

2021 BE Bash Flag RULES

SECTION 1- Game Info

Games will be played 7 vs 7, on a field that is 60 yards long by 40 yards wide.

Teams may play with a minimum of 6 players. Subs from other teams may be allowed at the opposing team's discretion.

All players are required to wear the same color shirt for their team.

All offensive possessions at the beginning of each half and after scores will begin on the offensive team's 5 yard line.

The field is divided into three 20-yard sections. The offensive team will receive a new set of downs after crossing each section.

SECTION 2- Over Time

A coin-toss will decide which team starts on offense.

The offensive team will start with the ball on the opposing team's 20-yard line and have four downs to score a TD.

Each team will get one possession in each OT period. This will continue until the tie is broken.

Each team gets one timeout per overtime period.

Regular point after rules apply.

SECTION 4- Playing Time

Games are divided into two 15-minute halves.

The clock will stop the first 13 minutes of each half only for TDs.

The clock will stop the last minute of each half for all dead ball situations (penalty, turnover on downs, out of bounds, incompletion, etc.)

Teams have three 30 second timeouts per half.

A 25 second play clock is in effect and will begin as soon as the referee marks the spot for the next down. It is the offensive team's responsibility to get the ball back to the line of scrimmage.

SECTION 5- Passing

The ball must be snapped at the line of scrimmage.

The QB must be closer to the center of the playing field than the sidelines when the ball is snapped.

All players are eligible to receive a pass.

No forward hand offs are allowed.

A receiver must be in complete control of the ball and have two feet down in bounds in order to be a completed pass.

Laterals are allowed beyond the line of scrimmage.

The QB has seven seconds to throw the ball or the result will be a sack where the QB is standing and a loss of down.

The ball must be out of the QB's hand at the time the 7 second whistle is blown. The official is only required to count out loud from 3-6 seconds, with the whistle blown at 7.

SECTION 7- Other Miscellaneous Points

The only time a defensive player can attempt to strip the ball from an offensive player is if the ball is being held away from the player's body.

All fumbled balls are live and can be advanced by the defense. The offense can advance a fumble only if the fumble was caused by the defensive team. For instance, an offensive player could not advance a lateral from a teammate that hits the ground.

Each player is asked to wear a belt with two flags attached. If the player does not have a belt on, or if one of the flags comes off accidentally, one hand touch rules apply.

Shielding your flag by running with your arms down your sides, holding onto your flag, or knocking away a defender's hand from grabbing your flag is illegal.

An offensive player is ruled down if either knee, elbow, or butt touches the ground.

The spot for the next down is marked by where the ball was when the flag came off or when the player made contact with the ground.

Offensive players can block defenders. However, any blind side or forceful blocks that knock a player to the ground is illegal.

Defensive players can press WR's for the first five yards.

SECTION 8- Scoring

Touchdowns are worth 6 points. PAT's are worth 1 point from the five yard line, 2 points from the ten yard line, line. Safeties are worth 2 points.

The defensive team can return interceptions or fumbles on PAT's for the amount of points that the offensive team was attempting.

SECTION 9- Penalties

Five Yard Penalties

Delay of Game. Repeat Down.

Illegal forward hand off. Loss of down.

False start & off sides. Repeat Down.

Illegal forward pass. QB's entire body is past the line of scrimmage at the time of the throw. Loss of down.

Illegal snap. The ball is not snapped at the line of scrimmage, or the QB is not closer to the center of the playing field when the ball is snapped. Repeat down.

Ten Yard Penalties

Offensive pass interference. Repeat down.

Holding. Spot foul. Repeat down.

Flag Guarding. Spot foul. Repeat down.

Illegal stiff arm. Spot foul. Repeat down.

Illegal stripping of football. 10 yard penalty added to end of play

Clipping & tripping. Spot foul. Repeat down if on offense, automatic first down if on defense.

Excessive complaining- One warning before enforcing a ten yard penalty.

Fifteen Yard & Unsportsmanlike Penalties

Illegal block. Shoving a player to the ground while blocking or using a stiff arm. If on offense, spot foul and loss of down. If on defense, spot foul and automatic first down.

Defensive Pass Interference

A ball does not have to be 'catchable' in order for defensive pass interference to be called.

Spot foul & an automatic first down.

Half the Distance

Penalties that occur inside the 20 yard line will be marked half the distance to the goal.