



Clark County Parks & Recreation

BOMBS - AWAY

FLAG FOOTBALL PROGRAM



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SPORTS DIVISION

Sports Office Staff 455-8241

Field Permits

Contact the Sports office to make arrangements for practice field permits which are issued on a first come, first served basis (generally only, for the same week permit is desired - it alleviates rescheduling or cancellations). Please make sure you retain your copy of the receipt, which allows for permit/light fee discount.

In case of Emergency Only

Park Police455-7532

Thank You

BOMBS - AWAY

FLAG FOOTBALL



TEAM INFORMATION

Team insurance coverage is not mandatory and is not included in the team entrance fee. The Clark County Parks and Recreation Department will not be responsible for any and all claims or damages that may result from participation in this Flag Football Program.

GENERAL RULES & REGULATIONS

1. Time Limit of the games will be two (2), twenty-minute halves and a five (5) minute half time.
2. Teams will pay the game officials \$22 per game, per team.
3. Rosters must be turned in by the first game. Rosters are limited to seven (7) players. Rosters with more than seven (7) players will not be accepted. Please turn roster in to the Sports Office. DO NOT give the roster to the game official. Failure to turn team rosters in to the Sports Office will result in your team being awarded losses for all games until the roster is turned in to the office.
4. Team Rosters will be frozen after the third (3rd) league game. Any additions after that must be approved by the League Administrator at 455-8241. Please keep a copy of your roster so you can have new players register to participate, if player additions are required.
5. Additions or changes to the roster must be done in person at the Sunset Park Sports Office, or have the coach or player bring a signed copy of the original roster in to the office.
6. The game clock stops the final two (2) minutes of the game, if the trailing team is within 7 points.
7. All ties are played out. (See rule under Scoring.)
8. *Rained Out or Bad Weather Days* will be made up at the discretion of the League Administrator. Games called due to bad weather or other circumstance approved through the League Administrator will be re-scheduled at the end of the season. Re-scheduled games may not be played if it is found that the outcome will have no bearing on the top three positions in the league standings. The League Administrator will make the final decision on all rescheduled games. Telephone the sports office at 455-8241 no earlier than 1-2 hours prior to game time on the day of bad weather.
9. Protests will be accepted on rule clarification only. No judgment calls. When protesting a game, the manager must tell the official the rule he is protesting then the official will note the protest on the game card. The other team will then be notified. A \$20 protest fee and a written statement must be turned in to the Sunset Park Sports Office before 12:00 p.m. (Noon) the following workday. Only cash will be accepted. A player protest must follow the same procedure. Let the official know which player you are protesting and get the player to sign the game card. If done after the game is completed the official must still have the player sign the game card and the player's identification needs to be written down. If the player in question has left the park, then there will be no protest.
10. Flags must be worn by all participating players.

General Rules & Regulations

Continued

11. Players may play on more than one team, but must play on different days/nights. During County tournaments, those players must play on only one team. This will be strictly enforced. Do not use player(s) from other teams. A forfeit will be declared by league officials.
12. **NO ALCOHOLIC BEVERAGES** on the sidelines or playing fields; this will lead to an automatic player/coach ejection.
13. Coaches, it is advised to keep a score book/card during the games in case any discrepancies occur. Scores must be verified after each score. NO PROTESTS will be allowed on game scores. This must be decided at the time of discrepancies by the coaches and the game officials.
14. Check standings each week. If you notice a discrepancy please call the sports office at 455-8241.
15. Please call the sports office at 455-8241, if you are having any problems with referees or rule clarifications.
16. NFL Air-It-Out and Clark County Bombs-A-Way Rules will be used for Clark County Leagues Rules. Rule Manuals are available at www.clarkcountynv.gov/sports.
17. Players, 15 years and older, may play in the Clark County Flag Football program! Players younger than 18 years of age must have their parents sign a permission waiver form. This form is available from the Sports Office.
18. Teams starting with two players must finish the game with at least two players otherwise a forfeit will be declared. Teams may add up to four players throughout the game. Women may participate on any team or league.

PLAYER EJECTION

The ejected player has one (1) minute to leave the field. If the ejected player is still disruptive after the ejection, the referee may request the ejected player to leave the park. The player has one (1) minute to leave the park or the game will be forfeited. **(This rule cannot be protested.)** Manager/coaches need to control their players.

LEAGUE PLACING/LEAGUE AWARDS

TIES FOR FIRST PLACE

PLAY-OFF GAMES are for the first place teams only (in case of a tie, head-to-head play will determine league placing.) If a three way tie occurs, a tie breaker would occur if one (1) team beat the other two (2) teams when they played; otherwise, all three teams will be involved in a single game three (3) team elimination, playoff with one (1) team receiving the bye for the first game. The Sports Office will flip a coin to determine which team receives the bye.

LEAGUE AWARDS

Individual Awards and one sponsor award will be awarded to all the first Place Teams in each league.

DEPARTMENT RESPONSIBILITIES

1. Provide a schedule of all games. Check your schedule for the appropriate amount of games.
2. Provide the game balls and league flags.
3. Provide the referees scheduled to work your league games.

4. Keep record of all games worked by the referee.
5. Keep a record of all games played.
6. Provide all the necessary personnel for maintenance and other duties that are needed.
7. Reschedule any RAINOUTS, if the game determines play-off positions.
8. Provide all league awards.
9. Update Sports website (www.clarkcountynv.gov/sports)

TEAMS/COACHES RESPONSIBILITIES

1. Provide game schedule to all team members.
2. Review **CODE OF CONDUCT** with "all" team members.
3. Team sportsmanship conduct at all times.
4. Report any incorrect league standings to the Sports Office at 455-8241.
5. Pay league officials (cash) at game time.

FORFEIT RULES AND FEES

In case of a **FORFEIT**, **both teams** will pay the referee fee. The team with the legal number of players will record the victory if they pay referee fees; otherwise, **both teams** will record a loss. If your team does forfeit, your team must fulfill its responsibility and pay the referee, please bring the money to the Sports Office.

1. If your team forfeits 2 games, you will not be eligible for league awards.
2. If your team forfeits 3 games, your team will be removed from the schedule.

RULES & REGULATIONS

A. THE GAME

1. A coin toss determines first possession.
2. The Offensive team takes possession of the ball at their 5-yard line and has three (3) plays to cross mid field. Once a team crosses mid-field, they will have three (3) plays to score a touchdown. If the offense fails to score, the ball changes possession and the new offensive team takes over on their 5-yard line.
3. If the offensive team fails to cross mid-field, possession of the ball changes and the opposite team starts their drive from their 5-yard line.
4. All possession changes except interceptions start on the offenses 5-yard line. All interceptions are live and returnable.

B. PLAYERS

1. Teams must field a minimum of two (2) players at all times.
2. Teams consist of 7 players (4 on the field with 3 substitutes)
3. Co-ed leagues consist of 2 men and 2 or more women. Or, 1 woman and 2 men. At no time will there be more than 2 men.

C. SCORING

1. Game time will consist of two (2), twenty minute halves and 5 minute half-time.
2. TD-6 points, Extra Points 1 (5-yards out); 2 (15-yards out), Safety (2 points).
3. Overtime will consist of 2 plays from the 15-yard line. Each team receives a chance to score. If still tied, overtime will be played until a winner is declared by the final deciding score.
4. The clock stops in the final 2 minutes of the second half if the trailing team is within 7 points; otherwise, a running clock is in effect.
5. Illegal motion - on all illegal motion (more than one person moving, false start motion, etc.) On the extra point only. The Penalty will be five (5) yards and replay the down.

D. RUNNING PLAYS & PASSING PLAYS

1. The quarterback cannot directly run with the ball. The quarterback does have the ability to scramble in the back field, but cannot advance the ball beyond the line of scrimmage. The quarterback is the offensive player that receives the snap.
2. Only direct hand-offs allowed, player does not have to be lined up behind the Quarterback (QB).
3. **NEW RULE:** Absolutely **NO** laterals or pitches of any kind on running plays or pass receiving plays. The runner/receiver **may not** lateral or pitch the ball at any time.
4. The "No Running Zone" is designed to avoid short yardage power running situations (No run zones are located 5-yards from each end zone and 5-yards on either side of mid-field).
5. The player who takes the handoff can throw the ball as long as he does not pass the line of scrimmage.
6. Once the ball has been handed off, all defense players are eligible to rush.

D. RUNNING PLAYS & PASSING PLAYS – continued

7. There is no offensive blocking for the rusher.
8. You have 5 seconds to cross the line of scrimmage (run or pass play)

E. RECEIVING

1. All players are eligible to receive passes (including the QB if the ball has been handed off behind the line of scrimmage).
2. Player must have at least one foot in bounds when making a catch
3. Players **may not** leave their feet to avoid their flag from being pulled. This would be considered "Flag Guarding".

4. Players may leave their feet in order to dive into the End Zone if no defensive player is 10 yards or more away from the player. This would be considered a “celebration dive” – NO PENALTY.
5. **NEW RULE:** The receiver may not lateral or pitch the ball after receiving the ball.

F. PASSING - OFFENSIVE & DEFENSIVE INFORMATION

1. Any contact with the receiver will be considered illegal.
2. No stripping of the ball from receiver. Go for the flags.
3. All passes must be forwarded and received beyond the line of scrimmage. (Screen passes must be caught beyond the line of scrimmage.)
4. Shovel passes are allowed, but must be beyond the line of scrimmage.
5. QB has a five (5) second “pass clock”. If a pass is not thrown within the 5 seconds, play is dead, loss of down.
6. Interceptions are the only change of possession that do not start on the 5-yard line.
7. No lateral or pitched ball at any time.

G. RUSHING THE QUARTERBACK (QB)

1. All players that RUSH the passer must be a minimum of 7-yards from the line of scrimmage when the ball is snapped. **Any number of players can rush the QB/Passer.** If player/ players jumps offside, the referee will verbalize illegal Rush so the rusher knows he/she cannot rush the QB/Passer, but they may become a defensive back on coverage or pull flags on a run play.
2. If the players continue to rush after the Referee calls “Illegal Rush”, it will be considered offside. Penalty 10-yard and automatic 1st down.
4. A special marker will designate seven (7) yards from the line of scrimmage.

H. DEAD BALLS

1. Fumbles are ruled dead ball at the spot of the fumble (No Turnover).
2. Ball must be snapped between the legs, not off to one side, to start play.
3. Play is ruled over when/where the ball is spotted: (A) the ball hits the ground, including a bad snap to the QB that hits the ground (no fumble recoveries allowed).
4. **NEW RULE:** Lateral or pitched balls are dead at the spot of the lateral or pitch.

I. FLAG PULLING CLARIFICATION

All players are required to wear a set of flags. In the case of an inadvertent detached flag.

1. On all running plays, the ball will be spotted at the point where the flag fell off.
2. On a pass play, a potential receiver who drops his flag then catches the ball will not be allowed to advance

beyond the point of reception. If receiver catches the ball in the End Zone - This would be touchdown.

3. If a defensive player is caught pulling the flag of an offensive player before receiving the ball (illegal flag pulling will be called): Penalty 10 yards and automatic 1st down.
4. Player legally de-flagged without the ball who then again becomes a legal ball carrier. The play is dead as soon as he/she gains possession of the ball

J. PENALTIES

All penalties will be administered by the Field Referee.

Defense: Off sides = 5 yards and automatic 1st down; **Interferences** = 10 yards and automatic 1st down; **Illegal Contact** (holding, blocking, etc.) = 10 yards and automatic 1st down, **Illegal Flag Pull** (before receiver has ball; 10 yards and automatic 1st down; **Illegal Rushing** (start from inside the 7 yard marker) = 10 yards and automatic 1st down, except if the player does not rush and becomes a defensive back.

Offense: Illegal Motion (more than 1 person moving, false start, motion, etc.) = 5 yards and loss of down; **Illegal Forward Pass** (pass received behind line of scrimmage) = 5 yards and loss of down; **Offensive Pass Interference** (illegal pick play, pushing off/away defender) = 10 yards and loss of down; **Flag Guarding** = 10 yards (from line of scrimmage) and loss of down; **Delay of Games** = Clock will be automatically stopped after one warning, = 5-yard penalty after one warning (NO second warning) not a loss of down, same down.

Extra Point: If an infraction (off-side) takes place on the extra point the offensive team will be penalized 5 yards and replay of the down.

ROUGHING

*If the referee witnesses any acts of tackling, elbowing, cheap shots, blocking, or a similar unsportsmanlike act, the game will be stopped and the player can be ejected from the game. **ROUGH PLAY WILL NOT BE TOLERATED.***

Penalty: (per incident)

1st Rough Play = 3 Minutes

2nd Rough Play = Player is Ejected

ATTIRE

1. Cleats are allowed, except for metal spikes. Inspections can and will be made.
2. Shirts must be tucked in shorts, pants, etc. Teams provide their own numbered jerseys.
3. **All players must wear a protective mouthpiece. Players must supply their own mouthpiece.**

TIME OUTS

1. Each time the ball is spotted, a team has 30 seconds to snap the ball. Teams will receive one warning before a Delay of Game penalty is enforced.
2. Each team has three (3), 60 second time outs per game [(1 on the first half) and (2 on the second half) time outs do not carry over].
3. Clock stops the final 2 minutes of the game, if the trailing team is within 7 points.

OTHER IMPORTANT INFORMATION

1. NO Punting
2. NO Kick offs
3. NO Stripping of the ball

4. NO Blocking
5. NO Fumbles
6. NO laterals or pitching allowed.

COACHES AND PLAYERS GUIDE OF CONDUCT

DEFINITIONS:

COACH -	One person is designated as a team spokesman/woman.
PLAYERS -	A person who actively participates in game(s) (even if sitting on the bench), and who is on the official roster.
SPECTATOR -	A person who comes out to watch the games for entertainment with no physical involvement in the game.
OFFICIAL -	Person (or People) on the field who are there to administer the official rules.
PARTICIPATION -	Any involvement in the Clark County Parks and Recreation Department activities, such as spectator, officiating, playing, coaching, registering for classes or attending any non-sporting event.
RECREATION ACTIVITY -	Any class or event sponsored by the Clark County Department of Parks and Recreation.
LEAGUE ADMINISTRATOR -	The full-time Parks and Recreation Department employee designated to organize and supervise the activity. The League Administrator has the authorization to make a ruling on any Code of Conduct discipline not covered in the Manual or National Federation Code of Conduct. (If you think it's wrong, chances are you're correct.)

COACHES AND PLAYER'S GUIDE OF CONDUCT

Continued

1. NO PLAYER OR COACH SHALL:

At any time, lay a hand upon, shove, strike, or verbally threaten an official, player or spectator. Officials are required to suspend any player immediately from further play and report such player to the League Administrator. Such player, and/or coach, shall remain suspended until the League Administrator has reviewed his case.

MINIMUM AND MAXIMUM PENALTY:

Suspension from all recreation activities for one year and probation for the following year. Additionally, at the beginning of the following year, the case is subject to review by the Parks and Recreation Department.

2. NO PLAYER OR COACH SHALL:

Refuse to abide by the official's decision. Officials are required to suspend the player or coach immediately from further play and report such player or coach to the League Administrator. Such player or coach shall remain suspended until the League Administrator has reviewed his case.

MINIMUM PENALTY:

Placed on probation for the remainder of the season.

MAXIMUM PENALTY:

Suspension for two league games, placed on probation for the remainder of the season.

3. NO PLAYER OR COACH SHALL:

Be guilty of obscene gestures or objectionable demonstrations of dissent to official's decision. **Penalty:** The degree of infraction of this tenet of good sportsmanship shall, in the official's judgment call:

MINIMUM PENALTY:

Warning by the official.

MAXIMUM PENALTY:

Removal from the game (or next game/match) if obscene gestures or objectionable demonstrations of dissent towards the official's decision occurs after the game or match. Also, player will be suspended from further league play, if League Administrator deems necessary.

4. NO PLAYER OR COACH SHALL:

Discuss with an official in any manner the decision reached by such official unless said player or coach is also the manager or captain. **Penalty:** the degree of infraction of this tenet of good sportsmanship shall, in the official's judgment call:

MINIMUM PENALTY:

Warning by the official.

MAXIMUM PENALTY:

Removal from the game.

COACHES AND PLAYER'S GUIDE OF CONDUCT

Continued

5. NO PLAYER OR COACH SHALL:

Be guilty of using unnecessarily rough tactics in the play of the game against the body and person of an opposing player. Officials are required to suspend the players immediately from further play and report such players to the League Administrator.

MINIMUM PENALTY:

Placed on probation for the remainder of the season.

MAXIMUM PENALTY:

Suspension from two league games and placed on probation for the remainder of the season.

6. NO PLAYER OR COACH SHALL:

Be guilty of physical attack as an aggressor upon any player, official, or spectator. Officials are required to suspend the player(s) immediately from further play and report such player(s) to the League Administrator.

MINIMUM PENALTY:

Suspension from two league games and placed on probation for the remainder of the season.

MAXIMUM PENALTY:

Suspension from all recreational activities for one year and probation for the following year. Additionally, at the beginning of the following year, the case is subject to review by the Parks and Community Services Department.

7. NO PLAYER OR COACH SHALL:

Be guilty of abusive attacks or threatening statements upon any player, official, or spectator. Officials are required to suspend players or coaches immediately from further play and report such player or coach to the League Administrator. Such players shall remain suspended until his case is reviewed by the League Administrator.

8. NO PLAYER OR COACH SHALL:

Appear on the field to coach under the influence of drugs or alcohol in such a manner as to not have control of his facilities; nor shall he/she have possession of alcoholic beverage or drugs while in the dugout or on the playing field.

Officials are required to suspend players or coaches immediately from further play and report such player or coach to the League Administrator. Such players shall remain suspended until his case is reviewed by the League Administrator.