

SANTA FE LEAGUE YOUTH FOOTBALL

K-2ND & 3rd/4th GRADE FLAG

BY-LAWS

1. All players must wear mouthpiece. No exceptions.
2. Teams will have 8 players on the field. They will be allowed to play with 7 players. The opposing team will adjust their team accordingly.
3. No players will be allowed to change teams.
4. New players may be added to a team's roster provided that they were not on another team and provided that the requesting team can prove the additions are necessary so the team will not forfeit due to a lack of players. All new additions must be approved by the rec. coordinator.
5. **Conduct of players and coaches:**
 - a. Constant arguing or making derogatory remarks, or signs to or about an official will result in:
 1. 1st offense warning
 2. 2nd offense 15 yard penalty for unsportsmanlike conduct.
 3. 3rd offense the coach or player will be ejected from the game and will need to leave the premises.
6. **Player Conduct:**

Players will be automatically ejected from a game for profanity, punching and/or fighting. Showboating and taunting will also be grounds for removal from a game. Ejection from a game will result in a minimum of one game suspension immediately following the game in which the ejection occurred. Players will be suspended for unsportsmanlike conduct should any punching and/or fighting occur after game and during time when teams shake hands. All ejections and suspensions will be reported to the Santa Fe League Board and kept on file.
7. **Conduct of Coaches:**

Any coach who is dismissed from a game for unsportsmanlike conduct will be unable to coach ANY team event including practices and/or games for 1 week following the ejection. Any coach who is flagged for unsportsmanlike conduct a total of 2 times per calendar year in ANY sport will lose coaching privileges for 12 months from the date of the 2nd infraction. All ejections will be reported to the Santa Fe League Board and kept of file. No appeal is offered to a coach who has been ejected from any game.
8. The hosting town will provide three officials for all games and that are approved by the football commissioner of that town.

9. The attached rules will apply to all divisions of flag football.

10. Absolutely no alcohol or tobacco including e-cigarettes/vape products allowed at or during games or practices by coaches!!!!!!!!!!!!!!

RULES

1. Game will consist of 2-17 minute halves with a running clock. Clock will stop last 2 minutes of the game. No time out for 2 minute warning. Time will be kept by officials on the field. Clock will run for extra points.
2. Two timeouts per half.
3. All players must wear flags.
4. No score will be kept. This program stresses fundamentals, participation and fun. Not winning!!!!!!!!!!!!!!
5. Teams must indicate whether they are punting on 4th down or going for a first down. Once indicated you must punt the ball. No fake punts!!!!
6. Teams cannot rush the punter.
7. Teams cannot rush "A-GAP" therefore, NO RUSHING THE QUARTERBACK & NO QUARTERBACK SNEAK.
8. Ball carrier is allowed two spins during a carry.
9. Runner cannot use his hand to guard the flag.
10. Runner cannot hurdle or jump a player to avoid their flag being pulled.
11. Runner must run with his head up. Runner cannot put his head down when running.
12. Dead ball on all muffs and fumbles.
a. exception: punter muffing the snap can pick up the ball to kick it. Punter must kick the ball.
13. No kickoffs. Teams will start at the 20 yard line.
14. First downs are gained at the next yard marker.

15. Players may not wear hand, forearm or elbow pads.
16. Only tennis shoes or rubber cleats are allowed. No metal cleats.
17. All clothing must be tucked so that flags and belts are visible.
18. If a flag falls off without being removed by a defensive player the play will be stopped at that point.
19. Ball can be snapped by the center in any manner he so chooses.
20. A defensive player cannot line up or hit the center any time.
21. Punt returner may let the ball hit the ground before fielding it.
22. Coaches make sure all players get equal playing time!!!

PENALTIES

1. Illegal blocking: blocking below the waist, or in the back: 5 yards
2. Blow to the head: 15 yards
3. Tackling: Tackling or pushing a player out of bounds: 5 yards. Tackling or pushing out of bounds to stop a touchdown penalty will be a touchdown.
4. Protecting the flag: either with the hand or hurdling: 5 yards
5. Roughing the passer: 10 yards and automatic first down
6. Stiff arming: 5 yards
7. Defensive off sides: offense has choice 5 yards or result of play
8. Illegal or misuse of flags: 10 yards
9. Unsportsmanlike conduct: 10 yards and possible removal from game