

2024-2025

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Official Flag

Rules & Regulations

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Fort Bend Youth Football League
Official Flag Rules & Regulations

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Abbreviations used in the document:

FBYFL Fort Bend Youth Football League
BOD Board of Directors
EX BOD Executive Board of Directors
EXD Executive Director
AD Athletic Director
DFO Director of Football Operations
DCO Director of Cheer Operations

MISSION STATEMENT

FBYFL's mission is to provide quality, football and cheer programs for the youth and community of Fort Bend County that teaches the "fundamentals of the sport," "good sportsmanship," and "teamwork" under adult supervision.

LEAGUE MOTTO

FBYFL's motto is: "We build CHARACTER, promote INTEGRITY and produce CHAMPIONS on and off the field."

EXECUTIVE BOARD'S RESPONSIBILITIES

I. To coordinate for the FBYFL:
   a. Insurance coverage
   b. Scheduling of referees
   c. Securing bids for trophies and awards for BOD's approval
   d. Coordinates and run Cheer Extravaganza, and football bowl games

II. Conduct the meetings and enforce rules for the League

III. Make and maintain a solid financial status

IV. Investigate complaints and concerns regarding any Franchise and make report back to the BOD for action/no-action

V. Make recommendations to BOD for discussion of potential rules and /or actions. The Executive Board has no voting rights, unless there is a tie in which case the Executive Director will cast the deciding vote

VI. The Executive Board consists of the following positions:

   a. Executive Director
   b. Athletic Director
   c. Executive Vice President
   d. Cheer Director
   e. Secretary
   f. Treasurer
   g. Director of Football Operations (2)
   h. Director of Cheer Operations (2)
   i. Communications Officer
   j. Parliamentarian
   k. Player Safety Coach
   l. Event Coordinator
   m. Legal Liaison

VII. To meet with and provide guidance to the BOD of weak and troubled Franchises – this includes but not limited to financial, organizational management, operations, and recruitment of competitive teams.

TEAMS – 1

1.1. A game is played with 11 fielded players on each team. There must be a minimum of 10 fielded players to start the game.
1.2. The offensive team must have at least 7 players on the line of scrimmage (LOS). 5 of the players must be in a 3-point stance.
1.2.1. The defensive team may choose any formation, but they can only have a maximum of 7 players on the LOS. At least 4 linemen must be in 3pt stance on the LOS.
1.3. Each of the 7 must line up 2 yards of the LOS.
1.4. No player may line up head-up on the center. The player must be shaded to either shoulder or in the gap.

1.5. PLAYING FIELDS – 2

2.1 The games will be played on an 80-yard field with 10-yard end zones at either end.

2.1.1 *Note: the field will be set up as follows:*

2.2 *The goal line marker will replace the original 10-yard line markers for 100-yard field used for tackle football.*

2.3 *The 20-yard marker will replace the original 30-yard line markers for 100-yard field used for tackle football.*

2.4 *The 40-yard marker will replace the original 50-yard line marker for 100-yard field used for tackle football.*

2.5 A down marker will be used to indicate the number of downs.

2.6 A chain gang will be supplied by the home team.

1.1. REFEREES – 3

3.1 A minimum of 2 referees are required for an official game. There must be one board member from either team running the clock.

1.2. GAME BALL – 4

4.1 The standardized ball must be a K2 football used during the game.

1.3. FLAGS – 5

Each player will wear a belt with the two flags attached, in a BOLD color that is of an opposite contrast than the part of the pants/shorts.

5.1 The flags will be attached to a belt and extend from each side of the player's body.

5.2 Opposing teams will not wear the same-colored flags during the game.

5.3 Flags should be a minimum of 14 inches in length and 2 inches wide. ***The flags must be Velcro.***

5.4 ***If Flags are found to be not regulation, the game will result in a forfeiture.***

5.5 The belt must be secured around the hips and worn tightly to prevent being turned around when flag is being captured.

5.6 If a ball carrier's flag comes off inadvertently, the ball is dead where the flag lands unless the ball carrier is free and clearly passed the line of scrimmage.

5.7 **ALL TEAMS MUST HAVE 2 SETS OF FLAGS, EACH BEING A DIFFERENT COLOR IN CONTRAST TO YOUR TEAM COLORS.**

5.8 Wrapping the Flag around the belt, taping flag to belts, or any other form of restraining the flag is prohibited.

- 5.8.1 1st Violation will result in Unsportsmanlike Penalty on the Head Coach.
- 5.8.2 2nd Violation will result in Forfeiture of the game, ejection of the Head Coach, & the Head Coach being subject to the penalties outlined in section 7.18(l).

1.4. UNIFORM - 6

6.1 All team members must wear FBYFL franchise sanctioned jerseys.

6.2 All jerseys will be numbered on front and back

6.3 Jerseys will be tucked in at all times during the game and flags clearly visible.

6.4 Non-detachable, rubber cleats shoes are allowed and recommended. Metal or replaceable cleats are prohibited.

6.5 Soft shell helmets are required during flag games. No other football pads are allowed.

6.6 Mouth guards must be used during the game.

1.5. RULES OF THE GAME - 7

7.1 Players **and** Coaches:

7.2 All players must play a minimum of 8 plays every game.

- 7.2.1 FBYFL flag age group is 5-6 years of age as of 11:59pm on Sept 1st per rule 2.3 of the FBYFL rules.
- 7.2.2 If a player is seven after Sept 1st, he or she is eligible to play flag football.
- 7.2.3 One (1) coach from each team is allowed on the field during game play. Coaches can move players into position before snap of the ball, however, coaches must not interfere with the play. Coaches shall move as close to the sideline as possible or five yards back from the last player in the formation.

7.3 Game times:

- 7.3.1 All flag football games are scheduled to start at 8:00am.
- 7.3.2 There will be two (2) 20 minute halves with an 8-minute half time break between each half.
- 7.3.3 The games will be played with a continuous clock with the exceptions of the following:
- ***7.3.4 Change in possession***
- ***7.3.5 the final two minutes of each half***
- ***7.3.6 incomplete passes,***
- ***7.3.7 out of bound plays and first downs.***
- ***7.3.8 The clock will start with the referee's whistle.***
- ***7.3.9*** Each team will have three (3) time outs per half.
- ***7.3.10*** **THE CLOCK WILL STOP FOR TIMEOUT'S CALLED BY COACHES OR OFFICIALS.**

7.4 Kick offs:

- 7.4.1 There will be no kick offs at any time during the flag games.
- 7.4.2 Games will start with the offensive team starting at their own 20-yard line, and after every touch down. At the start of the second half, the game will begin in a similar manner.

7.5 Punting:

- 7.5.1 There will be no punting at any time during the game.
- 7.5.2 If a team declares that they are going to punt, that team waives their opportunity to run a play. The ball is then placed on the other team's 20-yard line, where they will begin their series of four plays.

7.6 Downs:

- 7.6.1 Each team will have 4 consecutive downs to advance the ball by 20 yards or to score a touchdown.
- 7.6.2 Team will be rewarded first down upon passing one of the designated first down markers, which will be at the 20, 40, and 20-yard lines.
- 7.6.3 If a team does not gain a first down in the given 4 plays, possession will shift to the opposing team at the point where the ball is declared dead.
- 7.6.4 A down will be repeated if there is a penalty issued on the play. (Each team will have the

ability to accept or decline a given penalty).

7.6.5 First and goal will be declared on or within the 20-yard line.

7.7 Play Time:

7.7.1 The offensive team has 45 seconds to put the ball in play or else a Delay of game penalty will be assessed.

7.8 Tackling and De-flagging:

7.8.1 There shall be no tackling of the ball carrier, passer (See penalties section).

7.8.2 The player carrying the ball or having possession of the ball is down when the flag is removed from his waist. The defensive player shall hold the flag above his head and stand still.

7.8.3 The defensive player cannot hold or push the ball carrier to remove his flag. An accidental touch of the body or shoulder while reaching for the flag shall not be considered a penalty; however, tackling, tripping, or touching the head or face, shall be considered a penalty.

7.8.4 *Note: This is at the referee's discretion.*

7.8.5 A defensive player may not tackle, run over, or trip.

7.8.6 A defensive player must go for a passer's flags. He is not allowed to go for the passers arm.

7.9 Blocking:

7.9.1 A blocker must stay on his feet at all times.

7.9.2 Cross blocking and roll blocking are not permitted.

7.9.3 A defensive player cannot block or push a ball carrier out of bounds.

7.9.4 Butting, elbowing or knee blocking is not permitted.

7.9.5 There will be no two-on-one blocking for a ball carrier beyond the line of scrimmage.

7.9.6 Blocking a player from behind is not permitted (clipping).

7.9.7 Interlocking blocking is not permitted.

7.10 Screening:

7.10.1 Once past the LOS offensive players may protect the ball carrier by Screening. Screening is moving laterally and diagonally with incoming players.

7.10.2 A defensive player may not run over an offensive screener at any times. Note: Running over a screener is a charging violation.

7.10.3 A defensive player may leave his feet to obtain a flag without penalty, providing the player does not make contact with the ball carrier.

7.11 Eligible Receivers:

7.11.1 All members of the team are eligible to receive a pass.

7.12 Ball Carrier:

7.12.1 The ball carrier cannot use his hands or arms to protect his flags.

7.12.2 The ball carrier cannot lower his head to drive or run into a defensive player.

7.12.3 Stiff arming is not permitted.

7.12.4 The ball carrier may run in any direction until the ball is declared dead.

7.12.5 The quarterback, or the back that receives the initial snap of the ball from the center,

cannot run between the guards (1# and #2 holes) upon the initial snap of the ball.

7.12.6 Any time the ball touches the ground it will be considered a dead ball on impact. *Note: This includes a ball snapped from the center in the shotgun formation that is fumbled or muffed.

7.13 Passing:

7.13.1 All passes will be attempted from behind the LOS.

7.13.2 All backfield players are eligible passers.

7.13.3 A lateral pass is not considered a forward pass.

7.14 Receiving:

7.14.1 Receiving will follow UIL Rules.

7.15 Fumbles:

7.15.1 A fumble is a dead ball; the ball will be spotted where the ball lands.

7.15.2 If a defender takes the ball/strips the ball from the offensive player, the play is considered a fumble & the ball is dead at that point and considered a stripping penalty.

7.16 Huddles:

7.16.1 Huddles are allowed; however, it is optional for the offense to huddle with the skill position players ONLY. (Ex. QB, RB, Receivers, etc.).

7.17 Scoring:

7.17.1 SCORING VALUES: Touchdown 6pts, Safety 2 pts & Kick off moved up to the 30-yard line.

7.17.2 POINTS AFTER TOUCHDOWN: Running 1pt, passing 2pts (Must be caught in the end zone), 3pts for a scoring play run or pass with the ball placed on the 20yd line. Once the offense has declared their extra point option, they will not be able to change this option.

7.18 Misc. Rules:

7.18.1 When one team is in the lead by 28 points or more, a continuous clock must begin per rule 11.8 of FBYFL Rules. (Which means the two-minute start and stop clock of rule 2 in the Section of Game Times is now out of play.

7.18.2 If the score differential is greater than 28 points, the 8 play rule drops by 2, due to continuous clock.

7.18.3 Once removed from a game because of injury, a player must sit out at least one play.

7.18.4 Overtime Rules: No playoff game can end in a tie. If at the end of any playoff game, the teams are ted, the NCAA Tiebreaker rule shall apply.

7.18.5 For the first set of downs the ball will be placed on the 20-yard line. If at the end of the first set of downs, the score is still tied, each successive set of down will start on the 20-yard line until a willer is determined. After each over-time, the teams will flip the order.

7.19 Penalties - All penalties will be enforced in guidance with UIL rules. Unless stated otherwise below.

7.19.1 Tackling

7.19.2 Tackling first offense is 15yards and automatic first down.

7.19.3 Second and any other tackles are 20 yards and automatic

first down.

7.19.4 TACKLING WILL BE CONSIDERED:

A personal foul for first tackle. 2) second tackle from same player will result in an unsportsmanlike penalty & automatic ejection from game.

7.19.5 Ball carrier using hands to prevent de-flagging (10yards)

7.19.6 Stripping or attempting to strip ball (10yards)

7.19.7 Holding, pushing, or hitting the ball carrier while trying to de-flag(15yards)

7.19.8 Leaving feet to block (10yards)

7.19.9 Cross body or roll body blocking (10yards)

7.19.10 Blocking or pushing ball carrier out of bounds (10yards)

7.19.11 More than two blockers for the ball carrier (on one defensive player) beyond the LOS (10yards)

7.19.12 Clipping or blocking in the back (10 yards)

7.19.13 Interlock blocking (10 yards) Spot k. Stiff Arming (10 yards) Spot Foul

7.19.14 Lowering head (10 yards)

7.19.15 If any franchise is found in violation of altering or manipulation flags, the Head Coach shall be suspended for the remainder of the season. The incident will be brought forth to the FBYFL BOD for further sanctions and fines.

ORDER FOR MEETING OF GENERAL ASSEMBLY

FBYFL Board of Directors and Special Meetings will be held in accordance to Robert's Rules of Order. Below is the basic explanation of how the meetings are to be handled and conducted. FBYFL Rules can only be revised or altered as per rule 15.2. Meetings will be held in accordance to Robert's Rules of Order as the fundamental rights of the FBYFL deliberative assembly requiring all questions to be thoroughly discussed before taking action. They have the final say on everything; silence means consent.

GUIDELINES

- Obtain the floor (the right to speak) by being the first to stand when the person speaking has finished; state Mr./Madam Chairman (ED or designee). Raising your hand means nothing and standing while another has the floor is out of order! Must be recognized by the Chair before speaking.
- Debate cannot begin until the Chair has stated the motion or resolution and asked, "are you ready for the question?" If no one rises, the chair then calls for the vote.
- Before the motion is stated by the Chair (The Question) members may suggest modification of the motion; the mover can modify as he pleases or even withdraw the motion without consent of the seconder; if the mover modifies, the seconder can withdraw the second.
- The "immediately pending question" is the last question stated by the Chair. Motion/Resolution-Amendment- Motion to Postpone.
- The member moving the "Immediately pending question" is entitled to preference to the floor.
- No member can speak twice on the same issue until everyone else wishing to speak has spoken to it once.
- All remarks must be directed to the Chair. Remarks must be courteous in language and deportment-avoid all personalities, never allude to others by name or to motives.
- The agenda and all committee reports are merely recommendations. When presented to the assembly and the question is stated, debate begins and changes occur.

THE RULES

- **POINT OF PRIVILEGE:** Pertains to noise, personal comfort, etc. – may interrupt only if necessary.
- **PARLIAMENTARY INQUIRY:** Inquire as to the correct motion – to accomplish a desired result, or raise a point of order.
- **POINT OF INFORMATION:** Generally, applies to inform action desired from the speaker: "I should like to ask the speaker a question"

- **ORDERS OF THE DAY(Agenda):** A call to adhere to the agenda (a deviation from the agenda requires Suspending the Rules)
- **POINT OF ORDER:** Infraction of the rules, or improper decorum in speaking. Must be raised immediately after the error is made.
- **MAIN MOTION:** Brings new business (the next item on the agenda) before the assembly.
- **DIVIDE THE QUESTION:** Divides a motion into two or more separate motions (must be able to stand on their own)**.**
- **CONSIDER BY PARAGRAPH:** Adoption of paper is held until all paragraphs are debated and amended and entire paper is satisfactory; after all paragraphs are considered, the entire paper is then open to amendment, and paragraphs may be further amended. Any preamble cannot be considered until debate on the body of the paper has ceased.
- **AMEND:** Inserting or striking out words or paragraphs or substituting whole paragraphs or resolutions.
- **WITHDRAW/MODIFY MOTION:** Applies only after question is stated; mover can accept an amendment without obtaining the floor.
- **COMMIT/REFER/RECOMMIT TO COMMITTEE:** State the committee to receive the question or resolution; if no committee exists include size of committee desired and method of selecting the members (election or appointment).
- **EXTEND DEBATE:** Applies only to the immediately pending question; extends until a certain time or for a certain period of time.
- **LIMIT DEBATE:** Closing debate at a certain time or limiting it to a certain period of time.
- **POSTPONE TO A CERTAIN TIME:** State the time the motion or agenda item will be resumed.
- **OBJECT TO CONSIDERATION:** Objection must be stated before discussion or another motion is stated.
- **LAY ON THE TABLE:** Resumes consideration of item previously "laid on the table" – state the motion to take from the table.
- **RECONSIDER:** Can be made only by one on the prevailing side who has changed position or view.
- **POSTPONE INDEFINITELY:** Kills the question/resolution for this session – exception: the motion to reconsider can be made this session.
- **PREVIOUS QUESTION:** Closes debate if successful – may be moved to "Close Debate" if preferred.
- **INFORMAL CONSIDERATION:** Move that the assembly go into "Committee of the Whole" – informal debate as if in committee; this committee may limit number or length of speeches or close debate by other means by a 2/3 vote. All votes, however, are formal.

- **APPEAL DECISION OF THE CHAIR:** Appeal for the assembly to decide – must be made before other business is resumed; NOT debatable if relates to decorum, violation of the rules or order of business.
- **SUSPEND THE RULES:** Allows a violation of the assembly's own rules (except Constitution); the object of the suspension must be specified.