

**KITSAP PENINSULA ADULT PEE WEE ASSOCIATION
2019 FOOTBALL RULES
FLAG & D LEVEL**

1. NUMBER OF PLAYERS: Each team will consist of 8 players on the field.
2. LENGTH OF GAME: Playing time shall be 40 minutes, two halves of 20 minutes each. Half-time shall be 5 minutes. Playing time will be a running clock with no dead ball time except for time outs (two time outs of 60 seconds allowed).
3. FIELD DIMENSIONS: The game should be played on a field marked as 60 X 30 yards whenever possible or as close as possible to this. With 10 Yard End zones. The field will be divided into 4 - 15 yard line to gain sections. (Example: GL, 15, 30, 15, GL)
4. LINE OF SCRIMMAGE: The offensive team must have a minimum of 5 players on the line of scrimmage. The interior 3 linemen are ineligible. The center may snap the ball either between the legs or sidewise. The defensive team will line up at least one (1) yard off the line of scrimmage. Only 3 Defensive players may cross the line of scrimmage, unless a hand off is made or an attempt or fake. Defensive players can cross the line of scrimmage when a handoff, fake handoff or backward pass has occurred.
5. THE FLAG BELT: All shirts must be tucked in, and are not permitted to hang over the flag belt. The home team should have enough flag belts for both teams in order for both teams to be on equal basis. If the home team does not have enough flags the visiting team may use their own flags. Flags will be of the removable type (break-away with 3 Flags). Placed on the hips and tailbone. Flags should contrast home colors.
6. GUARDING THE FLAG BELT: Runners shall not flag guard by using their hands, arms or the ball to deny the opportunity for an opponent to pull or remove the flag belt. Flag guarding includes:
 - a. Swinging the hand or arm over the flag belt to deny the opportunity for an opponent to pull or remove the flag.
 - b. Placing the ball in possession over the flag belt to deny the opportunity for an opponent to pull or remove the flag.
 - c. Lowering the shoulders in such a manner which flag guards.
 - d. Stiff arming is considered flag guarding.
 - e. The flags will be worn correctly at all times (i.e., no looping the flag around the belt, tying the flag, etc.)
 - f. Cannot purposely strip the ball.
7. PLAY:
 - a. There will be no kickoffs or punts.
 - b. The offensive team will take possession on their own goal line. They will have 4 downs to make it to the next line to gain. If they succeed in making it past the line to gain they will have 4 more downs to move the ball across the next line to gain.
 - c. If a team fails to obtain a first down the defensive team will take over possession at their own goal line.

- d. Extra points will be 1 attempt from the 5 yard line, 1 point for running try and 2 for a passing try.
- e. If there is a fumble the ball is dead at the spot of the fumble and the offensive team retains possession.
- f. If there is a bad snap, the ball is dead and placed at the LOS. There is NO loss of yardage, only a loss of down.
- g. In the event of a Safety the ball will be placed at the goal line w/ loss of down.
- h. Interceptions can be returned for a TD, if the intercepting team's flag is pulled before the end zone then possession will begin at the nearest line to gain, no nearer to the end zone.
- i. One coach for each team may be on the field and behind the play. Once the play has started the coach must be silent and stay out of the action.
- j. NOTE: Flag Level - This is an instructional league and as such NO SCORE WILL BE KEPT IN ANY WAY.

A PLAY ENDS WHEN THE FOLLOWING OCCURS:

- Player's flag is pulled.
- Player's knee touches the ground.
- Player steps out of bounds.
- Player loses their flag then the opposing team must touch them (one hand) down.
- Player dives, jumps or leaps; ball is spotted where the runner left their feet.
- Player is called for flag guarding.
- NO fumbles. A fumbled or stripped ball is dead and placed at the spot of the fumble with the offensive team retaining possession.

8. BALL: D Level Football - Under Armour 395 Gripskin Pee Wee, or equivalent size.

9. OFFICIALS: The home team is responsible for supplying officials. The visiting team may, if requested supply an additional official.

10. SAFETY: Mouth guards, Soft shell head gear (matching Clubs Color Scheme) and pants below the knees will be required. No Shorts Allowed. Clubs may provide these, or tell the parents to provide them; play will not be possible without them. Metal Cleats are not allowed whether in practice or play.

11. There should be a coin flip at the beginning of the game to decide who defends which end and who starts on offense.

12. Blocking with hands is allowed. All blocking is to be done below shoulders and above the waist.

13. Game Rosters must be exchanged with the other coach **before** the start of the game. Completed Game Rosters are to be emailed, mailed or faxed to the County Registrar after each game. Reference the Game Roster Instructions listed on the KPAPWA website.

NOTE: Flag Level **does not** input a score on the Game Roster as the score is not kept for instructional levels.

14. All players present and in uniform must play.

OVERTIME FORMAT (D LEVEL ONLY)

- Overtime period will take place with each team receiving a possession.

- Coin flip determines choice of 1st or 2nd possession.
- Possession begins at the 15 yard line (both teams will go in the same direction).
- If a touchdown is scored, a team can elect to go for a 1 or 2 point conversion.
- If the Defense intercepts the ball it's a change of possession starting at the 15 yard line unless the Defense returns it for a TD. Game could be over if the intercepting team was ahead in points in OT prior to playing Defense or intercepting team returns it for a TD on its 1st Defensive possession per OT.
- If the game is still tied, overtime will be repeated until there is a winner.
- Offensive team will get 4 downs to score from the 15 yard line.
- Teams alternate first possession each overtime period.