does not apply for the PAT. The game will be decided when one team scores more points than the other team during their rotating possessions. No 1st downs will be awarded except in the case of a penalty. Interceptions will result in a turnover and may not be returned for any points. If the first team on offense scores and then intercepts the other team on its attempt to score, the game is over. If the score is still tied after two complete overtime periods, each team must attempt a two point conversion after they score a touchdown. From this point on all subsequent overtime periods will continue with each team attempting a two point conversion after they score a touchdown. If the score is still tied after three overtime periods, a female must be an operative player on all subsequent two point conversions.

Cancellation/Rainout Policy

Games may be postponed or canceled due to dangerous weather, extremely poor field conditions, or a number of other factors. MSSC must abide by city guidelines to stay off the fields in certain weather conditions or risk losing access to the fields. MSSC generally expects two rainouts per season. Rained out games will be added to the end of the regular season schedule.

Any cancellations will be posted on the MSSC website and e-mailed to all players on each team's roster. In some circumstances, it may not be possible to cancel the game until some or all of the participants have arrived at the site of the day's game, and in some cases, the game may need to be postponed after play has begun. These are factors outside the control of MSSC and we hope everyone understands that such inconveniences will occasionally occur.