

OVR Flag Football Tournament Information & Rules

When: Saturday, October 9th @ 8:00 am

Where: Nelson Hornbeck Park

709 Fairdale Road

Louisville, KY 40118

Cost: \$100 per team

General Information:

Tournament begins Saturday at 9:00 am and will last all day

Food & Drink:

-Water fountains on site

-All other food and drinks must be brought by players.

-We advise packing a lunch and snacks. While there are stores and restaurants nearby, you will not have time between games and even during byes it will be tight.

Tournament Rules

Eligible players are teens (13 years of age or older).

There is a 1 visitor to every 2 disciples ratio on each team.

Players must remain on the same team once the tournament starts.

* Both Teams will wear the same flags on the field they are playing on.

* Please bring all equipment you have. Each team can use their own ball if they wish as well, please let refs know this.

* 8 on 8 - At least 3 men on line of scrimmage (Next to ball) on offense. Defensive Line is always off the ball 3 yards (Marked) unless = or < 3 yards for first down or end zone.

* Only those rushing the passer must line up off the ball but those not 3 yards off the ball cannot rush the passer.

1) Game length- 2 - 20-minute halves, 5-minute halftime. The clock stops in last 2 minutes on TO, out of bounds, penalties or incomplete pass. Clock does not stop on a fumble. The championship game will have 25-minute halves.

3) The coin flip for field or ball w/ captains and refs. Field/Ball switches 2nd half.

4) Each team gets 1 TO first half, 2 TO's 2nd half (1 minute each).

5) Field will be 80 yards long and 40 yards wide with 10-yard end zones-First downs are every 20 yards on the field (20-40-20 markers, etc.) regardless of where the offense starts.

6) Defense can have contact w/ receivers within 5 yards of Line of scrimmage.

7) Blocking downfield only with arms (no shoulder/body blocks). No blocking below the waist-NO CHOP BLOCKS, etc. (Penalty is 10 yards from original line of scrimmage.

Replay down)

8) Jamming is ok, only using arms within 5 yards of line of scrimmage.

9) Kick offs- There will be no kick offs. Each Team will start on the 15-yard line.

10) No flag guarding or stiff arming, spinning is allowed, NO JUMPING over players, NO DIVING. (Dead ball and 5 yard penalty enforced at the spot of foul)

11) Only the captain for team can question a call- otherwise 10-yard penalty.

12) 1-point conversion- 3-yard line, 2-point conversion- 10-yard line.

- 13) Overtime- Coin toss for first possession. Each team gets 2 plays from the 10-yard line to score until one scores over the other.
- 14) No fumbles- ball is dead once it hits the ground.
- 15) Fumbled Snaps are dead balls
- 16) College rules where otherwise not stated (i.e. One foot inbounds for a catch)

- 17) Safety - 2 points; run back a conversion is worth what offense was going for.
- 18) No jewelry, pants or shorts with belts, loops or pockets. Pockets may be taped closed. Shirts must stay tucked in.
- 19) Mercy rule- team is up 19 or more points at last 2 minutes, game over.
- 20) Only 1 man in motion, only straight motion- no looping motion.
- 21) Only 1 of three offensive linemen is eligible to go out for a pass. That lineman must identify himself by raising his arm over his head so the Defense will know who is eligible.
- 22) Ball carriers and/or blockers cannot lead with their shoulders, must stay upright. (Penalty is 10 yards from original line of scrimmage. Replay down.)
- 23) Ball Carriers cannot extend the ball over the first down, or the Goal line for the placement. The Ball carrier's waist/flags must cross the first down or goal line without flags pulled to receive that yard placement or touchdown.
- 24) Flag belt falls off- turns into 1 hand touch.
- 25) There will be no stripping the ball allowed.
- 26) There will be no center sneaks.
- 27) Punts: All players must remain still until ball is punted. Receiving team may only screen block. Ball is dead and spotted where it touches the ground.
- 28) No going after the QB's arm or throwing motion. (10 yard penalty and first down)
- 29) No forcing ball carrier out of bounds. There must be a play on the flag. (10 yard penalty from spot of foul)

Penalties:

Unsportsmanlike Conduct: 1st Offense- 15 Yards and loss of down. Receive Warning.
2nd Offense- Same as first and player is ejected from the game.
-Disrespectful and/or unsportsmanlike conduct subject to immediate ejection subject to ref and organizers discernment.

Offensive Penalties:

- False Start/Offsides: 5 Yards
- Illegal Motion: 5 Yards
- Delay of Game: 5 Yards
- * The offense has 30 seconds once the ball is marked to run a play; otherwise it is a 5-yard penalty.
- Illegal Forward Pass: 5 Yards and loss of down
- Holding/Illegal Block/Clipping/Diving/Hurdling: 10 yards from spot
- Offensive Pass Interference: 10 yards from Line of Scrimmage.
- Flag Guarding: Dead ball and 5 Yards from spot of foul

Defensive Penalties:

- Offside: 5 Yards and play will continue
- Illegal Contact (Striking, kicking, kneeing, tripping an opponent, pushing the runner, impeding the runner, illegal use of arms and hands, pushing out of bounds): 10 Yards
- Pass Interference: Spot of the foul and automatic 1st Down
- Roughing the Quarterback: 10 Yards and automatic 1st Down. (Warning for Unsportsmanlike Conduct.)

* If refs disagree on a controversial call, they can choose to redo the play. Game clock will be reset as best as possible. Captains can ask for this, but refs have final say.