



# City of Austin

## Parks and Recreation Athletics

### 8 on 8 FLAG FOOTBALL RULES

### NIRSA Rules will govern this league

#### I. GENERAL

Rosters will be capped at 20 players. If you need to add someone to the roster and your roster is already maxed at 20, someone must be subtracted from the roster. **Players may play on only 1 team per night, no more picking up players that just finished playing on another team.**

Rosters will be closed after 5 games played in the season. Meaning, after your 5<sup>th</sup> game played you can no longer add players to your roster, or pick up players to avoid a forfeit. You are given plenty of time to get players on your roster that can show up to play.

**Players must play in at least 1 regular season game to be eligible to play in the playoffs.** If you have a player on the roster, but never showed during the regular season, he/she is not eligible for the postseason.

Suspended players may not be replaced. Six (6) players are required to avoid a forfeit (this is for all divisions). A forfeit will count if no one shows up for the game. If a team does not have the required number of players, but makes an effort to show up, the 10 minute rule will begin for remaining players to arrive. **If you know you have to forfeit a game, the Athletics Office must be notified by noon of gameday. Email us at [pardathletics@austintexas.gov](mailto:pardathletics@austintexas.gov)**

Substitutes and spectators must remain between the 20's in the team box area. There should be no one on the sideline in between the 20 yard marker and the goal line.

#### II. Check-In/Identification Policy

- 1) ALL PLAYERS WHO ENTER THE GAME MUST CHECK-IN WITH THE SCOREKEEPER BEFORE THE GAME.
- 2) Scorekeepers will check-in players according to roster. Players are required to show an official valid ID, Driver's licenses, ID card, student ID, and work ID, will be acceptable as long as ID has player name and picture. **Social Media profiles will not be accepted.**
- 3) After an ID has been reviewed by the Scorekeeper the player is required to sign the roster/waiver. Player doesn't have to sign each game, only the first game played. However, ID is required for every game!
- 4) Players who fail to show proper ID WILL NOT be allowed to play.



- 5) Players who arrive late will be allowed to play, however they must check- in during a timeout, in between plays when there is a delay, or at halftime. Failure to do so will result in a forfeit for team.

### **III. THE GAME, FIELD, PLAYERS, AND EQUIPMENT**

The game shall be played between two (2) teams of eight (8) players each. Six (6) players are required to avoid a forfeit. The co-rec game shall be played between two (2) teams of eight (8) players, four (4) men and four (4) women. Teams with seven (7) players shall be four (4) men and three (3) women or four (4) women and three (3) men. Six (6) players, three (3) men and three (3) women, four (4) women and two (2) men or four (4) men and two (2) women are required to avoid a forfeit.

The game shall be played under the supervision of 2 to 3 officials. The officials are, referee, line judge, field judge. Each coach shall designate to the referee a team captain or captains. If more than one player is designated, a speaking captain must be selected to make all decisions. The captain's first choice of any penalty option shall be irrevocable; decisions involving penalties shall be made before any charged time-out is granted to either team. Team representatives, including players, substitutes, replaced players, coaches, trainers, spectators, and other persons affiliated with the team are subject to the rules of the game, and shall be governed by decisions of officials assigned to the game.

The lines bounding the sidelines and the end zones are out-of-bounds in their entirety, and the inbounds area is bound by the lines. The entire width of each goal shall be a part of the end zone.

On one (1) side of the field a team area is designated for the teams, coaches, and authorized team attendants. This team area shall be located two (2) yards from the sideline and between the 20-yard lines.

#### **Two (2) ball spotters (rubber disks) are required;**

- One will mark team (A) (offensive team) scrimmage line.
- The second will mark the defensive scrimmage line. The ball spotters will always be one yard apart.

The ball specifications: The official ball shall be leather and shall meet the recommendation size and shape for a regulation football. Men shall use the regular size while women shall use the intermediate, junior, or youth size.

Regular, intermediate, junior, or youth size football shall be used for CoRec games.

The referee shall be the sole judge of any ball offered for play and may change the ball during play at his/her discretion. During the game each team must use a legal ball of its choice when in possession. If the referee has an issue with the ball, the City of Austin will provide the ball for that team and it must be returned at the end of the game.

Player equipment required: Players of opposing teams must wear contrasting colored jerseys.

#### **Jerseys must be either:**



- Long enough so they remain tucked in the pants/shorts during the entire game or
- Short enough so there is a minimum of 4" from the bottom of the jersey to the players waistline.
- The referee will use a closed fist to measure the distance between the waistline and the bottom of the jersey.
- Jerseys cannot have any exposed knots in them.

\*\*\*Each player must wear pants or shorts without a belt, belt loops, pockets, or exposed drawstrings\*\*\*

Each player will provide their own flag belt. The City of Austin will have flag belts available (if needed) and they must be returned after the game. Each player must wear the Flag-a-tag Sonic Flag Football belt or the mushroom flag belt at the waistline with two (2) flags permanently attached, one flag on each side. The flags must be of a contrasting to their opponent's flags. Flag length must be 14-18 inches long from where the flag connects to end of flag, and the flag must be 2 inches in width as well.

Each player must wear shoes. They must be made of soft, pliable upper material (canvas, leather or synthetic), which covers the foot attached to a composition bottom, which may have cleats or be cleat less. NO METAL SPIKES ALLOWED

**Player equipment optional:**

- Players may wear gloves, which must consist of a soft, pliable and non-abrasive material.
- Players may wear a knit or stocking cap or a soft rubber hat. The cap may have no bill.
- Players may wear a headband no wider than 2 inches and made of non-abrasive unadorned single-colored cloth, elastic, fiber, soft leather or rubber. Rubber or cloth elastic bands may be used to control hair.
- Players may wear soft, pliable basketball or wrestling kneepads on the leg, knee and/or ankle.
- It is strongly recommended that all players wear a mouthpiece.

**Player equipment illegal:**

A player wearing illegal equipment shall not be permitted to play. This applies to any equipment, which, in the opinion of the referee, is dangerous or confusing. Types of equipment or substances, which shall always be declared illegal include:

- Headgear containing any hard, unyielding, or stiff material, including billed hats, or items containing exposed knots.
- Jewelry
- Pads or braces worn above the waist.
- Shoes with metal, ceramic, screw-in, or detachable cleats. EXCEPTION: Screw-in cleats are allowed if the screw is part of the cleat.
- Shirts or jerseys, which do not remain tucked in. Any hood on a coat, sweatshirt, or shirt, which does not remain tucked in. Tear-away jerseys or jerseys that have been altered in any manner, which produces a knot-like protrusion or creates a tear-away jersey.
- Pants or shirts with belt loops, pockets, or exposed drawstring.



- Leg and knee braces made of hard, unyielding material, unless covered on both sides and all edges overlapped, and any other hard substance is covered with at least 1/2 inch of closed cell slow recovery rubber or other material of similar thickness and physical properties.
- Any slippery or sticky foreign substance on any equipment or exposed part of the body.
- Equipment, which includes computers or any electronic or mechanical devices for communication.
- Towels attached at the player's waist.
- When any required player equipment is missing or when illegal equipment is found on an incoming substitute or player, correction must be made before participation. An official's time-out shall be declared to permit prompt repair of equipment, which becomes illegal or defective through use.

#### **IV. DEFINITION OF PLAYING TERMS**

**Live Ball:** A live ball is a ball in play. A pass or fumble, which has not yet touched the ground, is a live ball in flight and therefore can be caught and advanced by either team.

**Loose Ball:** A loose ball is a live ball not in player possession during, i.e., any punt, pass or fumble.

**In possession:** "Possession" is an abbreviation meaning "in possession of a live ball". A player is in possession of a live ball when he/she is holding or controlling the ball. A team is in possession when one of its players is in possession, while a punt is being attempted or while a forward pass thrown by one of its players.

**Batting:** Batting is intentionally striking or slapping the ball with the hand or arm. **Fumble:** A fumble is a loss of player possession other than by handing, passing, or kicking the ball. Considered a dead ball once it hits the ground and belongs to the team that last possessed the ball. If the ball is fumbled and the defense recovers it in the air, they may advance the ball until their flag is pulled.

**Muff:** A muff is an unsuccessful attempt to catch a ball, the ball being touched in the attempt.

**Touching:** Touching refers to any contact with the ball.

**Catch:** A catch is an act of establishing player possession of a live ball in flight, and first contacting the ground inbounds.

- If one (1) foot first lands inbounds and the receiver has possession and control of the ball, it is a catch or interception even though a subsequent step or fall takes the receiver out-of-bounds.
- A catch by any kneeling or prone inbounds player is a completion or interception.

A loss of ball simultaneously with returning to the ground is not a catch or interception. NOTE: If in doubt, it is a catch.

**Simultaneous Catch or Recovery:** A simultaneous catch or recovery is a catch or recovery in which there is joint possession of a live ball by opposing players inbounds, if this occurs the possession remains with the offense. Recovery; is gaining possession of a live ball after it strikes the ground (punt)



**Clipping:** Clipping is running or diving into the back, or throwing or dropping the body across the back of the leg or legs of an opponent in the back.

**Down and between downs:** A down is a unit of the game, which starts, after the ball is ready for play, with a snap or free kick and ends when the ball next becomes dead. Between downs is the interval during which the ball is dead.

**Encroachment:** Encroachment is a term to indicate a player is illegally in the neutral zone. An entering substitute is not considered to be a player for encroachment restrictions until he/she is on his/her team's side of the neutral zone.

**Foul:** A foul is a rule infraction for which a penalty is prescribed. NOTE: If in doubt, it is not a foul.

**Goal Lines:** Each goal line is a vertical plane separating the end zone from the field of play. The plane of the goal line extends beyond the sideline.

**Handing the ball:** Handing the ball is transferring player possession from one teammate to another without throwing or kicking it.

**Huddle:** A huddle is two (2) or more offensive players grouped together after the ball is ready for play and before assuming scrimmage formation prior to the snap.

**Hurdling:** Hurdling is an attempt by a player to jump with one or both feet or knees foremost over a player who is on his/her feet. This is not allowed in Flag Football

**Kicks:**

- Kicker: The kicker is any player who punts. The kicker is a runner until he/she actually kicks the ball.
- Players of his/her team are known as kickers and any opponent is a receiver.
- Legal and Illegal Kicks: A legal kick is a punt by a player of the team in possession when such a kick is permitted by rule. Kicking the ball in any other manner is illegal. Any kick continues to be a kick until it is caught by a player or becomes dead.
- Punt: A punt is kicking the ball by the player who drops it and kicks it before it strikes the ground.

**Loss of Down:** "Loss of a down" is an abbreviation meaning: "loss of the right to repeat the down".

**Neutral Zone:** The neutral zone is from the forward point of the football one yard to the team (B) scrimmage line and extended to each sideline. It is established when the ball is ready for play.

**Passer:** The passer is the player who has thrown a legal forward pass. He/she remains the passer while the ball is in flight or until he/she moves to participate in the play.

**Passing:** Passing the ball is throwing it. In a pass, the ball travels in flight. A pass continues to be a pass until caught, intercepted, or the ball becomes dead. The initial direction determines whether a pass is forward or backward.

**Forward and Backward Pass:** A forward pass is a live ball thrown towards the opponent's end line. A backward pass is a live ball thrown toward or parallel to the passer's end line. A pass continues to be a



pass until it is caught or strikes the ground. A backward pass that hits the ground is ruled the same as a fumble. It will be dead at the spot where it strikes the ground.

**Penalty:** A penalty is a loss imposed by rule upon a team, which has committed a foul.

**Removing the flag belt:**

- **Flag Belt Removal:** When the flag is clearly taken from the runner in possession of the ball the down shall end and the ball is declared dead. A player who removes the flag belt from the runner should immediately hold the flag belt above his/her head to assist the official in locating the spot where the capture occurred. If a flag belt inadvertently falls to the ground, play is dead at the location of the flag.

**Contact:** In an attempt to remove the flag belt from a runner, defensive players may contact the body and shoulders but not the face, neck or any part of the head of an opponent with their hands. A defensive player may not hold, push, or knock the runner in an attempt to remove the flag belt.

**Screen Blocking:** Screen blocking is legally obstructing an opponent without initiating contact with him/her with any part of the screen blocker's body.

**Scrimmage:** A scrimmage is the interplay of two teams during a down in which play begins with a snap and ends when the ball next becomes dead.

**Scrimmage Line:** The scrimmage line for team (A) is the yard line and its vertical plane, which passes through the forward point of the ball. The scrimmage line for team (B) is the yard line and its vertical plane, which passes one (1) yard from the point of the ball nearest its own goal line. Team (B)'s scrimmage line may extend into their end zone. A team (A) player is on his/her scrimmage line when facing his/her opponent's goal line with the line of his/her shoulders approximately parallel thereto and with his/her head or foot breaking the plane of the imaginary line drawn through the waistline of the snapper and parallel to the scrimmage line. The snapper is a line player.

**Backfield Line:** To be legally in the backfield a team (A) player's head must not break the plane of the line drawn through the waistline of the nearest team (A) player, except the snapper, on the scrimmage line.

**Shift:** A shift is the action of one or more offensive players who, after a huddle or after taking set positions, move to new set position before the ensuing snap.

**Team and Player Designations:**

- **Disqualified Player:** The disqualified player is one who becomes ineligible from further participation in the game. NOTE: A player or coach who is disqualified shall leave the playing area within one (1) minute. Failure to do so will result in forfeiture of the game for their team. A disqualified player is automatically suspended for the teams next scheduled game. They have



the right to protest the suspension by submitting a written and detailed letter to the City of Austin Athletics Supervisor via email to [PARDAthletics@austintexas.gov](mailto:PARDAthletics@austintexas.gov)

- Line Player and Backfield Player: A line player is any person on his/her scrimmage line when the ball is snapped; a backfield player is any person who is legally behind that line when the ball is snapped.

**Offensive and Defensive Team:** The offensive team is the team in possession, or the team to which the ball belongs. The defensive team is the opposing team.

**Player:** The player is any one of the participants in the game at any particular time.

**Runner:** The runner is the player in possession of a live ball or simulating possession of a live ball. Once a player catches or intercepts a pass, he/she becomes a runner.

**Snapper:** The snapper is the player who snaps the ball.

**Substitute:** The substitute is a replacement for a player or a player vacancy.

## **V. PERIODS, TIME FACTORS, SUBSTITUTIONS**

The start of each period: Before the start of the game the referee shall toss a coin in the presence of the opposing field captains, after first designating which captain shall call the fall of the coin. All officials shall be present at the coin toss.

The captain winning the toss shall have choice of options for the first half or shall defer their option to the second half. The options for each half shall be:

- To choose whether his/her team will start on offense or defense.
- To choose the goal his/her team will defend. The captain, not having the first choice of options for a half, shall exercise the remaining option.

**Forfeit time:** Game time is forfeit time if no players from team are on site. If players are on site, the game clock will begin and the team has 10 minutes to arrive and begin play. If play has not initiated at the 10 minute mark then the game is a forfeit. Team that forfeits receives an “F” rating for that game. Team that is forfeited against will receive an “A” rating. **If you forfeit 2 games or more, YOU WILL NOT BE ALLOWED TO PARTICIPATE IN THE PLAYOFFS!!**

**Game time:** Playing time and intermissions: Playing time shall be 40 minutes, divided into two (2) halves of 20 minutes each. The intermission between the halves shall be five (5) minutes. When overtime is used, there will be a three-minute intermission.

**Extension of periods:** A half must be extended by an untimed down, except for unsportsmanlike or nonplayer fouls, if during the last timed down, one of the following occurred:

- A) There was a foul by either team and the penalty is accepted unless the penalty is a loss of down penalty.
- B) There was a double foul.



C) There was an inadvertent whistle.

If a touchdown was scored, the try-for-point is attempted unless the touchdown is scored during the last down of the 2nd half and the point(s) would not affect the outcome of the game.

If (a), (b), or (c) occurs during the untimed down, the procedure is repeated. Apply the “extension of periods” rule prior to enforcing the mercy rule.

First half and first 18 minutes of the 2nd half: The clock will start on the snap. It will run continuously for the first half entirely and the first 18 minutes of the second half unless it is stopped for a:

- Team time-out - starts on the snap.
- Referee's time-out - starts on ready for play.

**Two minute warning:** With two (2) minutes before the end of the second half the referee shall stop the clock and inform both captains of the playing time remaining. The clock starts on the snap. The back judge will announce to the captains the remaining time and status of the clock whenever it is stopped or when requested during the final two (2) minutes.

**Last two (2) minutes:** During the final two (2) minutes of the 2nd half the clock will stop for a:

- Incomplete legal or illegal forward pass - starts on the snap.
- Out-of-bounds - starts on the snap.
- Safety - starts on the snap.
- Team time-out - starts on the snap.
- First down – starts on the referees signal.
- Touchdown - starts on the snap (after the try-for-point).
- Penalty and administration - dependent on the previous play. Exception: Delay of Game-starts on the snap.
- Referee's time-out - starts at his/her discretion.
- Touchback - starts on the snap.
- First Down- start when officials place markers down
- Team (A) is awarded a new series – starts on the snap.
- Team (B) is awarded a new series - starts on the snap.
- Either team is awarded a new series following a legal kick - starts on the snap.
- Team attempting to conserve time illegally - starts on the ready.
- Team attempting to consume time illegally - starts on the snap.
- Inadvertent whistle - starts on the ready.

**Ending a half:**

- No foul has occurred.
- No request for a coach-referee conference has occurred.
- No other irregularity has occurred.
- Tie Game





**Pre-toss:** In a case of a game ending in a tie score, the official's must bring all players and coaches of both teams to the center of the field. They will discuss the tiebreaker procedures and answer all questions prior to the coin toss. After this meeting the field captains will stay while the remaining players and coaches return to their respective sidelines.

**The coin toss:** A coin will be flipped by the referee to determine the options as in the start of the game. The visiting team captain shall call the toss. There will be only one coin flip during the overtime. If additional overtime periods are played, field captains will alternate choices. The winner of the toss shall be given options of offense, defense, or direction. The loser of the toss shall make a choice of the remaining options.

**Tie Breaker:** All overtime periods are played toward the same goal line. Unless moved by penalty, each team will start 1st and goal from the team 10-yard line. The object will be to score a touchdown. An overtime period consists of a series of 4 downs by each team. If you score within those 4 plays, your series is over. If the score is still tied after one period, they go to a second overtime. If the first team which is awarded the ball scores, the opponent will still have a chance to win the game. Unless moved by penalty, they will start 1st and goal from the team 10-yard line. Try-for-points will be attempted and scored just like in regulation, for the 1st overtime period. However, the 2nd overtime period, teams must go for 2 or 3 points. If the defense intercepts the ball, it is declared dead and that series is over. Each team is entitled to one (1) time-out per overtime period. In case of overtime in a playoff game the first and second overtime's will be played just like the regular season. If a winner has not been determined overtime periods will continue just like overtime period number 2, until a winner is determined.

**Fouls and penalties:** They are administered similar to the regular game. Team (A) shall be awarded a new series of four (4) downs when an automatic first down foul is accepted. Dead ball fouls following a touchdown is penalized on the try-for-point. Dead ball fouls following a successful try-for-point will be penalized from the succeeding spot, the team (B) 10 yard line, if accepted.

**Time Outs:** The referee shall declare a time-out when he/she suspends play for any reason. Each time-out shall be charged either to the referee or one of the teams.

**Charged time-outs:** Each team is entitled to two (2) charged time-outs during each half. Successive charged timeouts may be granted each team during a dead ball period. If the ball is dead and a team has not exhausted its charged time-outs, the referee shall allow a time-out and charge that team or complete a coach-referee conference.

**Length of time-outs:** A charged time-out requested by any player shall not exceed one (1) minute. Other time-outs may be longer only if the referee deems it necessary to remove an injured player.

**Coach-Referee Conference:** When a team requests a charged time-out for a rule interpretation, the referee will confer with the team captain or coach. The request must be made prior to the time the ball becomes alive following the play to be reviewed unless the period has officially ended. If the referee changes his/her ruling, it is an official's time-out. If the ruling is not changed, it is a charged time-out to the team. If the team has used its two (2) timeouts, a delay of game penalty will be assessed.



**Notification:** The referee shall notify both teams 5 seconds before a charged time-out expires. The team then has 25 seconds to put the ball in play. When 2 time-outs have been charged to a team in a half, the referee shall notify the field captain both head coaches.

**Injured player:** An injured or apparently injured player who is discovered by an official while the ball is dead and the clock is stopped, shall be replaced for at least 1 down unless the half-time or overtime intermission occurs. A player who is bleeding, or has an open wound, or has an excessive amount of blood on the uniform shall be considered an injured player, and must be replaced until bleeding has stopped. If this puts the team to only 5 players, they must continue to play until the injured player has stopped the bleeding.

**ALL PLAYERS THAT RECEIVE ANY INJURY TO THE HEAD AND/OR FACE ARE NOT PERMITTED TO CONTINUE IN THAT GAME.**

A time-out occurs when an unconscious or apparently unconscious player is determined by the game officials. **THE INJURED PLAYER MAY NOT RETURN TO PLAY IN THAT GAME.**

**Delay of game:** The ball must be put in play promptly and legally and any action or inaction by either team, which tends to prevent this, is delay of game. This includes:

- Failure to snap within 25 seconds after it is declared ready for play.
- Putting the ball in play until it is declared ready for play.
- Deliberately advancing the ball after it has been declared dead.
- A coach-referee conference after all permissible charged time-outs for the coach's team have been used, and during which the referee is requested to reconsider the application of a rule and no change results.
- Illegally Conserving or Consuming time: The referee may order the game clock started or stopped whenever, in his/her opinion, either team is trying to conserve or consume playing time by tactics obviously unfair.

**Substitutions:** Eligible substitutions: No substitute shall enter during a down. Between downs any number of eligible substitutes may replace players provided the substitution is completed by having the replaced players off the field before the ball becomes alive. An incoming substitute must enter the field directly from his/her team area. A replaced player must leave the field at the sideline nearest his/her team area prior to the ball being snapped. An entering substitute shall be on his/her team's side of the neutral zone when the ball is snapped or free kicked.

**Legal substitutions:** During the same dead ball interval, no substitute shall become a player and then withdraw, and no player shall withdraw and then re-enter as a substitute unless a dead ball foul occurs, there is a charged timeout, or a period ends.

**VI. BALL IN PLAY, DEAD BALL, OUT-OF-BOUNDS**

**Dead ball becomes alive:** A dead ball, having been declared ready for play, becomes a live ball when it is snapped legally.

**Ball declared dead:** A live ball becomes dead and an official shall sound the whistle or declare it dead:



- When it goes out-of-bounds
- When any part of the runner other than a hand or foot touches the ground
- When a touchdown, touchback, safety, or successful try-for-point is made
- When the ball strikes the ground following first touching
- When a player of the kicking team catches punt, which is beyond the neutral zone; when a punt comes to rest on the ground and no player attempts to secure the ball.
- When a forward pass strikes the ground or is caught simultaneously by opposing players.
- When a backward pass or fumble by a player touches the ground or is caught simultaneously by opposing players. A ball snapped, which hits the ground before or after getting to the intended receiver, is dead at the spot where it hits the ground. NOTE: If in doubt, the snap close to the ground remains alive.
- When a forward pass is legally completed, or a player catches a loose ball on, above, or behind the opponent's goal line.
- When a runner has a flag belt removed legally by a defensive player. A flag belt is removed when the clip is detached from the belt.
- When a runner is legally tagged with one hand between the shoulders and knees, including the hand and arm, once the flag belt is no longer attached.
- When a passer is deflagged/tagged prior to releasing the ball. NOTE: If in doubt as to the release or not, the ball is released.
- When a muff of a punt strikes the ground.
- When an official sounds his/her whistle inadvertently during a down or during a down in which the penalty for a foul is declined, when:
  - The ball is in player possession - the team in possession may elect to put the ball in play where declared dead or replay the down.
  - The ball is loose from a fumble, backward pass, illegal kick, or illegal forward pass - the team in possession may elect to put the ball in play where possession was lost or replay the down.
  - During a legal forward pass or a free or protected scrimmage kick - the ball is returned to the previous spot and the down replayed.
- If a foul occurs during any of the above downs, an accepted penalty shall be administered as in any other play situation. When the foul is accepted, disregard the inadvertent whistle.
- Out-of-bounds: Player out-of-bounds: A player or other person is out-of-bounds when any part of him/her touches anything, other than another player or a game official which is on or outside the sideline or endline.
- Player in possession out-of-bounds: A ball in player possession is out-of-bounds when the runner or the ball touches anything other than another or game official, which is on or outside a sideline or endline.
- Loose ball out-of-bounds: A loose ball is out-of-bounds when it touches anything, including a player or game official, which is out-of-bounds.

## **VII. SERIES OF DOWNS, NUMBER OF DOWNS, AND TEAM POSSESSION AFTER PENALTY**

**A down is a unit:** A down is a unit of the game, which starts with a legal snap or legal free kick and ends when the ball next becomes dead. Between downs is any period when the ball is dead.

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**Series of downs:** A team, in possession of the ball, shall have 4 consecutive downs to advance to the next zone by scrimmage; any down may be repeated or lost if provided by the rules.

**Zone line-to-gain:** The zone line-to-gain in any series shall be the zone in advance of the ball, unless distance has been lost due to penalty or failure to gain. In such case, the original zone in advance of the ball at the beginning of the series of downs is the zone line-to-gain. The most forward point of the ball, when declared dead between the goal lines, shall be the determining factor.

**Awarding a new series:** A new series of downs shall be awarded when a team moves the ball into the next zone on a play free from penalty; or a penalty against the opponents moves the ball into the next zone; or an accepted penalty against the opponents involves an automatic first down; or either team has obtained legal possession of a ball as a result of a penalty, free kick, protected scrimmage kick, pass interception, or failure to gain the zone in advance of the ball.

**Down and possession after a penalty:**

- Penalty resulting in first down: After a penalty which leaves the ball in possession of a team beyond its zone line-to-gain, or when a penalty stipulates a first down, the down and distance established by that penalty shall be first down with next zone line-to-gain.
- Foul before change of possession: After a distance penalty between the goal lines incurred during a down and before any change of team possession during that down, the ball belongs to team (A) and the down shall be repeated unless the penalty also involves loss of down, or leaves the ball on or beyond the zone line-to-gain. If the penalty involves loss of down, the down shall count as one of the four in that series.
- Foul after change of team possession: After a distance penalty for a foul committed during a down and after team possession has changed during that down. The ball belongs to the team in possession when the foul occurred and the down and distance established by that penalty shall be first down with zone line-to-gain.
- Penalty declined: If a penalty is declined the number of the next down shall be whatever it would have been if that foul had not occurred.

**VIII. KICKING THE BALL**

**Legal kick:** A legal protected scrimmage kick is a punt made in accordance with the rules. QUICK KICKS ARE ILLEGAL.

**Formation and snap:** Neither (K) or (R) may advance beyond their respective scrimmage line until the ball is kicked.

**Punting the ball:** After receiving the snap, the kicker must kick the ball immediately and in a continuous motion.

**After being punted:** Once the ball is punted. Receiving team may advance the punt anywhere in the field of play or end zone. A Kicking team player cannot punt the ball to himself/herself or any Kicking team player.



**Eligible:** When a punt which has crossed (K)'s scrimmage line (first ball spotter) touches a player from either team and then hits the ground the ball is dead and belongs to the receiving team. If it hits a player of the receiving team and then is caught in the air, it can be advanced by the receiving team. If the ball hits a receiving team player, but is caught by the kicking team, the ball is dead and belongs to (K). If the ball hits the ground, it is dead at the spot and possession will now start for receiving team.

**Punt out-of-bounds between the goal lines or at rest:** If a punt goes out-of-bounds between the goal lines or comes to rest inbounds untouched and no player attempts to secure it, the ball becomes dead and belongs to the receiving team at that spot.

**Punt behind the goal line:** When any punt touches anything while the punted ball is on or behind the receiver's goal line (plane), it can be downed by (R) and is a touchback. NOTE: (R) may not run the kick out of the end zone. It is a touchback when the ball breaks the plane of the goal line.

**Kick catch interference:** While any punt is in flight beyond (K)'s scrimmage line (first ball spotter), (K) shall not touch the ball or (R), nor obstruct (R)'s path to the ball. This prohibition does not apply if the act is after the kick has been touched by (R). K may catch, touch, muff or bat a protected scrimmage kick in flight beyond K's scrimmage line if no R player is in position to catch the ball.

**Signal:** Players shall ignore any signals given by the receivers. The ball remains alive. There is no fair catch, but there is no foul for a fair catch signal.

## **IX. SNAPPING, HANDING, AND PASSING THE BALL**

**The Start:** All plays from scrimmage must be started by a legal snap from a point on the inbounds line. The ball may be moved with approval by the referee due to poor field conditions.

**Ball Responsibility:** Team (A) players are responsible for retrieving the ball after a scrimmage down. The snapper will bring it from the huddle to the team (A) scrimmage line (first ball spotter). A towel may be placed under the ball.

**Stances:** Players may use a 2, 3, or 4-point stance.

### **Prior to the Snap:**

- **Encroachment:** After the ball is ready for play and until the snap no player on defense may encroach, touch the ball, nor may any player contact opponents or in any other way interfere with them. This includes standing in the neutral zone to give defensive signals, or shifting through the zone. After the snapper has made his/her final ball adjustment, it is encroachment for any player to break the scrimmage line plane, except for the snapper's right to be over the ball.

**Snap:** The snapper, after assuming position for the snap and adjusting the ball, may neither move nor change the position of the ball in a manner simulating the beginning of a play until it is snapped. An infraction of this provision may be penalized, whether or not the ball is snapped, and the penalty for any resultant encroachment or contact foul by an opponent shall be canceled. When over the ball the



snapper shall have his/her feet behind his/her scrimmage line (first ball spotter). The snapper shall pass the ball back from its position on the ground with a quick and continuous motion of the hand(s). The ball shall leave the hand(s) in this motion.

#### **Position and Action during the Snap:**

- Legal Position: After the ball is ready for play, each team (A) player must momentarily be within 15 yards of the ball before the snap unless that player is being covered by B.
- Minimum Line Players: The offensive team only needs one (1) player on their scrimmage line (first ball spotter) at the snap.
- The remaining players must be either on their scrimmage line (first ball spotter) or behind their backfield line. All players must be inbounds.
- Motion: One (1) offensive player may be in motion, but not in motion toward the opponent's goal line. Other offensive players must be stationary in their positions without movement of the feet, body, head, or arms. The offensive team must have at least four (4) players (Co-Rec rules require five [5] players) on their scrimmage line (first ball spotter) at the snap.
- No Direct Snaps: The player who receives the snap must be at least two (2) yards behind the offensive scrimmage line (first ball spotter). Direct snaps are illegal. If the ball hits the ground it is dead at that spot.
- Shift: In a snap preceded by a huddle or shift, all offensive players must come to a complete stop and remain stationary in legal position without movement of feet, body, head, or arms for at least one (1) full second before the snap.

#### **Handing the ball:**

- Anytime: Any player may hand the ball backward, or lateral the ball, at any time.

#### **Male Runner:**

- Co-Rec Rule Only: A team (A) male runner cannot advance the ball beyond team (A)'s scrimmage line (first ball spotter). There are no restrictions: (a) during a run by a male runner once the ball is beyond the team A scrimmage line; (b) during a run by a female runner; (c) after a change of team possessions.

#### **Backward Pass and Fumble:**

- Anytime: A runner may pass the ball backward or lose player possession by a fumble at anytime except if intentionally thrown out-of-bounds to conserve time, if done so a delay of game penalty will be called.
- Caught or Intercepted: A backward pass or fumble may be caught in flight inbounds by any player and advanced.

**Simultaneous Catching by opposing players:** If a backward pass or fumble in flight is caught simultaneously by members of opposing teams, the ball becomes dead at the spot of the catch and belongs to the offensive team.



**Out-of-Bounds:** A backward pass or fumble which goes out-of-bounds between the goal lines belongs to the team last in possession at the out-of-bounds spot. If out-of-bounds behind a goal line, it is a touchback or safety.

**Ball Dead when it hits Ground:** A backward pass or fumble which touches the ground between the goal lines is dead at the spot where it touches the ground and belongs to the team last in possession unless lost on downs.

#### **Legal and Illegal Forward Pass:**

- **Legal Forward Pass:** All players are eligible to touch or catch a pass. During a scrimmage down and before team possession has changed a forward pass may be thrown provided the passer's feet are behind team (A)'s scrimmage line (first ball spotter) when the ball leaves the passer's hand. Only one (1) forward pass can be thrown per down.
- **Illegal Forward Pass:** A forward pass is illegal:
  - If the passer's foot is beyond team (A)'s scrimmage line (first ball spotter) when the ball leaves his/her hand.
  - If thrown after team possession has changed during the down.
  - If intentionally thrown to the ground or out-of-bounds to save loss of yardage.
  - If a passer catches his/her untouched forward or backward pass.
  - If there is more than one (1) forward pass per down.

#### **Illegal Forward Pass - Co-Rec Rule Only:**

- The term "closed," means a male player may not throw a forward pass completion to any other male player. The term "open" means any player can complete a forward pass to any other player.
- If the crew of officials erroneously indicates the "open/closed" status of a down, then Team A has the option to repeat the down or take the result of the play. This must be done prior to the next snap.
- During the offensive team's possession there may not be 2 consecutive forward pass completions from a male passer to a male receiver. This rule applies to the try-for-point.
- If a male passer completes a forward pass to a male receiver, the next forward pass completion must involve either a female passer or female receiver for positive yards. The spot where the ball becomes dead by rule must be beyond the team (A) scrimmage line (first ball spotter). There is no foul for a female receiver being tagged or deflagged behind the team (A) scrimmage line. The next forward pass completion remains "closed".
- There are no other restrictions concerning a male passer completing forward passes to a female receiver, or female to female, female to male.
- Any foul, whether accepted or declined, shall have no effect on whether the next forward pass completion is "open" or "closed".
- A female running the ball across the line of scrimmage does not "open" the next play.



**\*Article 4. Illegal Forward Pass** – CoRec rule Only: If a female passer completes a forward pass to a male runner behind the Team A scrimmage line (first ball spotter) and he runs beyond this scrimmage line, it is an illegal forward pass.

**After Illegal Forward Pass:** When an illegal forward pass touches the ground or goes out-of-bounds the ball becomes dead and belongs to the passing team, at the spot from where the pass was thrown, unless a new series of downs has been created. In such a case the ball belongs to the passing team if, after the enforcement of the penalty, the ball is left in advance of the zone line-to-gain, or belongs to the opponent's if the ball, after the penalty, did not make the next zone line-to-gain and the foul occurred during the fourth down. If a player catches an illegal forward pass, the ball continues in play until declared dead.

#### **Completed or Intercepted Passes:**

**Pass Caught or Intercepted:** A forward pass is completed when caught by a member of the passing team inbounds. A forward pass is intercepted when caught by a member of the opposing team inbounds. It is counted as a completion or interception as long as the first part of the person to make contact with the ground after the catch, usually one (1) foot, touches inbounds.

**Simultaneous Catch by Opposing Players:** If a forward pass is caught simultaneously by members of opposing teams, the ball becomes dead and belongs to the team that snapped the ball at the spot of the catch.

#### **Incomplete Passes:**

- **Becomes Dead:** When a legal forward pass touches the ground or anything out-of-bounds, it becomes dead.

#### **Forward Pass Interference:**

**Contact:** During a down in which a legal forward pass crosses team (A)'s scrimmage line (first ball spotter), contact which interferes with an eligible receiver who is beyond team (A)'s scrimmage line is pass interference unless it occurs when two (2) or more eligible receivers make a simultaneous and bona fide attempt to reach, catch, or bat a pass. It is also pass interference if an eligible receiver is deflagged/tagged prior to touching the ball on a pass thrown beyond team (A)'s scrimmage line.

- **Offensive Pass Interference:** After the ball is snapped, and until it has been touched by a receiver, there shall be no offensive pass interference beyond team (A)'s scrimmage line.
- **Defensive Pass Interference:** After the pass is thrown, and until it is touched, there shall be no defensive pass interference beyond team (A)'s scrimmage line (first ball spotter) while the ball is in flight.

## **X. SCORING PLAYS AND TOUCHBACK**

**NOTE:** The referee will communicate the current score to the Team (A) and (B) captains after each touchdown, try and safety.

#### **Mercy Rule:**

Revised: December 28, 2023





- Two (2) minute warning: All games with a point differential of 19 or more points at or within the final 2 minutes of the game will be considered a Mercy Rule, however the game will just continue without stoppage of the clock until the clock hits 0:00
- After the two (2) minute warning: If a team scores during the last two (2) minutes of the second half and that score creates a point differential of 19 or more (Co-Rec Rule - 25 points) the game will just continue without stoppage of the clock until the clock hits 0:00. If a team does get the score back under 19 points within the final 2 minutes, the clock will stop when necessary!

**Touchdown** = 6 or 9 points: Touchdown values: If a female scores a touchdown, the point value is nine (9) points. If a female player throws a legal forward pass and a touchdown is scored by any Team A player, the point value is 9. (Co-Rec Rule only). All other touchdowns are six (6) points.

**How Scored:** It is a touchdown when a runner advances from the field of play so that the ball penetrates the vertical plane of the opponent's goal line. It is a touchdown when a loose ball is caught by a player while the ball is on or behind the opponent's goal line.

**Player Responsibility:** The player scoring the touchdown must raise his/her arms so the nearest official can deflag the player. If the player is not deflagged with one pull, and the official determines the flag belt has been secured illegally, the touchdown is disallowed. The player is disqualified.

**Try-for-point** = 1, 2 or 3 points: An opportunity to score one (1) point from the three (3) yard line or two (2) points from the ten (10) yard line, or three (3) points from the twenty (20) yard line by running or passing only shall be granted the team scoring a touchdown.

**Referee's Responsibility:** The referee must speak to the field captain only, asking him/her whether the try-for point shall be from the 3, 10, or 20 yard line. Once the team (A) captain makes the choice, he/she may change the decision only when a charged Team A or B time-out is taken. A team's choice cannot be changed if a penalty should occur. Enforcement of yardage penalties does not change the value of the try-for-point. The point(s) shall be awarded if the try-for-point results in what would have been a touchdown. If team B intercepts a pass or fumble during the try then the play is over. The ball cannot be returned for any points and the try is over.

**Foul During Try-For-Point:** If a double foul occurs during the down, the down shall be replayed. When a distance penalty is incurred by team (A) during a successful try-for-point, the down will be repeated, if accepted. However, if a team (A) penalty carries a loss of down, the try-for-point has ended and will not be repeated. No points are scored for team (A), if accepted.

- Next play: After a try, the ball shall be snapped by the opponent of the scoring team at his or her own 14-yard line (ref walking out 4 steps), unless moved by penalty.

**Momentum, Safety, and Touchback:**

**Safety** = 2 points: It is a safety when:

- A runner carries the ball from the field of play to or across his/her own goal line, and it becomes dead there in his/her team's possession; EXCEPTION: When a team (B) player intercepts a forward pass or catches a scrimmage kick between his/her 5 yard line and the goal line and



his/her original momentum carries him/her into the end zone where the ball is declared dead in his/her team's possession or it goes out-of-bounds in the end zone, the ball belongs to team (B) at the spot where the pass was intercepted or the kick was caught. This is known as the momentum rule.

- A player punts, passes, fumbles, snaps, muffs or bats a loose ball from the field of play to or across his/her goal line and the ball subsequently becomes dead there in his/her team's possession. This includes when the ball is declared dead on or behind their goal line. However, it does not apply to a legal forward pass, which becomes incomplete.
- A player on offense commits any foul for which the penalty is accepted and measurement is from a spot in his/her end zone; or throws an illegal forward pass from his/her end zone and the penalty is declined in a situation which leaves him/her in possession at the spot of the illegal pass and with the ball having been forced into the end zone by the passing team.
- After a safety, the ball shall be snapped by the scoring team at their own 14 yard line, unless moved by penalty.

**Touchback:** It is a touchback when:

- It is a touchback when K's punt breaks the plane of R's goal line.
- The ball is out-of-bounds behind a goal line (except from an incomplete forward pass), when the ball becomes dead in possession of a player on, above or behind the player's own goal line, or when the ball becomes dead not in possession on, above or behind the team's own goal line, and the attacking team is responsible.

## **XI. CONDUCT OF PLAYERS AND OTHERS**

Unsportsmanlike Conduct:

- Non-contact player acts: No player shall commit non-contact acts during a period or intermission. Examples include, but are not limited to:
- Refusal to comply or abide by the request or decision of an official.
- Using words similar to the offensive audible and quarterback cadence prior to the snap in attempt to interfere with team (A)'s signals or movements.
- Intentionally kicking at the ball, other than during a legal punt.
- Leaving the field between downs to gain an advantage unless replaced or with permission of the referee.
- Intentionally kicking at any opposing player. (DQ)
- Intentionally swinging an arm, hand or fist at any opposing player. (DQ)
- Participate while wearing illegal player equipment.

**Dead Ball Player Fouls:** When the ball becomes dead in possession of a player, he/she shall not:

- Intentionally kick the ball.
- Spike the ball to the ground.
- Throw the ball high into the air.



**Prohibited Acts:** There shall be no unsportsmanlike conduct by players, substitutes, coaches, or others subject to the rules. Examples include, but are not limited to:

- Attempting to influence a decision by an official.
- Disrespectfully addressing an official.
- Indicating objections to an official's decision.
- Holding an unauthorized conference, or being on the field illegally.
- Using profanity, insulting or vulgar language or gestures.
- Intentionally contacting a game official physically during the game by persons subject to the rules (DQ).
- Fighting an opponent (DQ).
- Leaving the team area and entering the playing area during a fight (DQ).

The third unsportsmanlike foul by the same team results in their forfeiture of the game.

**Unfair Acts:**

- Refusal to Play or halving the distance: If a team refuses to play within two (2) minutes after ordered by the referee, or if a team repeatedly commits fouls which can be penalized only by halving the distance to its goal line, the referee may enforce any penalty he/she considers equitable, including the awarding of a score. For refusal to play, or for repeated fouls, the referee shall, after one warning, forfeit the game to the opponents.
- No player, substitute, coach or others subject to the rules shall use disconcerting words or phases or commit any act not in accordance with the spirit of fair play for the purposes of confusing the opponent.
- raises/waves his/her arms above his/her head during a punt in attempt to confuse K. This is an unfair act. Use of words or acts to gain an unfair advantage

**Personal Fouls:** Player Restrictions: No player shall commit a personal foul during a period or an intermission. Any act prohibited hereunder or any other act of unnecessary roughness is a personal foul: No player shall:

- Strip or attempt to strip the ball from a player in possession by punching, striking or stealing.
- Contact an opponent who is on the ground.
- Throw the runner to the ground.
- Hurdle any other player.
- Contact an opponent either before or after the ball is declared dead.
- Make any contact with an opponent, which is deemed unnecessary of any nature including using fists, locked hands, elbows, or any part of the forearm or hand, except according to rule.
- Deliberately drive or run into a defensive player.
- Position himself/herself on the shoulders or body of a teammate or opponent to gain an advantage.
- Tackle the runner by grasping or encircling with the hand(s) or arm(s) and taking the opponent toward the ground as in tackle football. (DQ)



**Roughing The Passer:** Defensive players must make a definite effort to avoid charging into a passer after it is clear the ball has been thrown. No defensive player shall contact the passer who is standing still or fading back as he/she is considered out of the play after the pass. Roughing the passer restrictions end if the forward pass is thrown from beyond team (A)'s scrimmage line (first ball spotter).

**Blocking:**

- **Offensive Screen Blocking:** The offensive screen block shall take place without contact. The screen blocker shall have his/her hands and arms at his/her side or behind his/her back. Any use of the hands, arms, elbows, legs, or body to initiate contact during an offensive player's screen block is illegal. A blocker may use his/her hand or arm to break a fall or to retain his/her balance. A player must be on his/her feet before, during, and after screen blocking.
- **Screen Blocking Fundamentals:** A player who screens shall not:
  - Take a position closer than a normal step when behind a stationary opponent.
  - Make contact when assuming a position at the side of or in front of a stationary opponent.
  - Take a position so close to a moving opponent that his/her opponent cannot avoid contact by stopping or changing direction. The speed of the player to be screened will determine where the screener may take his/her stationary position. This position will vary and may be 1 to 2 normal steps or strides from the opponent.
  - After assuming his/her legal screening position move to maintain it, unless he/she moves in the same direction and path as his/her opponent. If the screener violates any of these provisions and contact results, he/she has committed a personal foul

**Blocking and Interlocked Interference:** Teammates of a runner or passer may interfere for him/her by screen blocking, but shall not use interlocked interference by grasping or encircling one another in any manner.

**Use of Hands or Arms by the Defense:** Defensive players must go around the offensive player's screen block. The arms and hands may not be used as a wedge to contact the opponent. The application of this rule depends entirely on the judgment of the official. A blocker may use his/her arms or hands to break a fall or retain his/her balance.

**Runner:**

- **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:
  - Swing the hand or arm over the flag belt to prevent an opponent from deflagging.
  - Place the ball in possession over the flag belt to prevent an opponent from deflagging.
  - Lower the shoulders in such a manner that places the arm over the flag belt to prevent an opponent from deflagging.
- **Stiff Arm:** The runner shall be prohibited from contacting an opponent with extended hand or arm. This includes the use of a "stiff arm" extended to ward off an opponent attempting to deflag/tag.
- **Helping the Runner:** The runner shall not grasp a teammate or be grasped, pulled or pushed by a teammate.



- **Obstruction of Runner:** The defensive player shall not hold, grasp, or obstruct the forward progress of a runner when in the act of removing the flag belt or making a legal tag.
- **Charge:** A runner shall not charge into nor contact an opponent in his/her path nor attempt to run between two opponents or between an opponent and a sideline, unless the space is such as to provide a reasonable chance for him/her to go through without contact. If a runner in his/her progress has established a straight-line path, he/she may not be crowded out of that path, but if an opponent is able to legally establish a defensive position in that path, the runner must avoid contact by changing direction.

### **Batting and Kicking:**

**Batting a free ball:** Players shall not bat a loose ball other than a pass or fumble in flight. A backward pass in flight shall not be batted forward by the passing team. A ball in player possession shall not be batted forward by a player of the team in possession. **EXCEPTION:** The kicking team may bat a grounded protected scrimmage kick beyond the team (A) scrimmage line toward their own goal line.

**Illegal Kicking:** No player shall intentionally kick a ball other than as a punt.

### **Illegal Participation:**

- **Blocked or pushed out-of-bounds:** Prior to a change of possession, no player of (A) or (K) shall go out-of-bounds and return during the down unless blocked out-of-bounds by an opponent. If a player is blocked out-of-bounds by an opponent and returns inbounds during the down, he/she shall return at the first opportunity. During the down, no player shall intentionally go out-of-bounds and return.
- **Hinder an Opponent:** No replaced player or substitute shall hinder an opponent, touch the ball, influence the play, or otherwise participate.
- **To have nine (9) or more players participating at the snap or free kick.**
- **To have more than the legal number of males or females participating at the snap. (Co-Rec only)**
- **If an injured player is not replaced for at least one down unless the half time or overtime intermission occurs.**
- **To use a replaced player or substitute in a substitution or pretended substitution to deceive opponents at or immediately before the snap or free kick.**
- **For a player to be lying on the ground to deceive opponents at or immediately before the snap or free kick.**
- **For a disqualified player to reenter the game.**

**Flag Belt Removal:** There are basic rules, which are established for flag football because of legal or illegal removal of the flag belt:

- **Players must have possession of the ball before they can legally be deflagged.**
- **When a runner loses his/her flag belt either accidentally, inadvertently (not removed by grabbing or pulling), or on purpose, play is dead where the flag falls off.**
- **In circumstances where a flag belt is removed illegally, play should continue with the option of the penalty or the play.**



- Defensive player intentionally pulling a flag belt from an offensive player without the ball is illegal.
- Tampering with a flag belt in any way to gain an advantage including tying knots, using foreign materials, or other such acts is illegal.
- A non-player that deflags or interferes with a runner is illegal.
- Player is down where the flag has been removed, not where the ball was at the time of the flag being removed.

## **XII. SPORTSMANSHIP**

The purpose of City of Austin Flag Football league is to provide a recreational environment for the community which is safe and enjoyable. While the game atmosphere is often competitive, ensuring participant safety, providing a fun social atmosphere, and promoting sportsmanlike behavior among participants, spectators, and team is our primary concern. The game atmosphere should remain good-natured at all times. Participants shall maintain good sportsmanship throughout their participation in all facets of the league.

The Sportsmanship Rating System is intended to be an objective scale by which teams' attitude and behavior is assessed throughout the league 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. Only the team captain shall speak to the officials regarding administrative matters (protests, ejections, disqualifications, etc). Furthermore, the team captain's efforts in assisting officials/staff to calm difficult situations and to restrain troubled teammates are key to controlling team conduct.

Sportsmanship is vital to the conduct of every contest. In order to encourage proper conduct during games, officials, administrative personnel, and supervisors shall make decisions on whether to warn, penalize or eject players or teams for poor sportsmanship. These decisions are final. The City of Austin Athletics administrative staff will rule on further penalties as a result of unsportsmanlike conduct.

Protests or appeals of sportsmanship ratings will not be recognized. The City of Austin Athletics administrative staff reserves the right to review any rating given to a team. Teams are graded by the officials on a scale of A-F, A team must obtain a letter grade of C or higher to maintain their playoff seeding based on wins/losses. If you drop below C, you will be the lowest seed in the playoffs regardless of your win loss record.

### **Ratings Breakdown:**

“A” - Good Conduct and Sportsmanship

Team/fans cooperate fully with the supervisors and officials and show respect for opposing team members. The Team Captain has full control of his/her teammates/fans. If the captain converses with the



officials about rule interpretations and calls he/she does so respectfully and calmly. A team winning a game due to a forfeit will receive an “A” sportsmanship rating.

“B” - Average Conduct and Sportsmanship

Team/fans complain about some decisions and or display minor dissent. These complaints may have been voiced verbally or non-verbally toward officials, opposing players or opposing fans. The Team Captain exhibits major control over teammates and him/herself.

“C” - Below Average Conduct and Sportsmanship

Team/fans (on or off the playing area) show continuous or sustained verbal dissent towards officials, supervisors, and/or the opposing team. The Team Captain exhibits minor control over teammates and him/herself. Teams that receive one unsportsmanlike penalty or technical foul during the game will receive no higher than a “C” rating. Each additional unsportsmanlike penalty will result in the grade being lowered by one letter grade.

“D” - Poor Conduct and Sportsmanship

Team/fans complain excessively to officials and/or the opposing team. The Team Captain exhibits little control over teammates and him/herself. Teams that have a player ejected will receive no higher than a “D” rating. Any player that is ejected from the game will automatically be suspended for their next scheduled game played. Suspensions can be protested by with a written statement emailed to the Athletics supervisor at [PARDathletics@austintexas.gov](mailto:PARDathletics@austintexas.gov)

“F” - Unacceptable Conduct and Sportsmanship

Team/fans are completely uncooperative. Team Captain has no control over team, fans and/or him/herself. Teams that have multiple players ejected, receives three unsportsmanlike penalties or cause a game to be forfeited shall receive an “F”.

### **XIII. PLAYOFFS**

The playoff schedule and seeding will be determined by the number of teams and their win/loss record, or by the ratings scale. There are no guaranteed times once the playoffs start, teams must do what they can to make their games. If you forfeit a game, that is tie breaker number 1. If you end up with the same record as someone and you beat them head to head, you automatically lose the tie breaker because of your forfeit.