

ANAHEIM FLAG FOOTBALL LEAGUE

Sec. 1 **OBJECTIVE**

To offer a wholesome competitive program that is primarily concerned with safety, fair play, sportsmanship, and recognizes the various skill levels of the participants. All teams will comply with the rules and regulations of the Anaheim Community Services Department.

Sec. 2 **ADMINISTRATION**

All leagues will be played under with rules noted herein, insofar as such the rules do not violate policies and regulations of the Anaheim Community Services Department. All Departmental decisions on illegal players and football rule interpretation are final – no appeals will be allowed.

Sec. 3 **LEAGUE FEES**

1. No refunds will be granted after a team has played its first scheduled league game.
2. A fee of twenty-five dollars (\$30) per team is due to the officials in cash (exact change only) prior to the beginning of each scheduled game. The City of Anaheim Community Services Department will schedule two (2) officials per game; however, a regulation game may be played with one (1) official working the game. If only one (1) official is present a fee of fifteen dollars (\$15) per team must be paid to the official prior to the beginning of each scheduled game. If an official arrives after the start of the game, seven dollars (\$10) per team must be paid to that official. Any official arriving after the start of the second half will not receive payment from either team. **IT IS THE RESPONSIBILITY OF EACH TEAM TO MAKE SURE THE CORRECT AMOUNT IS PAID TO THE OFFICIAL(S). NO REFUNDS WILL BE GIVEN.**

Sec. 4 **LEAGUE INFORMATION**

1. Weekday games will start between 6:30 pm and 9:30 pm.
2. All teams are guaranteed to be scheduled to play at least ten (10) games. Playoff games are included in the guaranteed games. In the event that a season must be shortened and a team does not play its full number of games, a refund will be given for each game not played.
3. Games are played at Peralta Park and Maxwell Park. Maps to each field can be found at www.teamsideline.com/anaheim
4. If your team manager changes during the season, the new manager must notify the League Director of the change immediately at (714)765-5290 or bharper@anaheim.net
5. If you are ever in doubt about weather or field conditions possibly affecting your game, please call the *ANAHEIM FIELD CONDITIONS HOTLINE* at (714) 765-5242 after 2:00 pm on game day. If you are still in doubt after calling, appear at the game site as scheduled.
6. Smoking is not permitted on the playing field.
7. League standings, schedules, statistics, and team rosters will be posted at www.teamsideline.com/anaheim.

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8. A team roster must be submitted prior to the start of your first game of the season. Complete all information, including printed first and last name, signature, address, phone numbers and email (only email is optional). **IF A PLAYER'S INFORMATION IS INCOMPLETE, THAT PLAYER WILL NOT BE INCLUDED ON YOUR ROSTER. PLEASE WRITE LEGIBLY.**
9. No postponements or schedule changes will be allowed. However, the Anaheim Community Services Department reserves the right to change the schedule.
10. Your team's line-up on the score sheet must be signed and uniform number written by each player prior to entering the game.
11. A first week schedule will be posted on the website at least two (2) days prior to the start of the season. A second week schedule will be posted on the website at least (3) days prior to your teams next game. Complete season schedules will be published on www.teamsideline.com/anaheim after your league's second week of games. **IT IS THE MANAGER'S RESPONSIBILITY TO ENSURE THAT HIS/HER TEAM RECEIVES SCHEDULES AND SCHEDULE REVISIONS BY CHECKING THE WEBSITE DAILY. SCHEDULES WILL BE CHANGED NO FEWER THAN 24 HOURS PRIOR TO YOUR NEXT SCHEDULED GAME WITH THE EXCEPTION OF RAIN OUTS AND EMERGENCIES.**
12. Placement of teams in respective divisions shall be the responsibility of the Anaheim Community Services Department. The Anaheim Community Services Department reserves the right to move teams to different divisions of play at any time to maintain a competitive balance. However, we try not to do so after the second week of league play. Teams moving to different divisions will keep their win/loss record from previous games played unless the League Director determines otherwise. Playoff formats may be altered due to team changes within a division. Teams entering Anaheim leagues must be available to participate on any given night of league play. Teams who win their division may be moved to a higher division the following season to ensure competitive balance.
13. As a courtesy, please contact the League Director at (714) 765-5290 or email bharper@anaheim.net, in advance if you know your team will forfeit so that the other team can be notified.
14. Any team with three (3) forfeits in a season will be removed from the league without a refund.
15. The scorekeeper will keep score and player statistics each game.
16. The City of Anaheim does not provide first aid at Adult Sports Facilities. It is recommended that the managers of each team bring any first aid items they feel are necessary.
17. If you have any issues regarding equipment, field conditions, opposing player/team, officials, scorekeepers, or any other concerns, please contact Brandon Harper at (714) 765-5290.

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Sec. 5 Forfeits

1. Players must be signed in, on the field, and ready to play at specified game time. The clock will run until both teams have a minimum of four (4) players on the field and ready to go. Any team arriving late or unable to start with 4 players will be penalized one (1) point per minute. After ten (10) minutes the game will be declared a forfeit if either team still does not have at least four (4) players. No time outs will be allowed during this time. **EXCEPTION:** The first game of the night is allowed a five (5) minute grace period.
2. A team is found to have used an illegal or non-rostered player.
3. In the opinion of the officials, a manager does not have complete control of his/her team.
4. A team continues to delay the game.
5. A team continues to harass the officials and/or scorekeeper or if the officials and/or scorekeeper feel the situation is such that physical harm may come to himself/herself, other players, or spectators.
6. Any player who is consuming any alcoholic beverage at the playing field, park facility, or parking lot. Teams who violate this rule a second time will forfeit the game and will be suspended from the league without refund.
 - a. If a player appears at the field and in the judgment of the officials is intoxicated, he/she will be ejected from the game and may be suspended from the league. Fans are the responsibility of the team managers and the above information applies to spectators as well as team players.
7. Any team that forfeits a game must pay a sixty dollar (\$60) forfeit bond replacement per game to the City of Anaheim Community Services Department. Payments may be paid with a Discover, MasterCard, or Visa credit card, or cash, the following business day. In case of a double forfeit, both teams are required to submit a forfeit bond replacement of thirty (\$30) per game. If a team does not pay its forfeit bond replacement by 5pm the following business day, that team will be assessed another forfeit bond replacement and will be removed from the league if not paid by the next business day following their forfeited game.
8. The score 14-0 will be recorded for all forfeited games.

Sec. 6 ELIGIBILITY

1. Players must be at least eighteen (18) years of age before playing.
2. All players must be on the roster and have photo ID (Driver's License, State Identification Card, Passport or Military I.D.) available at all games. All players on your

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roster will be listed on the score sheet each week. Team rosters can be checked by visiting www.teamsideline.com/anaheim.

3. Players may not play on more than one (1) team in the same division.
4. The team a player first plays with will be considered their team for the season and that player may only transfer from one team to another with written consent of both team managers and approval from the City of Anaheim League Director.
5. A men's team may have two (2) women on their roster.
6. The score keeper will check ID's during Playoff Games (Driver's License, State Identification Card, Passport or Military I.D.) for all players listed on your roster. Each player must provide a current picture ID prior to entering the game.

Sec. 7 PLAYER ELIGIBILITY PROTESTS

If a manger believes a player is illegal, he/she may announce the protest at any time point during the game. The protest shall be made as follows:

1. Time must be called.
2. The manager shall request that the scorekeeper ask the player in question to produce a current picture I.D. (Driver's License, State Identification Card, Passport or Military I.D.). If I.D. is shown and is satisfactory, the scorekeeper will continue the game. If no I.D. is available, the player in question may not play until he/she provides an ID. If the player in question is unable to provide a current picture I.D. by the end of the game, the scorekeeper will declare the game a forfeit.
3. Managers have the option to request an ID check against only one player on the opposing team per game.
4. Decisions regarding the player eligibility will be made final by the scorekeeper.

Sec. 8 ROSTERS & ADDING AND DROPPING PLAYERS

1. A complete, legible team roster, including printed first and last name, signature, address, phone number and email (only email is optional), must be submitted to the scorekeeper before your first game of the season. If a player's information is incomplete, the player will not be listed on your team roster.
2. Team Roster may not exceed twelve (12) players. Any number of players may be added or dropped up to the roster addition/deletion deadline.
3. Teams may add a maximum of three (3) players at the field each game.
4. Roster additions and deletions must be completed at the field prior to the start of the game, except when other team approves. Players who are added must complete the hold harmless section on the back of the score sheet, including printed first and last

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name, signature, address, team name, phone number and email (optional). If a player's information is incomplete, the player will not be included in your roster. Players cannot be added to roster after another team has requested an ID check.

5. **Roster Addition/Deletion Deadline:**
Tuesday Leagues: April 4, 2017
Thursday Leagues: April 6, 2017
6. After the roster addition/deletion, roster changes will be accepted only for seriously injured players or other circumstances when satisfactory proof is presented to the League Director.
7. To find a list of players on your team please visit www.teamsideline.com/anaheim. Current rosters are also provided on the score sheet for all games (after your first game).
8. It is the manager's responsibility to keep track of the players who are on his/her team's roster in case of a player eligibility protest.

Sec. 9 **RULES**

1. **The Field:** All games will be played on a sixty (60) yard long by thirty (30) yard wide field with ten (10) yard end zones.
2. **Game Clock:** Game length is two (2) twenty (20) minute halves with the clock stopping only on timeouts and unnecessary delays. If the game is within 16 points or less with two (2) minutes remaining in the game, the playing time shall be regulation clock (stop clock).
Clock will be stopped for: incomplete passes, player going out of bounds, extra points, change of possession, penalties
3. **Coin Toss:** All games will begin with a coin toss with a representative from each team. The winner of the coin toss can elect offense, defense, or direction that their team would like to go.
4. **Time Outs:** Each team will receive 3 time outs per half. Time outs are 45 seconds in length and do not carry over to the second half.
5. **Scoring:** Touchdown = 6 points
5 Yard Extra Point Conversion = 1 point
10 Yard Extra Point Conversion = 2 points
Safety = 2 Points
Defense returning a conversion attempt to opposite end zone = 2 points
6. **Possession:** There are no kickoffs. Teams will begin with possession at the ten (10) yard line. Teams have four (4) downs to cross the thirty (30) yard line for a first down, and four (4) downs to cross the ten (10) yard line for a first down. Teams will have three (3) downs to score once inside the ten (10) yard line. On fourth (4th) down, teams have the

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option to punt. A punt will automatically result in the opposing team having possession on the 10 yard line. There will be no live punting. If a team goes for it on fourth (4th) down and does not gain a first down, the opposing team will start with possession at the yard line the offense ended.

Exception: If a team gets stopped inside the ten (10) yard line on fourth down going into score, the opposing team will start at the ten (10) yard line.

7. **Passing League Only:** There is no running from behind the line of scrimmage. The ball must cross the line of scrimmage through the air. All players are eligible to catch a pass. Receivers only need to have one foot in bounds when making a catch. Offensive team will have 6 seconds to throw the ball. If the ball is not released in that time it will be a five (5) yard penalty and loss of down.
8. **Hiking the Ball:** Players may snap the ball between their legs in a traditional “shotgun” snap or a “turn and throw” where the center may throw the ball back to the quarterback from a standing position. Bad snaps are the only fumble that will be live. If the defense recovers the play is dead at the spot of recovery and a change of possession will occur.
9. **Formation:** There must be at least one player on both sides of the center at the time of the snap. You may begin in a “trips” formation and motion out of it prior to the ball being snapped.
10. **Motion:** Players in motion is legal as long as only one player is in motion at a time and they are not moving forward at the time of the snap.
11. **Double Passes:** Are legal as long as the first pass is backwards and behind the line of scrimmage. The second pass still must be thrown before the original 6 seconds are up. Any backwards pass that hits the ground will be ruled dead at the spot.
12. **Fumbles:** There are no live fumbles with the exception of a bad snap. If a player has possession of the ball and the ball comes out, the play will be dead at the spot the ball hits the ground. This means that the defense will not be allowed to strip the ball. Players must go for the flags.
13. **Last Man Rule:** If there is no one between the ball carrier and the end zone and the last remaining defensive player holds the ball carrier, the player will be awarded a touchdown. This will be at the discretion of the official.
14. **Rushing the Quarterback:** Any defensive player is allowed to rush the QB as long as they are lined up behind the marker that is located five (5) yards beyond the line of scrimmage at the snap. No bull rushing will be allowed. Defensive player must pick a side and not run through a blocker.
15. **Blocking:** All blocking must be done with extended arms and open palms. No elbows.

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16. **Bumping Receivers:** is allowed within the first five (5) yards with open hands as long as defender starts within one (1) yard of line of scrimmage.
17. **No Picks or Downfield Blocking:** Offensive players are not allowed to intentionally run into defensive players in an effort to get their own players open. Downfield blocking is also illegal. When the ball is caught all other players on offense need to stop where they are at.
18. **Down by Contact:** If a ball carrier falls to the ground without being contacted by a defensive player, he may get up and run, unless touched while down.
19. **Offensive Penalties:**
 - False Start = 5 yards
 - Delay of Game = 5 yards (30 seconds between plays)
 - 6-Second Play Clock and ball not released = 5 yards and loss of down
 - Holding = 5 yard penalty and loss of down
 - Impeding the rusher = 5 Yards and loss of down
 - Offensive Pass Interference = 5 Yards and loss of down
 - Downfield Blocking = 5 Yards from spot of foul and loss of down
 - Flag Guarding = 5 Yards from spot of foul and loss of down
 - Quarterback crossing the line of scrimmage = 5 yards and loss of down
 - Forward pass caught behind the line of scrimmage = Loss of down
 - Unsportsmanlike Conduct = 15 Yards**Defensive Penalties:**
 - Illegal Rush (player rushing inside of 5 yards) = 5 Yard Penalty, replay the down
 - Illegal Contact = 5 Yard Penalty, replay the down
 - Bull Rush = 5 Yard Penalty, replay the down
 - Pass Interference = Spot foul, automatic first down. If in end zone, 1st and goal at 1
 - Roughing the Passer (contact with qb, not going for flag) = 10 Yards and auto first down
 - Unsportsmanlike Conduct = 15 Yards
20. **Overtime:** If the score is tied at the end of regulation, a “college style” overtime will take place. Both teams will get two (2) plays to score from the ten (10) yard line and the opportunity to go for a one (1) or two (2) point conversion. If score remains tied, teams will change the possession order and repeat until a winner is determined. A “pick-6” will end the game for the intercepting team.
21. **Uniforms/Equipment:** All players on each team must have jerseys or t-shirts of the same color with a permanent number on the front or back. Jerseys or t-shirts need to be tucked in if they will inhibit the opposing team from pulling your flags in any way. Cleats are recommended but metal spikes are prohibited. Flags and flag belts will be provided at the field. Each team will be responsible for providing their own football when they are on offense.

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22: **Player Conduct:**

- a) All players, coaches, and managers shall adhere to the C.I.F. Players Code of Conduct and the City of Anaheim Football Rules as participants in and City of Anaheim football league.
- b) Players may be ejected at any time before, during, or after the game.
- c) Any player, coach, or manager who is ejected from a game may be suspended for at least one (1) additional game at the discretion of the League Director. The suspension will take place during the following game(s). If a suspended player plays in a game, that team will be charged with a forfeit loss.
- d) Any player, coach, or manager who is ejected twice in one (1) season will be suspended for the remainder of the season, including playoffs.
- e) Ejected or suspended players, coaches, or managers will not be allowed at the park surrounding areas including the parking lot while serving his/her suspension. Violation of this rule will result in a forfeit loss.
- f) Any manager or acting manager who refuses to assist the umpire in identifying questioned players will be suspended and the game will be forfeited.
- g) Any player, coach, or manager who is ejected any time **AFTER** the conclusion of a game will likely be suspended for the next two (2) games.
- h) Any player, coach, or manager who physically abuses or threatens to push, shove, or strike an official, player, or staff member may be permanently banned from participation in adult sports with the City of Anaheim. In addition, any player, coach, or manager who is guilty of such abuse may be subject to criminal prosecution according to the State of California Penal Code.
- i) Any player, coach, or manager ejected from a game for any reason must leave the park site and surrounding areas including the parking lot within five (5) minutes. If an ejected player does not leave in five (5) minutes, their team will be imposed a forfeit.
- j) In case of spectator harassment, the scorekeeper or official will adhere to the following:

First Warning: Manger will be asked to take care of the problem spectator.

Second Warning: Spectator will be asked to leave the park site and surrounding areas including the parking lot. If the spectator refuses to heed the official's request, the manger will be subject to ejection from the game if the official determines that the spectator is associated with one of the teams. In the event that neither the spectator nor the manager leaves the park site and surrounding areas including the parking lot within sixty (60) seconds after the official's request the game will be declared a forfeit.

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- k) On a disputed call or decision by an official, the players may not address, make any gesture to, or communicate and undesirable remarks to, or toward, and official.

Exception: A team manager may request a time-out to courteously address an official for clarification or a question regarding the decision.

NOTE: *Players may be ejected from the game for an infraction of this rule and will not be allowed to participate in their teams next scheduled game, as a minimum penalty. Suspensions may be increased depending on the degree of the infraction by the League Coordinator.*

23: **S.C.M.A.F. Blood Rule**

Any player, coach, or official who is bleeding, has an open wound, or has blood on his/her body or clothing, is prohibited from further participation in the game until appropriate treatment has been administered.

If first aid is required for a player, the player must be immediately removed from the game, unless treatment can be administered in a reasonable amount of time.

A player, coach, or official will not be allowed to participate unless:

1. All bleeding has stopped
2. Any exposed cut/scrape which has bled is completely covered
3. Bloody clothing is removed

It is recommended that teams have spare clothing available at the game site to be used if necessary.

Sec. 10 PLAYOFFS

1. Scorekeeper will check ID's (Driver's License, State Identification Card, Passport or Military I.D.) for all players listed on your roster. Player's must have current picture ID. Players must provide current picture ID before entering the game.
2. Playoff seeding will be determined by the total number of points earned during the regular season: two (2) points for a win, zero (0) for a loss, and negative one (-1) point for a forfeit loss.
3. Top teams will qualify for a single elimination playoff tournament to determine league champions. Playoff format may vary based upon the number of teams. In rare circumstances playoffs may be canceled.
4. Tie Breaking Procedure:
 - i) Head-to-Head season record among tied teams.
 - ii) Point differential in Head-to-Head games.
 - iii) Point differential in ALL games played

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Sec. 11 AWARDS

1. Each league playoff champion shall receive eight (8) individual awards. Additional awards may be purchased but will be at the team's expense.
2. Awards will be distributed or ready for pick-up approximately five (5) to six (6) weeks after the start of the next season.