



2017

**League Rules
&
Policies**

Regina AFFL Policies

Equipment

- I. Each team must provide **two different coloured jerseys/shirts with distinct visible numbers on the back** for statistical purposes.
- II. Footballs will be provided for each game. Only AFFL balls can be used during gameplay.
- III. Regina AFFL will provide the flags and flag belts.

Rules & Restrictions

- I. **All players on your team MUST BE registered online and are 18 years of age or older as of December 31st, 2017.**
- II. The league will follow the Football Canada Flag Football Rules. Some rules have been adapted to align with the Regina AFFL and the facilities available.
- III. Fair Play Rating: If a team receives a rating below “B” or more than 3 ejections in a season, the team cannot participate in playoffs. No league fees will be returned for missed playoff games.
- IV. Game Ejections will carry the following penalties and will be taken from the performance bond:
 - a. 1st offence - current game + 1, \$50 team fine
 - b. 2nd offence - current game + 5, \$50 team fine
 - c. 3rd offence - current game + 12 month suspension, \$100 team fine + \$100 repost prior to next season.
 - d. Any player suspended 3 times during 1 calendar year will be on probation; any 3 further suspensions over a 2 year period will result in permanent removal from the league.

Schedule & Attendance

- I. If a team is unable to make a scheduled game, we ask that you give the league a minimum of 7 days’ notice to allow for rescheduling.
- II. Players **MUST** be in attendance for 4 games to be eligible for playoffs. Extra players cannot be brought in.
 - a. Schneider/Erbach Injury Clause: The only exception to becoming eligible for playoffs is if a player had a major injury (surgery, broken bones, etc.) and was still at the minimum required amount of games on the sideline watching.
- III. If a team plays a game with an unregistered player or an illegal player they will forfeit that game and their performance bond.
- IV. **Players cannot play for more than one team.**
- V. Players & captains must check in with the stats person to confirm they were in attendance and to receive stats.

Performance Bond

- I. Each team is required to provide a \$200 performance bond with their team fees. This bond will be used to cover the cost of facilities, officials, and other game day expenses, upon a team’s failure to attend a scheduled game (regular season & playoffs). If two scheduled games are missed with no notice, the team will be removed from the league.

Facilities & Officials

- I. Alcoholic Beverages are not permitted Mosaic Stadium (Old & New) at any time during the season, unless sold by the Regina AFFL or Evraz.
- II. There will be a **ZERO** tolerance for any sort of abuse towards game day officials.
- III. Players must adhere to the Principles of Fair Play:
 1. Respect the rules of the game
 2. Respect the officials and their decisions
 3. Respect the opponent
 4. Maintain self-control at all times
- IV. Each player will adhere to the rules & regulations of the City of Regina, Evraz, and Mosaic Stadium (Old & New).



Regina AFFL Fair Play Rating System

Following each regular season game, the on-field officials will rate each team. The average of ratings would serve as the criteria for playoff eligibility.

Teams must have an average of at least a “B” fair play rating and not more than 3 ejections during league play to be eligible for playoffs.

Fair Play Ratings will be based on the following criteria:

“A” Excellent Conduct – Players fully cooperate with officials and other participants. The captain calmly converses with the officials about rule interpretations and calls and has full control of teammates.

“B” Good Conduct – Team members verbally complain about some decisions made by officials and/or show minor dissension toward opposition that may or not merit a warning. A team that has one player receiving a warning will receive no higher than a “B” rating.

“C” Average Conduct – Team members display verbal dissent towards an official and/or opposing players, which may merit a warning. Captain exhibits minor control over teammates, but is in control of his/herself. Players which receive multiple warnings and no more than 1 ejection will receive a rating no higher than “C”.

“D” Below Standard Conduct – Team constantly complains to official and/or opposing players from field and/or sidelines. The team captain exhibits little control over teammates or him/herself. Participants which receive more than 1 ejection, but no more than 3, will receive a rating no higher than “D”.

“F” Poor Conduct – Team is completely uncooperative. The team captain has no control over teammates or him/herself. Any team which cause a game to be forfeited or receives more than 3 ejections will be given an “F”.

Equipment

- No metal tip cleats.
- Players should be wearing a jersey/shirt with numbers on the back for stats purposes. If players are not wearing numbers stats will not be recorded for that player.
- Teams must have Home and Away jerseys/shirts. Home will be designated the dark colour and Away will be designated the lighter colour.
- If possible, jerseys must be tucked into shorts to reduce illegal flag pulls.
- Flags must be on the side of the hips in the middle.
- AFFL footballs will be the only balls allowed to be used during league play. No exceptions.
- AFFL uses F2000 Wilson footballs

Field Dimensions and Markings

- Length: 65 yards
- Width: 30 yards
- End Zones: 10 yards deep
- No-running zones: Marked 5 yards from each end zone.
- No-Run Zones are always in play, even after a penalty.

Scoring

- Touchdown: 6 points
- Extra point: 1 point (played from 5-yard line)
- 2 points (played from 12-yard line)
- Safety: 2 points
- A win constitutes 2 pts, a tie 1pt, a loss 0 pts

Note: An interception return to opponent's end zone on any extra-point play by the defense will result in the defense scoring 2 points plus gaining possession for the next series at its own five yard line.

Number of Players

- 5 players on the field at a time.
- Teams may play with a minimum of four (4) players (due to injuries).
- If less than 4 players are available, the game is cancelled and the team without enough players will forfeit.

Timing/Overtime

- Game length is 50 minutes running time (two halves, 25 minutes each). If the score remains tied at the end of regulation, a tie will be rewarded with each team receiving one point.
- Each time the ball is spotted the offense has 30 seconds to snap the ball.
- **Each team has 1 x 60-second time outs per half.** The clock stops during a time out. These cannot be carried over to the second half or overtime.
- Officials can stop the clock at their discretion. (i.e. if there's an injury)
- The teams will be warned when there is 1 minute left until 3 plays in both halves, games cannot end on a defensive penalty.
- 1pt & 2pt Converts do not count as a play.
- There will be a halftime period of 5 minutes between the first and second half. This can be shortened at the discretion of the officials.

Standings

- During regular season standings are determined by overall points. Win = 2pts, Tie = 1pt, & Loss = 0pts.

- Once the regular season has concluded there may be ties in points between teams. Ties in points are determined in this order:
 - 1) Head-to-Head matchups.
 - 2) IF H2H are tied, we look at the total point differential in their games against each other.
 - 3) IF the point differentials are also tied, we go to the +/-.

IN PLAY RULES

Possession

- Before the start of the game, captains will gather and flip a coin (or paper/rock/scissors if a coin is not available) to determine first possession. The winning team gets choice to take the ball or to defend. A team cannot differ choice.
- **There are no kickoffs.**
- The offensive team takes possession of the ball at its 5-yard line and has three plays to cross midfield. Once a team crosses midfield, if the offense fails to score, the ball changes possession and the new offensive team takes over on its 5-yard line.
- If the offensive team fails to cross midfield, possession of the ball changes and the opposition starts its drive from its 5-yard line.
- An automatic first down by penalty will overrule the other requirements regarding three plays to make either a first down or score.
- All possession changes, except interceptions, start on the offense's 5-yard line.
- Teams change sides at half time.

Running

- To start the play, the ball must be snapped between the legs of the snapper.
- The center is the player who gives the ball to the quarterback via a snap. The center cannot take a direct handoff back from the quarterback (no center sneak play).
- The quarterback is the player who receives the ball directly from the snap.
- **The quarterback CANNOT run with the ball past the line of scrimmage.**
- An offence may use multiple handoffs behind the line of scrimmage. Only backward or lateral handoffs are allowed during a down.
- **ALL HANDOFFS MUST BE BEHIND THE QB, NOT IN FRONT OF THEM (NO ZONE READ TYPE PLAYS).**
- Tosses or sweeps behind the line of scrimmage are allowed and are running plays. **Downfield tosses behind the LOS are not permitted.** Once a player has possession of the ball beyond the line of scrimmage, any loss of possession will be blown dead by the official.
- "No-running zones" are located 5 yards from each end zone. When the ball is on or inside the 5-yard line going towards the opponent's end zone, the offense cannot use a running play to cross the line of scrimmage or a fake a handoff/play-action. If a run play occurs within the 5yd no-run zone, the play will be blown dead and a loss of down will occur.
- Any player who takes a toss, handoff or lateral can throw the ball from behind the line of scrimmage.
- All defensive players are eligible to rush once the ball has been handed off, tossed, or there is a play-action fake or fake handoff.
- Spinning is allowed, but offensive players cannot leave their feet to avoid a defensive player (no jumping or diving). If a player leaves their feet, the play will be blown dead by the referee & the ball will be placed from the spot where the player left his/her feet. It can also result in a turnover on downs (if on 3rd down).
- The ball is spotted where the ball carrier's hips are when the flag is pulled, not where the ball is.

- **It is up to the ball carrier to avoid contact with the defender.** Good defensive position should be rewarded by the officials.
- There are no fumbles in flag football. Any fumble will be considered a dead ball at the spot of the player's hips who fumbled the ball.
- Any fumble by the offensive team in their own end-zone will result in a safety.

Receiving

- All players are eligible to receive passes (including the quarterback if the ball has been handed off behind the line of scrimmage).
- All players may be in motion at the snap, with exception of the center.
- A player must have at least one foot inbounds when making a reception. (A receiver cannot return on to the playing field from an out of bounds position and be the first to touch the football)
- Once a player catches the ball he/she is no longer allowed to lateral the ball. (i.e. hook and laterals are not permitted)
- Players may catch the ball while on their knees, back or side, however, the play is blown dead and the ball is spotted where the catch was made.
- Players are eligible to catch a pass if their flag has fallen off, however, the play is blown dead and the ball is spotted where the catch was made.
- If a player dives to catch a ball, the play is dead where the catch is made (i.e. where the players' feet/body are at the time of the catch)
- If both an offensive and defensive player catch the ball simultaneously, the tie will always go to the offense

Passing

- The quarterback has seven (7) seconds to throw the ball; he/she cannot cross the line of scrimmage with the ball.
- Once the ball is handed off or tossed, or there is a play-action fake or fake handoff, the seven (7) second rule no longer is in effect.
- Shovel passes are allowed but must be received beyond the line of scrimmage
- Forward passes must cross the line of scrimmage. If a forward pass does not cross the line of scrimmage, the offense will be penalized with an illegal forward pass

Dead Balls

- Substitutions may be made on any dead ball.
- Play is ruled "dead" when:
 - Official blows the whistle.
 - Ball carrier's flag is pulled or becomes illegal.

Note - Illegal meaning the flag is in a position unable for the defense to pull i.e. falls off

 - Ball carrier steps out of bounds.
 - Touchdown or safety is scored.
 - When any part of the ball carrier's body, other than a hand or foot, touches the ground.
- If the ball carriers flag falls off, the play will be whistled dead and the ball will be spotted at the spot where the flag fell off.
- Players are eligible to catch a pass if their flag has fallen off, but will be ruled down upon making the catch.
- When the ball is fumbled

Note: There are no fumbles. The ball will be spotted where the ball carrier's hips were when the fumble was made. I.e. a bad snap will not be ruled as a fumble. There is no stripping of the ball.

Bad Snaps

Loss of Down

Safeties

- Dropped snaps in the end zone or snaps out the back or side of the end zone are not considered a safety. The ball will be placed at where the center's hips were because he is the player who had last full control possession of the ball. It will be a loss of down.
- If the QB is in the end zone and laterals it to another player and either A) the ball hits the ground before it gets to the intended player, or B) the intended player drops the ball, then it will be a safety for the defense because the ball would be considered dead where the hips of the player with the last point of possession was.
- If the QB is not in the end zone then it would not be considered a safety if the above scenarios occurred.

Tip Rule

Scenarios:

- A. If the ball is passed to a receiver and tipped to another offensive player, the ball is blown dead where the 2nd receiver catches the ball.
- B. If the ball is passed to a receiver and tipped to a defensive player the play is live and the defender can return the interception.
- C. If the ball is passed and a defender tips the ball and another defender catches it the play is live and the defender can return the ball.
- D. If the ball is passed and a defender tips the ball and the receiver catches the ball the play is live and the receiver can continue the play.
- E. If the rusher tips the pass from the QB and the QB catches the ball refer to scenario D.
 - If the rusher tips the pass and the QB catches it, he/she can only run with the ball.

Centers

- The center cannot move the ball away from the line of scrimmage bean bag marker. The center is only permitted to move the ball directly on either side of the bean bag and no further.

Defensive Rules & Rushing

- All players who rush the QB must be 7 yards from the line of scrimmage (LOS) when the ball is snapped. Any number of players can rush the QB. Players not rushing the QB may defend on the LOS. Once the ball is handed-off or tossed, or fake hand-off, the 7 yard rule is no longer in effect and all defenders may go behind the LOS. A bean bag designates the 7 yards from the LOS.
- A rusher lined up within 2 yards (side to side) of the 7 yard marker is entitled to a free rush at the QB - the rusher may not be interfered with. The rusher must rush continuously. If the rusher is lined up outside the 2 yards of the 7 yard marker, they are not entitled to a free rush at the QB.
- Once the center is in position and his head is buried in order to deliver the snap, the rusher will lose rights to a direct path if the rusher switches sides of the bean bag.
- The rusher will not stand directly inline or on the 7 yard bean bag marker.
- The rusher must be lined up outside the center's feet on either side.
- **A rusher may not hit the quarterback's arm or any other part of their body while the quarterback is throwing. This will result in an automatic first down and 5-15 yards depending on the severity.**
- Other than the rusher, all other defensive players must give at least 1 yard from the LOS when lined up before the snap.
- The ball is considered part of the QB when it is in their hands. If a rusher bats the ball out of the QB's hand it will be considered Quarterback interference, which is a 5 yard penalty and an automatic first down.

Interceptions

- Interceptions change the possession of the ball.
- The defense can return interceptions.
- On interceptions that occur and remain in the end zone, the ball will become dead and will result in the ball belonging to the intercepting team at its 5-yard line. Should an interception occur in the end zone and the ball carrier leave the end zone, the ball will belong to the intercepting team at the spot the ball becomes dead. However, should the ball carrier return to the end zone and be de-flagged, or the ball be ruled dead the result would be a safety for the other team

Sportsmanship/Roughing

REMEMBER, FLAG FOOTBALL IS NON-CONTACT, BLOCKING AND TACKLING IS NOT PERMITTED UNDER ANY CIRCUMSTANCES

- If the referee witnesses any acts of flagrant contact (tackling, elbowing, cheap shots, blocking, or any unsportsmanlike act) the game will be stopped and the player will be ejected from the game. **FOUL PLAY WILL NOT BE TOLERATED.**
- Trash talking and taunting is illegal. (Trash talk and taunting is talk that may be offensive to officials, opposing players, teams, or spectators.) Officials have the right to determine offensive language. If trash talking or taunting occurs, the team committing the foul will be penalized 15 yards for unsportsmanlike conduct. Officials have the right to determine offensive language.
- Discriminatory statements/offensive language, such as comments of race, sex and upbringing by players, coaches or spectators will result in a 15 yard unsportsmanlike conduct penalty and an immediate ejection
- Deliberate questioning of officials calls will be penalized upon the official's discretion.
- Any physical or verbal abuse against an official by a player, coach or spectator will result in a 15 yard unsportsmanlike conduct penalty and an immediate ejection.
- **Once a flag is pulled, the defensive player should hold the flag above his/her head so that the referee can spot the location of the flag pull. The pulled flag should be handed to the player who lost the flag or to a teammate. Intentionally throwing the flag onto the ground is considered poor flag etiquette and will result in a 15yd unsportsmanlike penalty.**

PENALTIES

- All penalties are 5 yards (except for Pass Interference & unsportsmanlike conduct - 15 yards).
- All penalties can be declined.
- Penalties will not exceed half the distance to the opposing team's goal line from the line of scrimmage.
- Referees determine **incidental contact** that may result from normal run of play.
- All penalties will be assessed from the line of scrimmage except for flag guarding.
- Only the team captain may ask the referee questions about rule clarification and interpretations. Players cannot question judgment calls.
- Games cannot end on a defensive penalty, unless the offense declines the penalty.
- If the offense and defense are both penalized with two penalties that are of the same distance (i.e. 5 yard and 5 yards), the down will be repeated.
- If the offense and defense are both penalized, but one side is penalized with a 15 yard penalty, the difference between the penalties will be assessed, and the down will be repeated.

Offensive Penalties

5 yards and loss of down

- No cadence by quarterback
- Illegal forward pass – pass received behind the line of scrimmage
- Offensive pass interference - receiver push offs
Note - If an offensive player pulls the flag of a defensive players just as the defender is about to make a catch, the offensive player will be penalized for pass interference
- Roughing - it is up to the ball carrier to avoid contact with the defender. Good defensive position will be rewarded to the defense by the officials
- Blocking/Illegal pick play
Note – Offenses may not run plays where players are placed into a stalemated position to act as stand-still blockers downfield. If a pick play or wall is intentionally run it will result in a 5 yard penalty and a **loss of down**.

5 yards, down repeated

- Substitution fouls – i.e. six players on the field, players enters field during the snap of the ball
- Delay of game – inability to snap the ball before the 30 second play clock expires
- False Start
- Illegal Snap – snap must occur between the legs of the snapper to the quarterback
- Player out of bounds – if a player goes out of bounds, without interference, the player may not return to the field or catch the ball
- Rusher interference – It is illegal for a receiver, running back or center to run a pattern that interferes with a rusher who is at a minimum of 7 yards from the line of scrimmage and who is 2 yards (side to side) of the 7 yard rushing marker

5 yards from the point of foul and loss of down

- Flag guarding – using hands, arms or elbows to intentionally block the defender from pulling the flag.
Note – Stiff arming a defender is a form of flag guarding and may also result in a roughing penalty

15 Yards and a loss of down

- Unsportsmanlike Conduct

Defensive Penalties

5 YARDS & AUTOMATIC FIRST DOWN FOR THE OFFENCE

- Offside – occurs when a player is passed the line of scrimmage at the snap of the ball
- Illegal contact – holding, blocking, jamming at the line of scrimmage
- Roughing – unintentional tackling
- **Illegal Flag Pull – occurs when a defensive player pulls an offensive players flag with intention to cause a dead ball or making the receiver ineligible for a catch.**

Scenarios:

- **If a rusher is in the motion of pulling a QBs flag while the QB is throwing the ball and the flag is pulled after the ball is thrown, it will not be considered an illegal flag pull.**
- **If a QB passes laterally behind the LOS to another player and the above scenario occurs (not an illegal flag pull) and the original QB receives the ball again from a pass, then the play is blown dead where the original QB catches the ball as he only has one flag.**
- **If a rusher pulls a QBs flag after a pass and he was not in the motion of the flag pull before, it will be considered an illegal flag pull. If the original QB receives the ball from a pass and only has one flag, but the illegal flag pull was called, the**

play will still be blown dead where the original QB caught the ball but the offence will have a choice of 5 yards from the LOS and automatic first down OR to decline the penalty.

- Illegal Rush - occurs when a rusher is passed the minimum 7 yard rushing length before the ball is snapped when attempting to rush the quarterback
Note – The rusher must pass the line of scrimmage to be considered an illegal rush.
- Quarterback release interference – Hitting the quarterbacks arm when rushing the passer, will be 5-15 yards depending on severity and AFD.

5 yards and down repeated

- Disconcerting signals – Signals to distract opponents or simulate offensive signals prior to the snap.
- Interference with ball at the snap.
- Substitution fouls – i.e. 6 players on the field, players entering the field during the snap of the ball

5 Yards from the Spot of the Foul & Automatic First Down

- Pass interference – illegally preventing a receiver from catching the ball. Pass interference that occurs IN the end zone will result in the team having the ball on the 1 yard line.

15 yards and automatic first down

- Unsportsmanlike conduct – intentional physical conduct, verbal abuse

Questions or Comments?

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