Stark County Flag League Rules

RULES - FLAG FOOTBALL

- Each team is guaranteed 7 regular season games plus a minimum of one tournament game. Double headers are possible.
- A coin toss determines first possession, the opposite team will receive the ball after halftime
- The offensive team takes possession of the ball at its 5-yard line and has four (4) plays to cross midfield. Once a team crosses midfield, it has four (4) plays to score a touchdown. If the offense fails to score, the ball changes possession and the new offensive team takes over on its 5-yard line.
- If the offensive team fails to cross midfield, possession of the ball changes and the opposition starts its drive from its 5-yard line.
- All possession changes, except interceptions, start on the offense's 5-yard line.
- Head Coaches and Head Coaches only are permitted on the field to call the play for the upcoming down, coaches must leave the field immediately, coaches are not permitted on the field once the ball is snapped, this is for all grade levels. Please note that the play clock begins immediately once the ball is spotted. NO EXCEPTIONS!!!
- Parents and spectators are not permitted on the sidelines, they must remain in the stands or behind the fence area. NO EXCEPTIONS.

TIMING/OVERTIME

- Games will be two 20 minute halves with a 5 minute halftime.
    - Clock will be continuous with the following exceptions:
        - Clock will stop for all time-outs and will not start until the ball is snapped
        - Clock will stop for all injuries, will restart once the ball is spotted
        - Clock will stop the final 2 minutes of the game on:
            - All First Downs (by penalty or yardline to gain), clock will start on the snap
            - Change of possession, clock will start on the snap
            - When a player runs out of bounds, clock will start on the snap
            - Clock will not run on extra point attempts in the final 2 minutes and will start when snapped by the opposing team on their next possession.
- If the score is tied at the end of 40 minutes, teams move into overtime. Each team gets one play from the 10 yard line, overtime will continue until a winner is finalized.
- 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. The play clock starts once the ball is spotted by the official.
- Each team has one 60-second time out and one 30-second time out per half.
- Officials can stop the clock at their discretion.

SCORING

- Touchdown : 6 points
- Extra point : 1 point (played from 5-yard line) or 2 points (played from 10-yard line)
- Safety : 2 points
- Overtime: Each Score is worth 1 point

RUNNING

- The quarterback cannot run with the ball.
- Offense may use multiple handoffs.
- Laterals and pitches are permitted.
- "No-running zones," located 5 yards from each end zone and 5 yards on either side of midfield, are designed to avoid short-yardage, power-running situations.
- The player who takes the handoff can throw the ball from behind the line of scrimmage.
- Once the ball has been handed off, all defensive players are eligible to rush.

- Spinning is allowed, but players cannot leave their feet to avoid a defensive player (no diving).
- The ball is spotted where the ball carrier's feet are when the flag is pulled, not where the ball is.

RECEIVING

- All players are eligible to receive passes (including the quarterback if the ball has been handed off behind the line of scrimmage).
- As in the NFL, only one player is allowed in motion at a time.
- A player must have at least one foot inbounds when making a reception.

PASSING

- The quarterback has a seven-second "pass clock." If a pass is not thrown within the seven seconds, play is dead, loss of down. Once the ball is handed off, the seven-second rule no longer is in effect.
- Interceptions change the possession of the ball at the point of interception and may be returned. Interceptions are the only changes of possession that do not start on the 5-yard line.

DEAD BALLS

- The ball must be snapped between the legs, not off to one side, to start play. Shotgun formation is allowed.
- Exception: 1/2 Grade League may use a center to hand the ball to the quarterback rather than snapping, (the center must be on one knee when doing this and is legally still in the play once the ball is handed off. The official and opposing team must be notified that this may occur prior to the game.
- Substitutions may be made on any "dead" ball.
- Play is ruled "dead" when:
    - Ball carrier's flag is pulled.
    - Ball carrier steps out of bounds.
    - Touchdown or safety is scored.
    - Ball carrier's knee hits the ground.
    - Ball carrier's flag falls off.
    - All extra points are dead balls. Any turnover on an extra point is dead. High School Rule.
- Note: There are no fumbles. The ball is spotted where the ball hits the ground.

RUSHING THE QUARTERBACK

- All players who rush the passer must be a minimum of seven yards from the line of scrimmage when the ball is snapped. Any number of players can rush the quarterback. Players not rushing the quarterback may defend on the line of scrimmage.
- Once the ball is handed off, the seven-yard rule no longer is in effect and all defenders may go behind the line of scrimmage. A special marker, or the referee, will designate seven yards from the line of scrimmage. Remember, no blocking or tackling is allowed.

SPORTSMANSHIP/ROUGHING

- If the field monitor or referee witnesses any acts of tackling, elbowing, cheap shots, blocking, or any unsportsmanlike act, the game will be stopped and the player will be ejected from the tournament. FOUL PLAY WILL NOT BE TOLERATED.
- Trash talking is illegal. Officials have the right to determine offensive language. (Trash talk is talk that may be offensive to officials, opposing players, teams, or spectators.) If trash talking occurs, the referee will give one warning. If it continues, the player or players will be ejected from the game.

PENALTIES

All penalties will be called by the referee.

Coach/Fans:

- Unsportsmanlike conduct by the coach or fans will result in a 15 yard penalty and an automatic first down.

Defense:

- Offsides – 5 yards and automatic first down
- Interference – 10 yards and automatic first down
- Illegal contact (holding, blocking, etc.) – 10 yards and automatic first down
- Illegal flag pull (before receiver has ball) – 10 yards and automatic first down
- Illegal rushing (starting rush from inside 7-yard marker) – 10 yards and automatic first down.

Offense:

- Illegal motion (more than one person moving, false start, 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 game – clock stops, 10 yards and loss of down.
- Referees determine incidental contact that may result from normal run of play. All penalties will be assessed from the line of scrimmage.
- Only the head coach may ask the referee questions about rule clarification and interpretations. Players cannot question judgment calls.
- Games cannot end on a defensive penalty, unless the offense declines it.

Note : There are no kickoffs, and no blocking is allowed.

FILIMING:

- Filming of games is not permitted on the field of play, all filming must take place in the bleachers.
- Filming from the sidelines with a phone or any other device is prohibited and will result in ejection from the facility for the remainder of the season. Drones are strictly prohibited per MCS Board Policy and is an arrestable offense.

EJECTIONS POLICY 2026:

- Any coach that is ejected from a game; either by official or site director will be subject to the following:
    - Meeting with SCFFL Athletic Director (at SCFFL Athletic Directors convenience)
    - Minimum Fine of $25
    - One Game Suspension
- Any coach that is ejected from a second game; either by official or site director will be subject to the following:
    - Meeting with SCFFL Athletic Director (at SCFFL Athletic Directors convenience)
    - Apology Letter written to Official
    - Minimum $50 fine
    - Two Game Suspension
- Any coach that is ejected from a third game will be removed from the league.

TOURNAMENT:

- Tournament will be two tiered, gold and silver bracket. Top half of teams play in the gold bracket, bottom half play in the silver bracket.
- Both brackets will play to a championship with awards to both 1st and 2nd place teams in gold and silver brackets.
- Max win is 18pts.
- 2 Team Tie: Head to Head / Point differential / Fewest Points Given Up / Most Points Scored
- 3 or more Team Tie: Point differential / Fewest Points Given Up / Most Points Scored (Head to Head will be thrown out)

SPECTATORS:

- We have a strict zero tolerance rule for bad behavior. You will be ejected from the facility for bad behavior.THIS IS YOUR WARNING!!!
- Any parent/spectator that is ejected from a game; either by official or site director will be subject to the following:
    - Meeting with MYSA Athletic Director (at MYSA Athletic Directors convenience)

    - Minimum One Game Suspension from the facility
    - If this occurs a second time, the parent/spectator will not be permitted on MYSA property or at MYSA events for 1 year.
- Entrance gate: Gate to the right of the ticket office on the home side of Paul Brown Tiger Stadium.
- Spectators are ***NOT*** permitted on the field and must remain in the bleachers at all times.
- **All spectators must remain in the bleachers at Paul Brown Tiger Stadium.**
- **All spectators must be in a seat, spectators are not permitted to be at the railing, unless using the provided handicap seats.**
- Daily Admission: Adults - $3, Students (age 7-17) & Seniors (55 & older) - $2 Children under 7 - Free
- Wristbands must be worn while in the facility, all spectators MUST remain in the bleachers and are not permitted on the field/track for any reason. NO EXCEPTIONS!!!

FACILITIES:

All SCFFL Youth Sports Complexes, All Massillon City Schools Properties,and any and all facilities that SCFFL uses for practices, games & events has the following policy:

- No Smoking or Vaping of any kind
- No Drugs or Alcohol of any kind including marijuana.
- No weapons, this includes knives & firearms
- No Pets and Dogs (service animals permitted)

Failure to adhere to the above policy will result in you being asked to leave the premises. If you fail to leave law enforcement will be contacted and the current game, practice and or event will be stopped until they arrive or you leave the premises. There are no exceptions to this policy.

NOTES:

- Players and coaches should enter the playing field at the scoreboard end of the stadium, entrance into the stadium will be the gate to the right of the ticket office.
- Coaches must present a pass to enter, no pass no entrance without paying admission.
- At this time concessions will be available.
- Please remember to throw your trash away in the bins.

Daily Admission:

$3 for Adults / $2 for Senior Citizens and Students / Free for children under 7

Coaches and Players in jersey admitted free

CASH ONLY