

INTENSE

WARRIOR GAMES

FLAG FOOTBALL

Players:

- Maximum of 20 players per team

Uniforms:

- MOUTH PIECES: It is required that mouth pieces be worn

Scoring:

- 6 points for TD
- 1 point for PAT from 3 yard line, 2 point PAT from 10 yard line (interception on PAT is dead ball)

Time:

- 20 minute halves (continuous clock for each half--see: "starting the game").
- No time outs.

Moving the ball:

- Offensive Plays Must All Be Passes! (No Kicking/Punting)
- Field is marked at 15 yard intervals with cones. (3 first downs without a penalty would result in a touchdown)
- Possession always begins at the 45 yard line at the right hash mark.
- Offenses always move in the same direction
- All passes must be forward. A pass caught behind the line of scrimmage must be a forward pass.
- Once a forward pass has been thrown, a backward pass (lateral) is allowed.

Special Rules:

- No blocking
- Receiver/Ball carrier is legally down when touched with one or both hands.
- Fumbles are dead balls at the spot with the last team retaining possession.
- Each team will have 25 seconds to snap the ball once it has been marked ready for play.
- The QB is allowed 4.0 seconds to throw the ball.
- Interceptions may be returned ("no blocking" rule applies).
- The offensive center is not an eligible receiver (teams must have a center)
- No profanity