

2023

# Flag Football Rulebook

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## The Basics

- Seven v. Seven Co-Ed
- Three second delayed rush; one (1) blitz for every set of downs
- Must always have three women on the field.
- Two twenty-minute halves.
- Non-contact
- No Kickoffs/Punts





## Terminology

Boundary Lines	The outer perimeter lines around the field. They include the sidelines and back of the end zone lines.
Line of Scrimmage	(LOS) an imaginary line running through the point of the football and across the width of the field.
Line-of-Gain	The line the offense must pass to get a first down or score.
Blitz	Free rush allowed regardless of the rush count.
Offense	The team with possession of the ball.
Defense	The team opposing the offense to prevent it from advancing the ball.
Passer	The offensive player that throws the ball and may or may not be the quarterback.
Rusher	The defensive player that rushes the quarterback to prevent them from passing the ball by pulling their flags or by blocking the pass.
Downs (1-2-3-4)	The offensive team has four attempts or "downs" to advance the ball. It must cross the line of gain to get another set of downs or to score.
Live Ball	Refers to the period of time that the play is in action. Generally used in regard to penalties. Live ball penalties are considered part of the play and must be enforced before the down is considered complete.
Dead Ball	Refers to the period of time immediately before or after a play.
Inadvertent Whistle	Official's whistle that is performed in error.
Flag Guarding	An illegal act by the ball-carrier to prevent a defender from pulling the ball-carrier's flags by stiff arm, lowering elbow or head or by blocking access to the runner's flags with a hand or arm.
Shovel Pass	A legal pitch attempted beyond the line of scrimmage.
Lateral	A backward or sideways toss of the ball by the ball-carrier.
Unsportsmanlike Conduct	A rude, confrontational or offensive behavior or language.





## Equipment

- The league provides each player with an official flag belt and PBF team jersey.
- Teams must wear their PBF provided jersey or a custom team jersey, **uniforms from other leagues are not allowed.**
- Teams may use their own footballs.
- If teams are wearing custom jerseys and the opposing team has similar colors teams must wear their PBF provided jersey or pennies.
- In the event that the all provided jerseys are a similar color a game of rock paper scissors will be used to decide which team wears pennies.
- Players must wear shoes or cleats.
- Cleats with exposed metal are never allowed and must be removed.
- Players may tape their forearms, hands and fingers. Players may wear gloves, elbow pads and knee pads. Braces with exposed metals are not allowed.
- Players must remove all jewelry.
- Players' jerseys must be tucked into shorts or pants if they hang below the belt line.
- **Players may not wear shorts or pants that have pockets.**
- **Players will not be allowed to play in shorts that have pockets.**
- **Shorts/pants with zippers are not allowed. You may not play in shorts/pants that are inside-out.**
- Flag belts cannot be the same color as shorts or pants.



## Field

- The field dimensions are 30 yards by 60 yards with two five-yard end zones, and three line-of-gain opportunities.
- Stepping on the boundary line is considered out of bounds.

## Timing

- Games are played on a 40-minute clock with two 20-minute halves. There will be a continuous running clock until the final two minutes of the second half.
- The clock stops only for timeouts or injuries until the final two minutes of the second half. There is no two-minute warning.
- Halftime is two minutes.
- Each time the ball is spotted, a team has 20 seconds to snap the ball. Teams will receive a delay-of-game penalty if the ball is not snapped.
- Each team has three 30-second timeouts per game. Timeouts may be used at any time. Officials may stop the clock at their discretion.
- During the final 2 minutes of the game, the Referee will stop the game clock if:  
An incomplete pass is thrown; A player ends a play by going out of bounds;  
Either team scores (clock will remain off until the opposing team snaps the ball);  
Change of possession; A penalty which must be marked off occurs; A team calls a time out.
- The clock will not stop on fumbles.
- Mercy Rule: If a team is 21 or more points ahead with 2 minutes to go in the second half, the game clock will not stop. If a team scores during the last 2 minutes of the second half and that score creates a point differential of 21 or more the mercy rule will be in effect. Conversely, if a team scores during the last 2 minutes of the second half and that score creates a point differential of 20 or less the mercy rule will no longer be in effect.



## Overtime

There will be no overtime period during the regular season. Games ending with a tie score will be declared a tie game at the end of regulation.

There will be an overtime format during playoff games. That format is as follows:

- Four-Downs and Out format will apply.
- Overtime will begin with a coin flip or game of chance from a Referee.
- The team that wins the coin toss will decide to start on offense or defense, (there is no option to decline).
- The losing team will decide which end zone to use.
- Teams will attempt to score in the same end zone.
- Each team will then have 4 downs to score from the twenty-yard marker.
- An interception will result in a team losing its possession. Interceptions may not be returned for a score.
- The game will be decided when one team scores more points in the rotation.
- No first downs will be awarded except in the case of a penalty that results in an automatic first down.
- If the score is still tied after two complete overtime periods, each team will receive one opportunity or "down" to score a touchdown.
- From this point on all subsequent overtime periods will continue with each team attempting to score a touchdown until one team scores more points in the rotation.





## Rosters

- Teams must consist of at least seven players with the maximum of fifteen players.
- A total of seven players per team will be allowed on the field at all times (with a minimum of three women).
- Teams must start games with a minimum of five players. In the event of an injury, a team with insufficient substitute players may play with four players on the field but no fewer than four.
- There is no gender requirement for field positions; men and women may field any position.
- Eligible players must be on the playing field before the offense has initiated the play.
- Substitutions:
  - If a team has a shortage of players, they can add up to two players per gender based on the required count. This means that if a team lacks one woman/man to meet the gender requirement, they can only add one woman/man. Similarly, if a team is short by three women/men, they may add a maximum of two women/men.
  - All substitutes must be a registered player on another team and/or in another PBF Sports league that is currently in play.
  - **No Substitutes are allowed during the playoffs.**
- Drop-in Players:
  - Drop-in players are no longer allowed.
  - Fielding players that are neither on your roster by the close of registration nor approved by PBF will result in a forfeit, regardless of the score. The opposing team will be awarded a win.
- For a player to be considered “playoff eligible” (eligible to participate in the playoffs), they must be listed on a team’s roster.
- No player will be allowed to take the field unless they have signed a PBF waiver.
- It is illegal for a team to have more than seven players on the field of play. Teams with coaches and/or additional players who enter the field of play without entering the game will be penalized for illegal participation (five yards/paces)
- NO roster changes are allowed once registration has closed.
- Roster checks will happen weekly. Please bring ID.



## Scoring

### Touchdown:

- Men: 6 points
  - A touchdown that involves two men. (A male QB completes a touchdown pass to a male receiver)
- Women: 8 points
  - In order for a touchdown to be considered a women's touchdown a woman must either throw the football OR receive the football and cross the goal line in possession of the football.

### PAT (point after touchdown) (Extra Points):

- The scoring rules for PATs (Extra Points) will be based on gender and applied as follows:
  - From the extra point line (green cone):
    - Men: 1 point
    - Women: 2 points
    - **Interception cannot be returned**
  - From the 20-yard marker:
    - Men: 2 points
    - Women: 3 points
    - **Interception cannot be returned**
  - From the 40-yard marker:
    - Men: 3 points
    - Women: 4 points
    - **Interception can be returned.** During an extra point attempt from the 40-yard marker, if the defense intercepts the ball and scores by crossing the plane of the goal line with possession, the points awarded will depend on the gender of the defensive player:
      - Men: 3 points
      - Women: 4 points
  - A team that scores a touchdown must declare whether it wishes to attempt an extra point conversion from the extra point line (green cone), the 20-yard marker, or from the 40-yard marker. Any change, once a decision is made to try for the extra point, requires a charged timeout. A decision cannot be changed after a penalty.





## Scoring

### Pick Six:

- Interceptions for touchdowns (aka Pick 6) are scored based on which gender crosses the goal line of the end zone:
  - Men: 6 points
  - Women: 8 points

### Safety:

- A Safety is scored genderless and is worth 2 points.
- A safety occurs when the ball-carrier is declared down in his/her own end zone.
- Players can be called down when their flags are pulled by a defensive player, they step out of bounds, their knee or arm touches the ground, a fumble occurs in the end zone or if a snapped ball lands in or beyond the end zone.
- The offensive team surrenders possession as a result of a safety.
- A player having intercepted a pass in the end zone, cannot be tagged in the end zone for a safety unless he/she has previously crossed the goal line of the end zone with the ball.

### Forfeits:

- Forfeits are scored 21-0 for the winning team.



## Live ball & dead ball

- The ball is live at the snap of the ball and remains live until the official whistles the ball dead.
- The official will indicate the line of scrimmage using a marker.
- The official may give both teams a “courtesy” offside notification to allow their players to move back behind the line of scrimmage.
- A player who gains possession in the air is considered inbounds as long as one foot comes down in the field of play.
- The center/snapper must place the ball on the ground or cone to initiate snapping the ball to the quarterback.
- Quarterbacks may not snap the ball to themselves.
- Substitutions may be made on any dead ball.
- Any official can whistle the play dead.
- Play is ruled “dead” when:
  - The ball hits the ground.
  - If the ball hits the ground as a result of a bad snap, the ball is then placed where the ball hit the ground.
  - The ball-carrier’s flag is pulled.
  - The ball-carrier steps out of bounds.
  - A touchdown, PAT or safety is scored.
  - The ball-carrier’s knee or arm hits the ground.
  - The ball-carrier is tagged (in the event that their flags have fallen off in the natural action of the play).
  - Inadvertent whistle.
  - In the case of an inadvertent whistle, the offense has two options:
    - Take the ball where it was when the whistle blew, and the down is consumed.
    - Replay the down from the original line of scrimmage.

NOTE: There are no fumbles. The ball is spotted where the ball-carrier’s feet were at the time of the fumble.
- First Downs:
  - Each team will have four downs to either score or earn another first down.
- First downs are earned each time the ball reaches the next marker from where the ball was originally spotted on the first down.
- If a team fails to score or earn a first down, possession will go to the defensive team.
- Turnovers:
  - A change of possession can only occur on an interception of a forward pass, a lateral, a failure to convert a first down, or a safety.
  - A lateral is not a forward pass and can be intercepted. An intercepted lateral will result in a change of possession and can be returned for a touchdown.



## Passing & receiving

- All passes must be from behind the line of scrimmage, thrown forward and received beyond the line of scrimmage.
- All forward passes that do not cross the line of scrimmage, whether received or not, are illegal forward passes.
- The quarterback may throw the ball away to avoid a sack. Pass must go beyond the line of scrimmage. If the pass does not go beyond the line of scrimmage, then an illegal forward pass penalty will be incurred.
- Shovel passes are allowed but must go beyond the line of scrimmage.
- All players are eligible to receive passes.
- Only one player is allowed in motion at a time. All motion must be parallel to the line of scrimmage and no motion is permitted toward the line of scrimmage.
- A player must have one foot inbounds when making a reception.
- In the case of simultaneous possession by both an offensive and defensive player, possession is awarded to the offense.
- Interceptions are returnable, but not on conversions from the green code, twenty-yard line, or during overtime.



## Rushing the passer

- The defense can rush the passer after a 3 count from the referee.
- Any number of players can rush the quarterback. Players not rushing the quarterback can defend on the line of scrimmage.
- The defensive player(s) is/are not allowed to cross the line of scrimmage until the 3 count has transpired unless they are using their blitz.
- Once the ball is lateraled behind the line of scrimmage, the delayed rush rule no longer is in effect and all defenders may go behind the line of scrimmage.
- If the quarterback crosses the line of scrimmage, then runs back behind the line of scrimmage, the defensive player(s) can cross the line of scrimmage.
- A legal rush is:
  - A rush from anywhere on the field AFTER the referee has completed the three count OR during a blitz.
- A penalty may be called if:
  - Any defensive player crosses the line of scrimmage before the ball is snapped | off-sides (five yards from line of scrimmage).
  - Any defensive player crosses the line of scrimmage before the referee has completed the 3 second rush count (if the blitz is dead).
- Teams are not required to identify their rusher before the play.
- Players rushing the quarterback may attempt to block a pass; however, NO contact can be made with the quarterback in any way. Blocking the pass or attempting to block the pass and then making contact with the passer will result in a roughing the passer penalty.
- Any disruption to the rusher's path and/or contact will result in a screening or blocking penalty. If the offensive player does not move after the snap, then it is the rusher's responsibility to go around the offensive player and to avoid contact.
- A sack occurs if the quarterback's flags are pulled behind the line of scrimmage. The ball is placed where the quarterback's feet are when flag is pulled.
- The quarterback may not rush pass the line of scrimmage until a defensive player has passed the line of scrimmage.

### Blitzing

- Each team is allowed one (1) untimed rush or "blitz" per four downs. On this play the defense does not need to wait for the 3 count and may cross the line of scrimmage as soon as the QB has possession of the ball.
- If the offensive team achieves a first down the blitz count is reset.
- The blitz count (live or dead) will be kept by the referee.
- The referee will notify both teams if the blitz is live or dead.
- There is no blitzing allowing during extra point conversions.





## Flag pulling & formations

- A legal flag pull takes place when the ball-carrier is in full possession of the ball.
  - Defenders can dive to pull flags but cannot tackle, hold or run through the ball-carrier when pulling flags.
  - It is illegal to attempt to strip or pull the ball from the ball-carrier's possession at any time.
  - If a player's flag inadvertently falls off during the play, the player is still in play until they are tagged by a defender with one hand.
  - A defensive player may not intentionally pull the flags off of a player who is not in possession of the ball.
  - Flag guarding is an attempt by the ball-carrier to obstruct the defender's access to the flags by stiff arming, dropping the head, hand, arm or shoulder or intentionally covering the flags with the football jersey.
- 
- The offensive team must have four players on the line of scrimmage at the time of the snap.
  - Failure to have four players on the line of scrimmage will result in a penalty of five paces/yards from the line of scrimmage.
  - Offenses must have a minimum of four players on the line of scrimmage. The quarterback must be off the line of scrimmage.
  - One player at a time may go in motion one-yard behind and parallel to the line of scrimmage.
  - No motion is allowed toward the line of scrimmage.
  - Movement by a player who is set or a player who runs toward the line of scrimmage while in motion is considered a false start.
  - The center/snapper must snap the ball to the person calling the cadence in the backfield, and the ball must completely leave their hands.
  - There are NO handoffs allowed. You are not allowed to fake a handoff. The penalty for a handoff or fake handoff is - 5 yards and a loss of downs. (including the fake run/pass option)

# unsportsmanlike conduct



## Unsportsmanlike conduct

- If the field monitor or referee witnesses any acts of intentional tackling, elbowing, cheap shots, blocking or any unsportsmanlike act, the game will be stopped, and the player will be ejected from the game. The decision is made at the referee's discretion. No appeals will be considered. **FOUL PLAY WILL NOT BE TOLERATED!**
- **Fighting will result in an automatic suspension for all involved parties.**
- If ejected from a game, the ejected player will have to sit out the first half of the following game. If ejected from more than one game a one game suspension will follow the second ejection.
- Officials have the right to determine offensive language. If offensive or confrontational language occurs, the referee will give one warning. If it continues, the player or players will be ejected from the game.
- Only one player from each team (speaking captain) may communicate with the officials. The speaking captain must be designated during the coin toss.
- Players may not physically or verbally abuse any opponent or official. Explanations on calls from officials are at their discretion and not mandatory.
- Ball-carriers **MUST** make an effort to avoid defenders with an established position.
- Defenders are not allowed to run through the ball-carrier when pulling flags.
- Fans must also adhere to good sportsmanship:
  - **Fans/coaches are not allowed on the sidelines/field/any area designated restricted by PBF officials.**
  - **If a team's fans/coaches are in any of the areas listed above (sidelines/field/any area designated by PBF officials), first, a referee will call an unsportsmanlike conduct penalty. If it happens twice in a game the offending team will forfeit, regardless of score, and the opposing team will be awarded a win.**
  - If a team's fans are harassing the opposing team or officials, the referees may call an unsportsmanlike conduct penalty on said team.
- Teams and fans are required to keep fields safe:
  - Stay out of the sidelines/field/any area designated restricted by PBF officials.
  - Dispose of ALL trash in designated trash cans.
- Unsportsmanlike conduct penalties:
  - Defense + 10 yards from line of scrimmage and automatic first down Offense - 10 yards from line of scrimmage and loss of down All players will be required to sign a sportsmanship agreement.



## Sportsmanship rating system

The Sportsmanship Rating System is intended to be an objective scale by which teams' attitude and behavior can be assessed throughout the regular and playoff seasons. Behavior before, during, and after a contest is included in the rating. The team captain is responsible for educating and informing all players and spectators affiliated with his/her team about the system. A team is responsible for the actions of the individual team members and spectators related to it. The team captain's efforts in assisting officials/staff to calm difficult situations and to restrain troubled teammates are keys to controlling team conduct. Sportsmanship is vital to the conduct of every contest. In order to encourage proper conduct during games, officials, founders, and support staff shall make decisions on whether to warn, penalize or eject players or teams for poor sportsmanship. These decisions are final.

### Rating Method

Each team in each contest shall be rated by the officials. The authority of the officials' ratings exists prior to, during, and following all contests to which that official is assigned, and extends to all persons on, at, or near the playing site. Sportsmanship ratings shall be given to the league commissioner following every contest.

Founders, staff, or officials may amend any rating for inappropriate conduct by a team or its spectators before, during, or after a contest.

Officials have been instructed not to comment to teams about ratings. Teams may inquire with the league commissioner at the game site to view their sportsmanship ratings.

### Rating Factors

The following actions and behaviors by team members, spectators, and/or team followers can have a positive effect on a team's sportsmanship rating:

- Team members cooperate with and demonstrate good sportsmanship toward members of both teams, spectators, officials, and all other PBF staff.
- Team captain exhibits control over his/her team and spectators, converses reasonably and rationally with officials about rule interpretations/calls and cooperates by providing any information requested by an PBF official/staff.
- Team members participate in the spirit and intent of the game rules. Team members accept judgment decisions made by the officials during the contest.
- Respect is shown for facilities and equipment.

The following actions and behaviors by team members, spectators, and/or team followers can have a negative effect on a team's sportsmanship rating:

- Participants / spectators who continually complain about officials' decisions and display
- dissention which may include derogatory or abusive remarks. Complaints include both verbal and nonverbal behavior. Excessive arguing between opposing teams / spectators might also lead to a lower rating.
- Team captain (spokesperson) exhibits little control over his/her team and spectators, converses in a dissenting manner with officials about rule interpretations/calls (discussion is allowed as long as it is done in a mature manner by the team captain) or does not cooperate with game officials or PBF staff. Does not provide information requested by any PBF sports official/staff while performing duties.



## Sportsmanship rating system continued

### Rating Factors Continued

- Having any technical fouls or penalties for unsportsmanlike conduct or having a player ejected for unsportsmanlike conduct.
- Taunting an opponent or opposing team spectator (trash talk).
- Physical abuse by participants / spectators in the form of fighting with an opponent, teammate, official, or staff member which occurred before, during, or after a contest.
- Any threatening behavior (verbal and/or nonverbal) to any PBF Sports or employee, participant, or spectator which occurred before, during, or after a contest.
- Damage to or destruction of any facilities including failure to remove trash from the field following a game.

### Rating Scale

Team sportsmanship is graded following each contest according to the following scale and criteria:

- "A" or 4 points: Excellent Sportsmanship Players cooperate fully with the officials about rule interpretations and calls. The captain also has full control of his/her teammates. Team members and spectators were respectful of opponents and officials and encouraged each others' efforts. At no time was this team disrespectful towards participants or officials.
- "B" or 3 points: Acceptable Sportsmanship Team members and spectators are respectful of opponents and officials except for one or two minor incidents which may or may not merit a warning from the game officials or supervisor.
- "C" or 2 points: Sportsmanship Needs Improvement Team members or spectators are disrespectful of opponents or officials on a number of occasions which may or may not warrant a penalty. Captain exhibits minor control over his/herself and his/her teammates and spectators. Teams receiving multiple warnings or having a player ejected for an unsportsmanlike act should receive no higher than a "C" rating.
- "D" or 1 point: Unacceptable Sportsmanship Teams constantly comment to the officials and/or opposing teams from the field and/or sidelines. The team captain exhibits little or no control over teammates or himself/herself. Majority of individuals on this team are disrespectful of opponents or officials on a regular basis.
- "F" or 0 points: Season Ending Rating

The following actions can result in an "F" sportsmanship rating:

- Team is completely uncooperative and out of control before, during, or after contest(s).
- Team captain (spokesperson) exhibits poor control over self, the team, and/or the spectators.
- Multiple ejections or blatant unsportsmanlike conduct that endangered participants, fans, officials, or supervisors.
- Team fails to cooperate / comply with PBF sports staff/officials while performing their duties; falsely represents or withholds any requested information.
- Any other reason not mentioned above as deemed appropriate by PBF officials.

Teams which receive an "F" rating are subject to immediate dismissal from league or tournament play.

### Special Game Situations

- A team winning a game by default or forfeit with no game play occurring will receive an "A" rating, unless special circumstances dictate otherwise.
- A team that wins a game by forfeit after the game has started and game play has occurred shall receive a rating based on their sportsmanship in the game play up to the time of the forfeit.
- A team losing by default or forfeit will receive no team sportsmanship rating for the game.





## Sportsmanship rating system continued

### Team Sportsmanship & Playoff Eligibility

- A team must have a "B" (3.0) average or better sportsmanship rating during regular season league games to be eligible for the playoffs. The average sportsmanship rating will be calculated similar to the grade point average.

### Playoff Tournament Sportsmanship

- A team must maintain its "B" (3.0) average or better sportsmanship rating during the playoffs. The average will include regular season and playoff games.
- A winning team which receives a "D" or "F" sportsmanship rating in a playoff game is subject to dismissal from further tournament play and should be prepared to petition PBF Sports the next business day to remain in the tournament. If the team is allowed to advance, it must receive an "A" or "B" sportsmanship rating (3.0 points or higher) in all remaining playoff games.
- Any team which receives an "F" sportsmanship rating (0.9 points or below) during the playoffs will be immediately dismissed from further tournament play and subject to further disciplinary action.
- A losing team which receives a "D" or "F" sportsmanship rating (1.9 points or below) in their final playoff game, is subject to further disciplinary action as a team in subsequent seasons.



## Penalties

### General:

- The referee will call all penalties.
- Referees determine incidental contact that may result from normal run of play.
- All penalties will be assessed from the line of scrimmage, except as noted. (Spot fouls) Only the team captain may ask the referee questions about rule clarification and interpretations.
- Players may not question calls.
- Games may not end on a defensive penalty unless the offense declines it.
- Penalties are assessed live ball then dead ball. Live ball penalties must be assessed before play is considered complete.
- Penalties will be assessed half the distance to the goal yardage when the penalty yardage is more than half the distance to the goal.

### Defensive Spot Fouls

Defensive Pass Interference	Automatic First Down, resets open/close and blitz count
Holding	Automatic First Down
Stripping	Automatic First Down

### Offensive Spot Fouls

Screening, Blocking	-5 yards, loss of down
Charging	-10 yards, loss of down
Flag Guarding	-5 yards, loss of down





## Penalties continued

### Defensive Penalties

Unnecessary roughness	+10 yards, automatic first down
Unsportsmanlike conduct	+10 yards, automatic first down
Offside	+5 yards from line of scrimmage
Illegal rush	+5 yards from line of scrimmage
Illegal flag pull	+5 yards from line of scrimmage
Roughing the passer	+5 yards from line of scrimmage
Taunting	+5 yards from line of scrimmage

### Offensive Penalties

Unnecessary roughness	-10 yards, loss of down
Unsportsmanlike conduct	-10 yards, loss of down
Offside/false start	-5 yards from line of scrimmage
Illegal forward pass	-5 yards from line of scrimmage, loss of down
Offensive pass interference	-5 yards from line of scrimmage, loss of down
Illegal motion	-5 yards from line of scrimmage
Delay of game	-5 yards from line of scrimmage
Impeding the rusher	-5 yards from line of scrimmage, loss of down
Illegal formation	-5 yards from line of scrimmage
Silent/self snaps	-5 yards from line of scrimmage
Illegal closed play	-5 yards from line of scrimmage, loss of down
Illegal handoff/fake handoff	-5 yards from line of scrimmage, loss of down



## Co-ed specific rules

- Open/Closed Plays: The number of women allowed on the field can be up to the maximum number of players allowed on the field. To ensure co-ed participation, a penalty will be issued if the offensive team fails to use a woman as an operative player (throwing or receiving the ball) within three consecutive downs/plays.
- Closed plays must involve one of the following:
  - Use of a woman at quarterback.
  - A woman receiver
  - A woman must complete an attempted pass or successfully receive a pass, past the line of scrimmage to reset the open/closed count.
- All other plays are called Open Plays
- An open play may be completed to/by any gender.
- An operative player is defined as:
  - A player who receives the snap as the quarterback and completes a forward pass (pass must be completed past the line of scrimmage, if completed behind the line of scrimmage the ball must pass the line of scrimmage in order to reset the open/close count).
  - Catches the ball as a receiver.
- An Operative Player is NOT defined as a player who:
  - Snaps the ball into play.
- Open/closed play examples:
  - A pass deflected by a man and caught by a woman is a completed woman play and resets the open/close count.
  - A woman QB tossing the ball to a man player behind the line of scrimmage, which results in the man player advancing past the line of scrimmage, **does not** reset the open/close count.





## Co-ed specific rules continued

- Hook & Ladder
  - A pass thrown by a man, caught by a man, immediately pitched to a woman does not constitute a woman play – no matter how far she advances with the ball after the pitch. (If she scores, it will count as a woman touchdown).
  - A pass thrown by a man/woman, caught by a woman (or man if the quarterback is woman), immediately pitched to a man constitutes a woman play – because a woman was an operative player during the play. However, if a touchdown is scored the touchdown will be scored based on the gender of the athlete in possession of the football when the ball crosses the goal line of the end-zone.
- The penalty for running three consecutive plays without a woman as an “Operative Player” will be - 5 yards from the line of scrimmage and a loss of down (e.g., if it was first down during the penalty, it is now second down) and the open/close count will not reset. The Referee will notify teams that the next play will be a closed play.
- If a woman quarterback is rushed on a closed play and does not advance the ball past the line of scrimmage or complete a pass beyond the line of scrimmage, the open/close count will not reset.
- The ball must advance past the line of scrimmage to reset the open/close count.
- If a man quarterback is rushed on a closed play and advances the ball past the line of scrimmage the play will be blown dead and will result in a loss of down and - 5 yards from the line of scrimmage.





## Weather & misc.

PBF Sports will play any games in which the weather conditions do not create a dangerous field condition, rain or shine.

If a game is called (due to weather or injury) we will make our best efforts to reschedule that game and complete it from the time of the stoppage if the game was still in the first half.

If the game's first half was completed, the game score will be final.

**Event organizers and designated officials shall have the power to make all decisions on any points not specifically covered in the Rules & Regulations and shall have the sole authority to interpret the intent and purpose of these Rules & Regulations. Event organizers and designated officials reserve the right to disqualify any player and/or team for infractions of league rules and policies.**