

i. If a team's sportsmanship ever falls below a "2" for sportsmanship, the game will be immediately forfeit, no matter the score, with the opponent winning.

1. If both teams go below a "2" for sportsmanship, no winner shall be declared.

a. The playoff seeding and number of teams in playoffs will be decided based on the following criteria in the order listed:

i. Overall record

ii. Head to Head

iii. Sportsmanship Rating

iv. Point Differential

v. # of Forfeits

vi. # of Defaults

TIMING

A. Games consist of two 12-minute halves, with a 5-minute half time.

B. The clock will run for the entire first half, only stopping for injuries or team timeouts.

a. The clock is stopped in the last minute of the second half for:

i. Incomplete Legal/Illegal Forward Pass – clock restarts on the snap

ii. Out Of Bounds Play – clock restarts on the snap

iii. Safety – clock restarts on the snap

iv. Team Timeout – clock restarts on the snap

v. First Down – clock restarts on the ready for play whistle

vi. Touchdown – clock restarts on the snap (after the extra point try)

vii. Penalty – clock restarts depending on the result of the previous play

viii. Official's Timeout – clock restarts at the discretion of the officiating crew

ix. Touchback – clock restarts on the snap

x. Change Of Possession – clock restarts on the snap

xi. Inadvertent Whistle – clock starts on the ready for play whistle

C. Each team is allotted two 1-minute timeouts per game, including overtime.

D. Regular season games that end in ties will remain as ties. Overtime procedures for the playoffs are as follows:

a. A coin toss will be held at the first overtime only to determine possession order and end of field.

b. Each team attempts to score by passing from the 3-yard line for 1 point, from the 10 yard line for 2 points, or from the 20 yard line for 3 points.

c. If the defense intercepts a pass or fumble, the attempt is over, and the whistle is blown (overtime only).

d. If the score is still tied, additional overtime periods are played until there is a winner.

i. No team begins an overtime period on offense two consecutive periods (rotate).

ii. If the score is still tied after 2 overtime periods, each team must attempt a 2- or 3-point conversion beginning in the third overtime period.

GENERAL RULES

A. Each team will consist of 4 players on the field at one time.

a. Teams are required to have 3 players checked in to start and continue a game.

B. Substitutions may be made any time the ball is not in play (clock does not stop). Repeated attempts to delay the game results in an unsportsmanlike conduct penalty.

C. Teams have 25 seconds to put the ball in play

D. The offensive team must have at least 1 member on the line of scrimmage at the snap (center is included).

E. If a player's flag belt comes off without being pulled, a one-hand tap between the shoulders and knees shall declare a player with possession down.

F. It is the responsibility of the offensive team to retrieve the ball after each play.

G. If the clock is stopped due to an injury, the injured player must sub out and may not re-enter the game until the next legal substitution opportunity unless the player's team uses a time-out.

PLAYING THE GAME

A. The ball shall be placed at the team's

