



### Important Dates

Aug. 12th: Prelim Rosters

Aug. 17th: Schedules Released

Aug. 19th: Final Rosters + Team Names

Aug. 28th: Meet + Greet Times / Days:

Sunday Afternoon Leagues M+G Times **A)** PreK/K: 1pm, **B)** 1st/2nd: 1:30, **C)** 3rd/4th: 2:15, **D)** 5th/6th + **E)** 7th/8th: 3:00

Sunday NIGHT League M+G Times **A)** PreK/K: 5:30pm, **B)** 1st/2nd: 6:00, **C)** 3rd/4th: 6:30, **D)** 5th/6th + **E)** 7th/8th: 7:00

### Coach Meetings + Clinics:

Times + Dates - [Click Here](#)

### Playing Time / Substitutions **\*\*Exceptions Playoffs + Tournaments\*\***

1. The games will consist of four (9) minute quarters and a (2) minute half-time.
2. Each child must play (2) quarters each game and absolutely no substitutions during a quarter (unless injury)
3. Every child must play 2 quarters

### Rules Changes for Fall 2022

1. **Coaches who fail to wear Authentic FFF Coach Shirts as the outermost layer will be penalized 5 yards per possession. Please see your Field Director if the size provided does not fit.** Coaches are expected to adhere to Flag Football Fanatics Philosophies, Coaching Guidelines and Flag Football Fanatics Code of Conduct at all times.
2. Footballs will be provided to each coach by Flag Football Fanatics and these footballs will be used as the game balls.
3. No-Run Zone exception: If a defensive penalty pushes the offense into a No-Run Zone, the offense will have the opportunity to run on the following down. After the following down, No Run Zone rules apply.
4. **28 Point Rule-** If a team is leading by 28 points or more, the losing team will keep possession until a TD is achieved. The team who has the lead can't blitz during the 28 point margin. If the score drops within 28 points blitzing may resume. The leading team may take possession as normal when the Point Differential is under 28 points. Exception: The losing team has the choice to decline the unlimited downs
5. If a player's belt/flag inadvertently falls off during the play, **the player is marked down.**
6. Jumping: A player may jump or make a football move, however, jumping over or into a defender and diving to advance the ball is prohibited at any time.(Example: No Diving for a First down or Touch Down).
7. The rusher must go for the Quarterback's flag. Players rushing the Quarterback may **NOT attempt to block a pass.** Non-Rushing Players may defend the pass once the ball leaves the QB's hands.
8. - If a rusher leaves the rush line early, **they must reset, by going beyond the designated rush cone, then they are permitted to rush**

### Playoff + Tournament Rule Differences

Halves instead of Quarters

Unlimited Substitutions

OT – Mid Field each team receives 1 play. Whichever team advances further, wins. Double OT will be just ONE play. Possession awarded by coin flip. Offense scores, they win. Defense stops them, they win.

Potentially 1 Directional Fields

→ Micro Division Only: Forfeit is not necessary if they only have 4 players arrive at game time