

CVC FLAG RULES



THE GAME

QUARTERS

- 10 MINUTE QUARTERS / RUNNING CLOCK

TIMEOUTS & PLAY CLOCK

- TIMEOUTS - 1:30 SEC PER HALF
- PLAY CLOCK - 30 SECONDS

HALFTIME

- HALFTIME IS 2 MIN

PLAYERS

- MUST HAVE 5 PLAYERS TO BEGIN THE GAME

CLOCK STOPPAGE

- REFEREE MAY STOP THE CLOCK AT THEIR OWN DISCRETION
- AFTER THE PAT ATTEMPT (30 SECOND PLAY CLOCK STARTS)
- CLOCK WILL STOP WITH 1 MIN LEFT IN EACH HALF (ONLY APPLIES IF THE SCORE IS WITHIN 19 POINTS).

SCORING

- OFFENSIVE TOUCHDOWNS ARE WORTH 6 POINTS
- PAT 1 POINT, K-2, FOUR YARD LINE, 3-4 SIX YARD LINE, 2 POINTS FROM THE 10 YARD LINE

COACHES

- ONE COACH IN THE HUDDLE. AFTER HUDDLE BREAKS COACH CAN HELP WITH ALIGNMENT. COACH IS NOT ALLOWED TO CHANGE THE PLAY AFTER THE HUDDLE IS BROKEN (NO AUDIBLES). 4 COACHES PER TEAM (ONLY 1 CAN BE ON THE FIELD AT A TIME).

OVERTIME

- COIN TOSS DETERMINES POSSESSION
- EACH TEAM 1 PLAY FROM THE 7 YARD LINE
- IF GAME IS STILL A TIE, THE GAME ENDS IN A TIE

OFFENSE

POSSESSIONS

- ALL NEW POSSESSIONS INCLUDING ALL TURNOVERS AND TOUCHDOWNS BEGIN ON THE 40
- AFTER EACH PLAY BALL SPOTTED IN CENTER OF THE FIELD

INTERCEPTIONS/ FUMBLES

- INTERCEPTIONS & FUMBLES ARE BLOWN DEAD (FUMBLES ARE NOT LOST)

SPOTTING THE BALL

- AFTER EACH PLAY, BALL IS SPOTTED IN CENTER OF THE FIELD

GENERAL OFFENSE

- BEFORE A PLAY STARTS, JERSEY MUST BE TUCKED IN AND BELTS AND FLAGS PROPERLY SECURED.
- ONLY ONE PLAYER IN MOTION AT A TIME
- LATERALS ARE PERMITTED BEHIND THE LINE OF SCRIMMAGE
- SPINNING IS PERMITTED, SPINNING OUT OF CONTROL IS NOT
- NO JUMPING OR DIVING TO ADVANCE THE BALL

PASSING GAME

- QB HAS A 7 SECOND PASS CLOCK. PLAY IS CALLED DEAD IF NOT THROWN.
- IF BALL IS HANDED OFF PASS CLOCK IS NO LONGER IN AFFECT
- PASSES MUST BE THROWN FORWARD AND RECEIVED BEYOND THE LINE OF SCRIMMAGE. BUBBLE SCREENS ARE OK
- SCREENING IS ALLOWED

RECEIVING

- ALL PLAYERS ELIGIBLE TO RECEIVE A PASS INCLUDING QB AFTER A HAND OFF.
- IF FLAG FALLS OUT WITH OUT CONTACT WITH A CATCH PLAY IS DEAD WHERE THE CATCH WAS MADE
- WR AND DEFENDER BOTH COME DOWN WITH THE BALL, TIE GOES TO THE WR
- WR CANNOT GO OUT OF BOUNDS BEFORE CATCHING A PASS

FIRST DOWNS

- 20 YARD LINE WITHIN 4 DOWNS
- DEFENSIVE PENALTY OCCURS WITH THE RESULT BEING AND AUTOMATIC FIRST DOWN

RUNNING GAME

- NO LIMIT ON THE AMOUNT OF HANDOFFS PER PLAY
- QB CAN RUN ONLY IF HANDED THE BALL AFTER A HAND OFF PLAYER WHO TAKES A HANDOFF CAN THROW A PASS
- THE RUNNER IS RESPONSIBLE TO AVOID COLLIDING WITH DEFENDERS THAT LIE IN HIS OR HER PATH.

DEFENSE

GENERAL DEFENSE

- DEFENDERS CANNOT PASS THE LINE OF SCRIMMAGE UNTIL THE BALL IS HANDED OFF
- DEFENDERS CAN ONLY ATTEMPT TO GRAB THE FLAG
- IF DEFENDER PULLS JERSEY OR SHORTS AND DOES NOT LET GO A HOLDING PENALTY WILL BE CALLED
- 1 YARD CUSHION BEFORE THE SNAP OF THE BALL

FLAG PULLING/GUARDING

- OFFENSIVE PLAYER CANNOT USE ITS JERSEY, OR HAD TO HIDE OR PROTECT THE FLAG
- LEGAL FLAG PULL, CAN ONLY TAKE PLACE IF OFFENSIVE PLAYER HAS CONTROL OF THE BALL
- DEFENDERS CAN DIVE TO PULL THE FLAG BUT CANNOT TACKLE THE OFFENSIVE PLAYER
- NO STRIPPING OF THE BALL
- FLAGS CAN ONLY BE PULLED ON A OFFENSIVE PLAYER WITH POSSESSION OF THE BALL

NO RUN ZONES

- K-2, 3 YARD LINE, 3-4 5 YARD LINE. A PASS MUST BE THROWN FROM THESE YARD LINES, PLAY IS BLOWN DEAD IF A RUN OCCURS WITH A LOSS OF DOWN

