1. **PROGRAM OBJECTIVE**
   1.1. To give an opportunity for Black & Veatch (BV) employees to participate in an organized flag football program.
   1.2. To teach the principles of teamwork, sportsmanship, and fair play.
   1.3. To provide a safe, healthy, wholesome, and enjoyable recreational activity.

2. **LEAGUE REGULATIONS - REGISTRATION**
   2.1. Players will register to play with their team captain. All questions regarding this league must be channeled through the team captain to the league coordinator Brian Keiser (8-4497).
   2.2. Team Rosters:
   2.2.1. Team rosters will contain a minimum of 8 and a maximum of sixteen (16) players.
   2.2.2. All players must be BV employees.
   2.2.3. Players can only play on one team.
   2.2.4. Players can be added to the team through the third game of the season.
   2.2.5. Participation of an ineligible player will result in the forfeit of all football games in which the ineligible player participated.
   2.3. Players must be properly registered on the team roster.
   2.3.1. City of Olathe Team Roster
   2.3.2. Appropriate fees paid in full
   2.3.3. BV Team Roster
   2.3.4. BV Waiver of Liability

3. **LEAGUE REGULATIONS - MANAGEMENT AND AUTHORITY**
   3.1. The Recreation Division will be responsible for scheduling games, providing facilities, facility supervisor, officials, scorekeeper, and league administration.
   3.2. Neither the City of Olathe, BV, nor its agents and employees are responsible for any injuries or accidents incurred by players or spectators.
   3.3. All team members and spectators must abide by the facility rules, pertaining to the use of the facility.
   3.4. The Recreation Department reserves the right to remove any player from competition for part or the entire season for unsportsmanlike conduct of any nature.
   3.5. All personnel employed by Recreation Division have the authority to evict a player(s) or spectator(s) from the game or facility for unsportsmanlike conduct.

4. **LEAGUE REGULATIONS - OFFICIATING**
   4.1. Officials will be hired and trained by the City of Olathe, Community Services Department Recreation Division, and there will be two officials provided per game.

5. **LEAGUE REGULATIONS - RULES PROTEST**
   5.1. Decisions based on the judgement of the official are final and not subject to review. A rule violation protest must be made at the time of the incident in question to the scorekeeper/field supervisor. Protests will be ruled on immediately by the scorekeeper/field supervisor and the appropriate action taken that is dictated by the published league rules.

6. **LEAGUE REGULATIONS - SCHEDULE**
   6.1. Teams will play several games according to a schedule to be determined by the number of teams registered in the league.
   6.2. Forfeits:
   6.2.1. Game time is forfeit time. A team must have 7 players to start the game.
   6.2.2. If known ahead of time, all forfeits must be reported to the Recreation office, 764-6163, 24 hours before game time. This is to enable the Recreation office to notify teams and game personnel in advance.
   6.3. Inclement weather:
   6.3.1. Games will be played regardless of precipitation.
   6.3.1.1. The site supervisor will determine whether the game should continue in severe weather such as a Tornado Warning or Lightning
   6.3.2. Games will be postponed when roads are determined to be unsafe due to inclement weather.
6.3.2.1. The Recreation Division will notify postponed games to the League Coordinator. The Recreation Division will reschedule any postponed games, due to weather, accordingly.

7. LEAGUE REGULATIONS - STANDINGS -
   7.1. Standings will be determined by the team's record.
   7.2. Standings of teams tied in the won-loss column will be determined by previous head to head competition. If the preceding variable does not determine a winner, total points scored during head to head competition will be compared. If there is still a tie, total points scored in the league will be compared to determine the winner.
   7.3. Awards
       7.3.1. Members of the team in the best standing at the end of the league will receive a championship shirt.

8. LEAGUE RULES - ABBREVIATED CONTENT
   8.1. LOS - Line of Scrimmage
   8.2. POI - Point of Infraction
   8.3. EOR - End of Run
   8.4. AFD - Automatic First Down

9. LEAGUE RULES - PLAYERS
   9.1. The game is to be played by two teams of seven (7) players each. Having more than (7) players on the field is illegal (unless during time-out). A team with less than seven (7) players is illegal. Each team must have at least seven (6) players to play a game.
   9.2. Each team will designate an assistant captain for each game and only the captain and assistant captain may address an official on matters of rules interpretation or to obtain information.
   9.3. The offensive team must have 5 players on the line of scrimmage.
   9.4. The defensive team may use any formation.
   9.5. The defensive team may rush the passer with only 1 player.
       9.5.1. This player must be lined up 7 yards from the line of scrimmage. As soon as the ball is snapped the rusher is allowed rush.
       9.5.2. The rusher is not allowed to jump to defend or deflect the pass. If this occurs a 5 yard penalty will be awarded from L.O.S. if accepted by offensive captain.
       9.5.3. If the ball changes hands after the initial snap, any number of rushers is allowed.
       9.5.4. If a lateral pass is completed behind the line of scrimmage and the offensive attempts a second pass, the defensive team is allowed to jump in attempt to defend or deflect the pass.

10. LEAGUE RULES - SUBSTITUTIONS
    10.1. Player substitutions may be made anytime the ball is dead.
    10.2. Players being substituted for must be off the field of play prior to the snap of the ball.
    10.3. The offense must huddle after a kickoff or a change of possession.
    10.4. Neither the offense nor defense may break a huddle with more than the legal number of players.

11. LEAGUE RULES - PLAYING FIELD
    11.1. Games will be played on a field 80 yards long and 40 yards wide.
    11.2. Goal posts may be present, but will not be used. (Points after touchdown can only be made by running or passing the ball past the goal line.)
    11.3. A point after touchdown conversion line will be marked 5 yards from the goal line and an equal distance from the sidelines.
    11.4. An additional line will be marked at midfield (40-yard line) indicating half the length of the field and the first down line.
    11.5. The following field equipment will be used
           11.5.1. A down marker will be used to indicate the number of the down.
           11.5.2. Weighted anchor-less pylons will be placed at the four corners of the end zones.

12. LEAGUE RULES - EQUIPMENT
    12.1. The official ball will be a collegiate size ball. The players must provide practice balls; the City of Olathe will furnish the game ball.
12.2. Flags and Belts
   12.2.1. A set of 16 flags and flag belts will be checked out to each coach at the beginning of the season by the City and must be returned at the end of the season.
   12.2.2. Each player must wear a flag belt and flags at all times during play. The belt must be worn tightly to prevent turning during de-flagging. Jerseys must not be worn over the flags.
   12.2.3. If a runner's flag becomes inadvertently detached from his flag belt, the play stops, the ball is dead and the runner is down at the point where the runner lost the flag.

12.3. Game Uniforms
   12.3.1. All team members will wear a legal jersey that is furnished by the player.
      12.3.1.1. The home team will wear a light color, the visiting team will wear a dark color (i.e. black or blue)
      12.3.1.2. Teams are able, but not required to purchase “TEAM” jerseys.
   12.3.2. Any type of athletic pants, shorts, or sweats may be worn and will be furnished by the player.
   12.3.3. All players will furnish and wear pliable closed toe shoes. Football cleats will be acceptable providing the cleat is no longer than ½”.
   12.3.4. All players will furnish and wear a protective mouthpiece at all times during games. No one will be allowed to play without a mouthpiece.

12.4. Eye Wear
   12.4.1. Prescription glasses may be worn when constructed of athletically approved safety frames and non-shattering safety lenses.
   12.4.2. Prescription contact lenses may also be worn as needed.

13. LEAGUE RULES - PROHIBITED EQUIPMENT
   13.1. Padding of any kind, including hard surface padding such as shoulder pads, hip pads, and helmets.
   13.2. Hard metal or any other substance on a player's clothing or person including but not limited to watches, rings, chains, jewelry, etc.
   13.3. Anything that conceals the flags
   13.4. Any equipment that, in the opinion of the referee, may endanger or confuse a player.
   13.5. Replaceable cleats may not have exposed metal.

14. LEAGUE RULES - LENGTH OF GAME AND TIME-OUTS
   14.1. Periods
      14.1.1. The length of the game is 48 minutes, divided into four quarters of 12 minutes each. Running time with no clock stoppage is used for the first 22 minutes of each half.
      14.1.2. Clock Regulation
         14.1.2.1. The clock will start at the snap of the ball.
         14.1.2.2. The on field Captain or quarterback may request the amount of time left in the game from the officials at any time. Officials will be expected to give the correct time.
         14.1.2.3. The clock will stop for team time-outs and/or official time-outs
         14.1.2.4. Clock will not stop on an incomplete pass, but will automatically stop at the two-minute warning of each half.
   14.1.3. Inside the 2:00 Minute Warning:
      14.1.3.1. During the final 2 minutes of each half, traditional clock stoppage is used only when the ball carrier steps out of bounds, a change in ball possession, a score is achieved, conversion points, and when there is a penalty.
      14.1.3.2. Clock will start on the snap.
      14.1.3.3. The clock will stop for team time-outs, official time-outs, and at the discretion of the official to retrieve long incomplete passes if defense does not immediately retrieve the ball. Team injuries (On Team Trailing) that require the officials to stop the clock will be charged a time-out.
   14.2. Half-time
      14.2.1. At the end of the first half, there shall be an intermission of three (3) minutes. During the intermission, play is suspended, and the teams may leave the field.
   14.3. Time-outs
      14.3.1. Each team shall have 2 time-outs per half. Each team will be allowed one time-out during overtime. Time-outs will be 30 seconds in length. Any player that participated in the last play and is on the field of play may call time-outs.
      14.3.2. Additional Time-outs
      14.3.2.1. The officials, at their discretion, may call additional time-outs to attend an injured player.
      14.3.3. During a team’s charged time-out, the team may confer with each other either on the field or at the sidelines.
15. LEAGUE RULES - START OF GAME
15.1. Not more than two (2) minutes before the start of the 1st half, the officials will meet with the team captains at mid field for last minute instructions and for the coin toss.
   15.1.1. The captain of the visiting team shall call the toss.
15.2. The winner of the coin toss will have the choice of offense, defense, or choice of end zones to defend to begin the game. The winner may also choose to defer to the second half. The loser of the coin toss will have their choice of the remaining options.
15.3. At the start of the 2nd half teams will swap goals and defend the end zone opposite of the end zone they defended during the 1st half. The loser of the initial coin toss will have the choice of offense or defense.
15.4. At the beginning of a half or following a touchdown, the ball will be put in play on the 10-yard line.

16. LEAGUE RULES - HUDDLE
16.1. After the official marks the ball "ready for play", the offense must put the ball into play within reasonable time.
16.2. A team is not required to huddle if the team wishes to use predetermined plays or audible. It shall be the responsibility of the defensive team to retrieve the ball and get it back to the offense after each play.
   16.2.1. The offense must huddle after a kickoff or a change of possession.
16.3. "Sleeper Plays" are not allowed. Players may not line up closer than 5 yards from the sideline unless the player(s) during that possession were in a team huddle on the field of play.

17. LEAGUE RULES - SHIFT
17.1. Two or more offensive players may be shifting their position prior to the snap. Their movement may be in any direction but they must become set for one full count (1 second) before the ball is snapped or before another player may go in motion prior to the snap.

18. LEAGUE RULES - MOTION
18.1. Only 1 player is allowed to be in motion and his movement must be parallel to or away from the L.O.S. in a continuous motion at the snap.

19. LEAGUE RULES - ENCROACHMENT OFFSIDE
19.1. There is a 1-yard (3-feet) neutral zone between the line of scrimmage and the defensive line.
19.2. All players must stay out of the neutral zone until the ball is snapped.
19.3. Encroachment Offside shall be called if either the offense or the defense passes into the neutral zone after the ball is ready to play and before the ball is snapped.
19.4. The defense may not yell out simulating the start of a play. This means sounding like the quarterback. This is an official's judgement call.
19.5. If a player on either side line up in the neutral zone, the official will point toward that player's team side. It is the player's responsibility to look at the referee.
19.6. An infraction of encroachment offside will be considered a dead ball foul, and will result in a 5-yard penalty, and the down will be replayed.

20. LEAGUE RULES - BALL POSSESSION
20.1. After the ball has been made ready to play by the referee, the offensive team will put the ball in play as soon as possible. Unnecessary delays (in excess of 20 seconds) will result in delay of game penalty.
20.2. Each team will have 4 consecutive downs to advance the ball to mid-field or to score a touchdown.
20.3. Once a team reaches mid-field, they are awarded a new series of downs and they have another 4 consecutive downs to score a touchdown.
20.4. A team failing to move the ball to mid-field in 4 downs will lose possession. The opposing team takes over possession at the point where the ball is declared dead. The opposing team then has 4 downs to move the ball to mid-field or score a touchdown.
20.5. Interceptions by the defense will result in change of possession unless there is a penalty prior to the interception in which the defense is guilty.
21. LEAGUE RULES - PUNTING

21.1. A team may elect to punt the ball to the opposition instead of attempting to gain 10 yards on any down prior to 4th down.
   21.1.1. A desire to punt the ball will be announced to the officials by the offensive team captain.
   21.2. A punt will not actually be kicked, but the ball will instead be moved 40 yards from the line of scrimmage not to exceed the opposing team’s 10-yard line. After the punt, the defensive team becomes the offensive team and is given possession of the ball.

22. LEAGUE RULES - SCORING

22.1. Touchdown
   22.1.1. A touchdown will be worth 6 points
   22.1.2. A touchdown will be scored when the ball crosses the opponent's goal line when running, or when a player receives the ball in the opponent's end zone from a pass.

22.2. Extra points
   22.2.1. The scoring team may attempt extra points from the 5-yard line.
   22.2.2. An extra point's conversion will be worth 2 points.
   22.2.3. The defensive team may return an extra point's attempt for a score worth 2 points.

22.3. Safety
   22.3.1. A safety will be worth 2 points
   22.3.2. The team scoring the safety will take possession like a normal kickoff.

22.4. Overtime
   22.4.1. The ball will be placed at the 40-yard line (midfield). Each team will have 4 consecutive plays and must play all 4 downs (unless terminated by an interception), in which to score the most points or gain the most yardage. Exception: See 22.4.6 for Championship Overtime Rules.
   22.4.2. If a team scores a touchdown, it will be allowed to use its remaining downs, beginning at the 40-yard line. The scoring team will also receive a free down for the extra points attempt after each touchdown.
   22.4.3. If neither team scores, the team that gains the most positive yardage shall be the winner. Positive yardage is defined as yardage gained while on offense only and must be in advance of the 40-yard line.
   22.4.4. If after 4 consecutive downs each, the two teams remain tied in all of the aforementioned combinations, additional downs will be played, one down at a time, alternating, until a winner is decided.
   22.4.5. An interception terminates the offense's possession. The defense may return the interception for a touchdown. If the return does not score, the defense will take possession at the 40-yard line, and the normal overtime procedure will continue.
   22.4.6. Championship Overtime Rules - In the championship game, The ball will be placed at the 20-yard line. Each team will have 4 consecutive plays and must play all 4 downs (unless terminated by an interception), in which to score the most points. This will be repeated until a winner is decided.

22.4.7.

22.5. Mercy Rule
   22.5.1. No mercy rule will apply to the game.

23. LEAGUE RULES - DOWNING THE BALL CARRIER

23.1. There will be no tackling of the ball carrier or passer.
23.2. The defensive player cannot dive in his/her attempt to remove the ball carrier’s flag.
23.3. The player carrying or having possession of the ball is down, when his or her flag is removed from the flag belt. The defensive player who removed the flag will immediately stop at the spot of removing the flag, and hold the flag above his or her head.
23.4. The defensive player is not allowed to hold or push the ball carrier down to remove his or her flag. An accidental touch of the body or shoulder while reaching for the flag will not be considered a violation. Touching the ball carriers head or face will, however, is considered a violation.
23.5. A defensive player must attempt to grab the passer’s flag and may not touch the passer’s arm.
23.6. The pass rusher is allowed to raise his arms to block, knock down or bat down a pass, as long as one foot remains on the ground and that there is a minimum of a 1 yard space between the passer and the rusher.
24. LEAGUE RULES - SCREENING
   24.1. A screener must be on his feet at all times while screening. All linemen, except the center, are not allowed to assume a 3 or 4 point stance.
   24.2. Players may set a moving or stationary screen to impede the path of the defenders to the ball carrier.
   24.3. Contact is not allowed in screening.

25. LEAGUE RULES - BALL CARRIER
   25.1. The ball carrier cannot use his or her hands or arms to protect his flags. The defensive player must have the opportunity to remove the ball carrier’s flags.
   25.2. The ball carrier cannot lower his or her head to drive or run into a defensive player.
   25.3. Stiff-arming by the ball carrier is illegal.
   25.4. The ball carrier can run in any direction until the officials blow the ball dead.
   25.5. The ball carrier may not hurdle.

26. LEAGUE RULES - PLAY OF THE CENTER
   26.1. The center may use the side snap, or snap the ball between his or her legs.
   26.2. The center must have one foot on the scrimmage line with no part of his or her body beyond the forward point of the ball.

27. LEAGUE RULES - FORWARD PASS
   27.1. All players are eligible receivers.
   27.2. Forward passes may be attempted from behind the line of scrimmage only.
   27.3. A lateral pass is a pass thrown parallel to the line of scrimmage or back toward the passer’s own goal line. A lateral pass in not considered a forward pass.
   27.4. If an offensive and defensive player catches a pass simultaneously, the ball is declared dead at the spot of the catch and the passing team is awarded possession.
   27.5. An offensive player cannot be out of bounds and return in bounds to catch a pass. This will be ruled an incomplete pass.
   27.6. If the offensive player was pushed out of bounds by a defensive player, the offensive player will not lose eligibility.
   27.7. Only one forward pass may be attempted during any one down.
   27.8. Two (2) feet must be “in-bounds” to constitute a legal pass reception.

28. LEAGUE RULES - INTERCEPTIONS
   28.1. An interception shall be defined as when any member of the defensive team receives a pass (forward or lateral) from the offense without reasonable doubt.
   28.2. If the official has reasonable doubt the defensive player caught the ball, the play will be ruled an incomplete pass, and the offense will maintain possession.
   28.3. The defense may return the interception for an attempt to score by running or a lateral pass. The defense cannot forward pass the ball on an interception return.
   28.4. If the defense fails to score on an interception return, the defense will become the offense at the point where the ball is dead.

29. LEAGUE RULES - FUMBLES
   29.1. Fumbles will result in the ball being marked dead at the point the ball hits the ground.
   29.2. Forward fumbles, fumbles which appear to be “tossed” forward, will be considered an incomplete pass.
   29.3. The team with possession prior to the fumble will retain possession.

30. LEAGUE RULES - PASS INTERFERENCE
   30.1. Pass Interference Rules shall apply to any pass made from behind the L.O.S. whether it is a forward pass or a lateral pass, and applies to both offensive and defensive players. After the pass is in the air, neither pass receiver nor defender may touch the other one until one of them touches the ball, or else offensive or defensive pass interference may be called.
   30.2. If contact occurs after one of them touches the ball, then pass interference cannot be called unless one of them catches the ball and the other “strips” or attempts to “strip” the ball from his/her hands.
30.3. Receiver stripping (slapping at the ball) is defined as attempting to take the ball from the grasp of a receiver after he has placed both hands on the ball and has brought the ball into a possessive position, in which case, stripping will be called.

30.4. If the player established possession of the football, the defender must go for the flag and not the ball. (Official's judgement will determine if a catch has taken place).

30.5. All pass interference calls, whether offensive or defensive will be Captain's choice penalties. If the captain refuses the penalty, the play will stand.

30.6. All offensive pass interference calls, which are accepted by the defensive captain, shall be marked off 10 yards from the original L.O.S. with loss of down.

30.7. All defensive pass interference calls, which are accepted by the offensive captain, shall be marked at the P.O.I. and awarded an A.F.D.

30.8. Defensive pass interference in the end zone shall result in A.F.D at the 2-yard line.

31. LEAGUE RULES - DEAD BALL

31.1. All balls touching the ground are immediately dead. For example, the ball is declared dead at the following times:
31.1.1. When the ball carrier touches the ground with his body, other than hands or feet.
31.1.2. When the ball carrier's flag has been pulled.
31.1.3. If a pass receiver or ball carrier has a missing flag, the ball is dead at that spot if he or she gets possession of the ball.
31.1.4. Following a touchdown, safety, or touchback.
31.1.5. When the ball goes out of bounds for any reason.
31.1.6. If the center snap hits the ground as a result of a fumble or muffed ball.
31.1.7. If a lateral pass touches the ground the ball is declared dead at that point. If a lateral pass goes out of bounds, the ball is ruled dead at the point it crosses the boundary line.
31.1.8. If a forward pass strikes the ground or is caught at the same time by an opposing player or players.

31.2. Inadvertent whistle
31.2.1. The ball is dead when the whistle is blown.

32. LEAGUE RULES - TEAM PRACTICE

32.1. Teams may practice as each team so desires.

33. LEAGUE RULES - CODE OF CONDUCT - ALL PLAYERS

33.1. Do not criticize others.
33.2. Accept decisions of game officials as being fair and called to the best of their ability.
33.3. Do not criticize an opposing team, its players, captains, or fans by word of mouth or gesture.
33.4. Each team, together as a team, is jointly responsible for the conduct and control of team fans and spectators.
33.5. Refrain from using abusive language and profane language.
33.6. Abstain from drinking alcoholic beverages, smoking and smokeless tobacco on game fields.

34. LEAGUE RULES - CODE OF CONDUCT - CAPTAINS

34.1. Abide by the code of conduct for all players.
34.2. Do not incite unsportsmanlike conduct.
34.3. Do not permit a non-registered player to participate in the game.
34.4. It is advisable for the captain to make sure all players use their mouthpiece and to have appropriate footwear.

35. LEAGUE RULES - PENALTIES

35.1. All fouls are Captain's choice.
35.2. If a foul occurs during a down and is a live-ball foul, and then a dead-ball foul occurs, the fouls will be offset and the down will be replayed.
35.3. The Captain's first choice will be final.
35.4. Any player on the sideline who has to be warned by the official for unsportsmanlike conduct will cause his or her team to be penalized 10 yards. A second offense will be cause for dismissal from the game site.
36. SPORTSMANSHIP POLICY

36.1. Purpose
   36.1.1. To define unsportsmanlike behaviors that are inappropriate in BV and/or City of Olathe sponsored recreational activities and set forth procedures, penalties, and appeals.

36.2. Policy
   36.2.1. It shall be the policy of BV and the Recreation Division not to tolerate unsportsmanlike behavior.

36.3. Definitions
   36.3.1. The following types of behavior are considered unsportsmanlike and are deemed inappropriate for those participating in sports programs provided by BV, the City of Olathe and its Recreation Division.
   36.3.1.1. The consumption of alcoholic beverages on the facilities by participants and/or spectators.
   36.3.1.2. Any participant and/or spectator in an intoxicated condition.
   36.3.1.3. Any behavior in which the intent is to inflict or threaten physical harm to another person. This includes, but is not limited to, throwing a piece of equipment at another person, fighting, pushing or shoving players, or shoving between players, officials, site supervisors, and/or spectator etc.
   36.3.1.4. Trash talking or taunting of players, officials, site supervisors, and/or spectators etc.
   36.3.1.4.1. Threatening, touching an official or verbal abuse of an official and/or league representative.

36.4. Procedures
   36.4.1. Procedures for the above unsportsmanlike behaviors are as follows:
   36.4.1.1. The sports official (referee) or the site supervisor is authorized to implement the established procedures when they observe unsportsmanlike behaviors displayed by players, captains, and/or spectators.
   36.4.1.2. The offending player, captains, and/or spectator will then be notified that they have one-minute to remove themselves from the facility.

36.5. Penalties
   36.5.1. Any player or captain ejected from a game for unsportsmanlike behavior will face an automatic one-week suspension from and BV, City of Olathe, and Recreation Division league play.
   36.5.2. A player or captain not removing themselves from the facility and/or premise within one-minute after being cited for unsportsmanlike behavior will cause their team to forfeit.
   36.5.3. A spectator shall cause the forfeiture of the game if they do not remove themselves from the facility, and/or premise; within one-minute of being cited for unsportsmanlike behavior.
   36.5.4. Police actions may also result, if so warranted.
   36.5.5. Any player or coach ejected for a second time during a season will result in that person being unable to participate in any BV, City of Olathe, and/or Recreation Division sports program for one full year. The Sports Supervisor and League Coordinator for the sport the participant was cited in must approve the return to participation after interviewing the suspended individual.
   36.5.5.1. If the League Coordinator is unable to interview the suspended individual, the SYNERGY coordinator must take the League Coordinator's place.
   36.5.6. In cases of flagrant unsportsmanlike conduct, a participant's and/or captain's return to league play may be withheld for an unspecified amount of time by the Sports Supervisor, League Coordinator, and the Recreation Program Manager, even after the first incident.

36.6. Appeals
   36.6.1. Persons cited for unsportsmanlike behavior may appeal in writing to the Sports Supervisor within 48 hours. The Sports Supervisor will chair a committee of league managers to hear all parties involved and determine if the original decision will be upheld or overturned.

37. CONCLUSION

37.1. These rules are designed to allow for an enjoyable recreational experience for everyone in the program. Team captains are responsible for making their players aware of these regulations.
### 38. LEAGUE RULES -- GENERAL INFRACTIONS "QUICK GUIDE"

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<th>PENALTY</th>
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<td>5</td>
<td>LOS</td>
<td>NO</td>
<td></td>
</tr>
<tr>
<td>FLAGRANT/DELIBERATE</td>
<td>15</td>
<td>LOS/POI/EOR</td>
<td>NO</td>
<td></td>
</tr>
<tr>
<td>SIDELINE INTERFERENCE</td>
<td>15</td>
<td>LOS</td>
<td>NO</td>
<td></td>
</tr>
<tr>
<td>UNSPORTSMANLIKE CONDUCT</td>
<td>15</td>
<td>LOS</td>
<td>NO</td>
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</tr>
</tbody>
</table>

### OVERTIME INFRACTIONS

**ALL DEFENSIVE PENALTIES** - YARDAGE WILL BE MARKED OFF AS IN REGULATION PLAY WITH REPLAYING THE DOWN

**ALL OFFENSIVE PENALTIES** - YARDAGE WILL BE MARKED OFF AS IN REGULATION PLAY.

**EXCEPTION** - OFFENSIVE PASS INTERFERENCE YARDAGE PLUS A LOSS OF DOWN

### OFFENSIVE INFRACTIONS

<table>
<thead>
<tr>
<th>PENALTY</th>
<th>SECTION</th>
<th>YARDS</th>
<th>MARKED FROM</th>
<th>LOSS OF DOWN</th>
</tr>
</thead>
<tbody>
<tr>
<td>CLOTHING COVERING FLAG</td>
<td>10</td>
<td>LOS</td>
<td>NO</td>
<td></td>
</tr>
<tr>
<td>UNIFORM/EQUIPMENT</td>
<td>5</td>
<td>LOS</td>
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<td></td>
</tr>
<tr>
<td>ILLEGAL FLAGS (disqualification)</td>
<td>15</td>
<td>LOS</td>
<td>YES</td>
<td></td>
</tr>
<tr>
<td>FLAGS OUT OF POSITION</td>
<td>10</td>
<td>POI</td>
<td>NO</td>
<td></td>
</tr>
<tr>
<td>JUMPING/HURDLING/DIVING</td>
<td>10</td>
<td>POI</td>
<td>YES</td>
<td></td>
</tr>
<tr>
<td>ILLEGAL SNAP</td>
<td>5</td>
<td>LOS</td>
<td>NO</td>
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<tr>
<td>ILLEGAL MOTION/SWIFT</td>
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<tr>
<td>ILLEGAL FORMATION</td>
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<td>NO</td>
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<tr>
<td>PASS INTERFERENCE</td>
<td>10</td>
<td>POI</td>
<td>YES</td>
<td></td>
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<tr>
<td>FLAG GUARDING</td>
<td>10</td>
<td>POI</td>
<td>NO</td>
<td></td>
</tr>
<tr>
<td>BREAKING HUDDLE TOO MANY PLAYERS</td>
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<td>LOS</td>
<td>NO</td>
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</table>

### DEFENSIVE INFRACTIONS

<table>
<thead>
<tr>
<th>PENALTY</th>
<th>SECTION</th>
<th>YARDS</th>
<th>MARKED FROM</th>
<th>LOSS OF DOWN</th>
</tr>
</thead>
<tbody>
<tr>
<td>PASS INTERFERENCE</td>
<td>-</td>
<td>POI</td>
<td>AFD</td>
<td></td>
</tr>
<tr>
<td>PUSHING BALL CARRIER OUT OF BOUNDS</td>
<td>10/15</td>
<td>LOS/POI</td>
<td>AFD</td>
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</tr>
<tr>
<td>ILLEGAL CONTACT</td>
<td>5</td>
<td>LOS/POI</td>
<td>AFD</td>
<td></td>
</tr>
<tr>
<td>EARLY DEFLAGGING</td>
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<td>LOS/POI</td>
<td>NO</td>
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</tr>
<tr>
<td>TACKLING/TRIPPING (IF BEYOND LOS)</td>
<td>15</td>
<td>LOS/(POI)</td>
<td>AFD</td>
<td></td>
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</tbody>
</table>