

**Texas Charter School Academic & Athletic League  
2011-12 Flag Football Handbook**

**Revised 8/30/11 (Indicated by red highlight)**

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## A. Flag Football Calendar

- 08/26 Deadline for Flag Football Registration
- 08/29 Flag Football fees due in full
- 08/29 Deadline for submitting blackout dates/times\*
- 08/29 Suggested start date for flag football practice
- 08/29 Start of window to request schedule changes+
- 08/31 End of window to request schedule changes+
- 09/09 Deadline for initial team roster submission^
- 09/10 Week 1
- 09/17 Week 2
- 09/24 Week 3
- 09/30 Deadline for roster changes^
- 10/01 Week 4
- 10/08 Week 5
- 10/15 Week 6
- 10/21 Regional Playoffs day 1
- 10/22 Regional Playoffs day 2
- 10/29 State Playoffs

\* Blackout dates and times include times when your team will not be able to compete. Please specify if times/dates differ for home and away games.

+ Schedule change requests are handled per the prerogative of opposing team. Change requests made after the window will incur a \$25 fee. Please note that not all schedule change requests can be accommodated.

^ Initial Rosters and roster changes will need to be signed by an administrator, please allow sufficient time for last minute changes.

### 1. Specifications

#### a. Field

- i. The field of play measures 80 yards in length. There is a 10 yard endzone at each end of the field of play, making the field and endzone layout 100 total yards in length.
- ii. The field of play's width can vary within a certain range. Fields can be as narrow as 35 yards and as wide as 53.3 yards.
- iii. Teams are to assemble and lineup on opposite sides of the field.
  1. The Home team will be assigned to the East or North side of the field.

- a. In the event that that the field is lengthwise parallel to ordinal direction points on a compass, the home team will be assigned to the Northeast or Southeast side of the field.
    2. Players are only permitted to congregate in between the two 20 yard markers.
  - b. Ball
    - i. Game balls must be of the following sizes:
      1. 6<sup>th</sup>-8<sup>th</sup> grades: TDY
      2. 9<sup>th</sup>-12<sup>th</sup> grades: TDS
    - ii. Game ball is to be provided by home team.
  - c. Duration
    - i. If a team of at least five players is not present at the official start time, they will be granted a grace period of 10 minutes in which they will be able to still successfully field a team without penalty.
      1. In this instance, the game will begin as soon as enough eligible players (5) are present for both teams.
      2. In the event that a team does not have enough players at the end of the 10 minute grace period, the game will be ruled a forfeit and the team without enough eligible players will be penalized with the loss.
    - ii. Following the official start time, if the team ever falls below the required number of eligible players to field a team (5), they will forfeit the result.
    - iii. Games consist of 40 total clock minutes.
    - iv. Games are divided into four quarters, each consisting of 10 minutes.
    - v. The game will use a running clock with the exception of the last two minutes of the second and fourth quarters.
    - vi. Between halves, there will be a five minute intermission.
      1. In the event of overtime, there will be a three minute intermission prior to overtime starting.
      2. There is no intermission between the 1<sup>st</sup> and 2<sup>nd</sup> or between the 3<sup>rd</sup> and 4<sup>th</sup> quarters.
    - vii. Each team has two 60 second and one 30 second time out per half.
      1. In the event of overtime, each team will be given one 30 second timeout per overtime period.
    - viii. The game clock will be stopped for:
      1. Team timeouts. (see section 1.c.v)
        - a. The clock will restart upon the next legal snap or kickoff.
      2. Touchdowns or safeties.
        - a. The clock will restart upon the next legal snap following the conversion attempt.

3. Delay of Game penalties.
  4. Referee's timeouts.
    - a. The clock will restart upon the referee's signal.
- ix. In addition to the stoppage discussed in Section 1.c.vi., within the last two minutes of the 2<sup>nd</sup> and 4<sup>th</sup> quarters, the game clock will be stopped for:
1. An incomplete pass. Clock restarts on next legal snap.
  2. The ball carrier steps out-of-bounds. Clock restarts on next legal snap.
  3. Any first down, including changes of possession, fair catches, and touchbacks. Clock restarts on next legal snap.
  4. Penalty and administration. Clock restarts on either official's signal or next legal snap, depending on the previous play.
- x. Overtime.
1. Overtime occurs if teams' scores are tied at the end of the fourth quarter.
  2. Overtime is not timed, and ends under one of the following conditions:
    - a. The scores are unequal following each team's overtime drive.
    - b. An interception is returned for a touchdown, as upon occurring, team scores cannot be equal following an overtime period
  3. There will be a maximum of three overtime periods per regular season game.
    - a. Playoff and Championship games will play overtime periods until a winner is declared.
  4. Following the first overtime period, teams will alternate the order of ball possession.
    - a. For example, if a team who wins the coin toss at the beginning of the 1<sup>st</sup> overtime period chooses to receive the ball for the first overtime drive, the first overtime drive in the 2<sup>nd</sup> overtime period will be given to the team losing the coin toss.
- xi. Conversions.
1. Touchdowns scored at the end of the first half will have the conversion attempt played immediately afterwards.
  2. Touchdowns scored at the end of the game or in the second drive of an overtime period will only have their conversion played out in the event that the conversion could impact the result of the game. These instances include:

- a. If the scoring team is two or less points from tying the score or winning following the touchdown.
- b. If the defending team is two or less points from tying the score or winning following the touchdown. (see section 2.b.2.d)

d. Officials

- i. There will be two officials assigned to each game.
- ii. One official will act as the head official, while the other will act as the assistant.
- iii. In any instance, the head official can overturn the assistant official's ruling.
- iv. Officials keep official time and score for all games.
- v. Officials are to inform opposing team's coach of players arriving late in the event that the late player's team was playing with less than 7 players when the late player arrived.
- vi. Officials are to examine uniforms and flag belts for eligibility and compliance prior to gametime.
- vii. Officials are to inform teams when there is approximately two minutes remaining in each half.
- viii. Officials are to ask team captains on 4<sup>th</sup> down whether they will be kicking or running a play from scrimmage.
- ix. Officials are to examine flag belts for compliance of scoring player following a successful score. (see section 2.e.xii)

e. Uniforms

- i. Teams are required to wear uniforms that meet the following criteria:
  - 1. Coloring
    - a. A jersey that is of similar color for every player on the team.
    - b. In the event that two teams wear colors too similar as deemed by the officials, the away team will be required to uniform themselves in an alternative color.
    - c. Off-color jerseys are allowed provided they do not cause complications at the sole discretion of officials.
      - i. For example, a team wearing yellow can uniform a teammate in orange, provided that it is approved by the officials.
    - d. Neither Jerseys nor Pants/Shorts are permitted to bear the same color as the flags themselves, as determined by the officials.
  - 2. Jerseys & Numbering

- a. Jerseys require unique and correct numbering on the back of the jersey.
    - i. In the event that a team does not have enough jerseys for their players, teammates may alternate jerseys amongst themselves, however, the numbers always need to reflect the different player in said jersey.
      1. For example, if two players are sharing a jersey, the number will need to be changed each time the jersey is exchanged between players. A player wearing an incorrect number at any time will be ruled ineligible.
    - ii. The only exception to this rule exists in the event that a visiting team is required to wear an alternate color at the start of the game, and that their only alternative jersey is a set of pullover jerseys.
      1. Note, however, that the set of pullover jerseys used must otherwise satisfy the rule specified in section 1.e.2.c.
  - b. Numbers and players must match identically with official rosters submitted to TCSAAL.
  - c. Jerseys must be either tucked into shorts and pants and must be underneath the flag belt at all times during play, or must be short enough so that they do not cover or hang over the flag belt in any way.
  - d. Uniform jerseys with pockets are not allowed.
3. Pants/Shorts
    - a. Pants or shorts must not bear any belt loops, drawstrings (can be tucked in), pockets, or any other loose material that might complicate officiating or deflagging, as determined by the officials.
    - b. Pants/Shorts that camouflage or resemble flag colors will not be permitted, as determined by the officials.
4. Flags
    - a. Teams are required to provide their own flag belts.
    - b. Flag belts must have at least two flags, one on each side that hang near the right and left hips.
    - c. Flags must be unaltered from their purchased state.

- i. The only exception to this rule exists in the instance that a flag belt has flags in addition to the two on the right and left hip of the player.
  - 1. In this instance, players will be permitted to remove the additional flag(s), so long as the two on each side that hang near the right and left hips are left intact.
    - a. For example, the commonly used “Triple Threat” flags have a 3rd flag positioned on the back of the belt that may be removed.
  - 2. All flags must be approved by officials before the game begins.
- d. Flag belts must completely encircle the wearing player’s waste.
- e. Players can only wear one flag belt at a time.
- f. Any flag tampering at any time is subject to penalty and ejection of the violating player.

5. Jewelry

- a. Absolutely no jewelry is permitted during play – this includes, but is not limited to:
  - i. Earrings or other types of piercing jewelry.
  - ii. Any extra-uniform article or accessory of décor worn for the purpose of appearance, as determined by officials and/or TCSAAL administration.
  - iii. Any type of chain or pendant.
- b. The following exceptions apply:
  - i. A medical bracelet that is taped down directly to the body.
  - ii. Religious items that are taped down directly to the body.
- c. Players wearing jewelry during play will be subject to unsportsmanlike conduct, as well as potential ejection.

f. Eligibility.

- i. Players are expected to be familiar with and in compliance with all guidelines set forth in the TCSAAL Handbook.
- ii. In order for a player to be eligible in accordance with the TCSAAL Handbook, he/she must be included on the participating team’s official roster which is to be submitted to TCSAAL administration at the end of the business day immediately prior to the day of the game.

1. On September 30, by the end of the day, the team's final rosters are to be submitted. These rosters will be final and can no longer be altered to include additional players.
  - a. In the event that a revised roster is not submitted, the most recently submitted roster will be used in place as the final roster, and cannot be amended.
2. Violations of this eligibility clause are subject to penalties including, but not limited to:
  - a. Suspension of ineligible player for a number of games as deemed appropriate by TCSAAL administration.
  - b. Suspension of ineligible player for the remainder of season. (including playoffs)
  - c. Suspension of coach(es) for a number of games as deemed appropriate by TCSAAL administration.
  - d. Suspension of coach(es) for the remainder of season. (including playoffs)
  - e. Forfeiture of game result.
  - f. Forfeiture of season. (including playoffs)
  - g. Permanent suspension of player, coach, and/or campus.
- iii. Player eligibility is determined at the official's discretion.
- iv. Each team must start and finish the game with no less than five active players on the field.
- v. If a team ever has less than five eligible players once the game has begun, they will be forced to forfeit the game.
- vi. If a player's waste is too big to encompass with a single flag belt, the player does not have to satisfy the flag uniform rules as detailed in section 1.e.3., and will be ruled ineligible as a ball carrier.
  1. Teams are allowed to purchase larger-sized belts in order to make said players eligible; however, attaching multiple flag belts together in order to make one larger one is not permitted. Players with flag belts consisting of multiple belts attached to one-another will not be ruled eligible ball carriers.
- vii. Team members who arrive late must check-in with the referee in order to become eligible to take the field.
  1. Officials are then required to notify the other team of the additional player.

## 2. Rules & Guidelines

### a. Coin Toss

- i. Possession at the start of the game is to be decided by a coin toss administered by the officials.

- ii. The visiting team calls either “heads” or “tails” while the coin is midair following the initial flip and prior to landing on the ground.
- iii. The officials will then rule the coin toss winner based on the result.
- iv. The team winning the coin toss can choose to either possess the ball first, to defend, or which goal they would like to defend.
- v. The team losing the coin toss then can choose whether to possess the ball or defend first, or which goal they would like to defend, depending on the coin toss winning team’s selection.
- vi. At the beginning of the 2<sup>nd</sup> half, possession will be ruled as the opposite of the coin toss result so that the team defending at the beginning of the 1st half possesses the ball at the beginning of the 2<sup>nd</sup> half.

b. Scoring

- i. Scoring in flag football occurs in the following manner:

- 1. Touchdown.

- a. Progressing a ball carrier to or beyond the opponent’s goal line prior to being deflagged earns six points and a conversion attempt.

- 2. Conversion.

- a. Conversions are singular plays that are earned by scoring a touchdown.
- b. Conversions can be taken from the opponent’s five or twelve yard line, and are worth one or two points, respectively.
- c. Conversions are earned following the successful progression of a ball carrier beyond the opponent’s goal line.
- d. In the event that a conversion attempt is intercepted and returned by the defending team across the conversion attempting team’s goal line, the intercepting team will be awarded two points.
- e. In the event that the conversion attempting team allows a safety (see section 2.b.3), the defending team will be awarded one point.

- 3. Safety.

- a. A safety occurs when a ball carrier is ruled deflagged or the ball is ruled dead along or on the endzone side of the offensive team’s goal line, and awards the defending team two points.
  - i. The only exception to this occurs when a player receives a punt in the endzone and is deflagged

prior to progressing the ball beyond his/her own goal line.

- b. This includes runners stepping out of bounds behind their own goal line, as well as balls ruled dead out of bounds behind the offensive team's goal line.

c. Formation

- i. Teams can field a maximum of seven players on the field at one time.
- ii. There has to be 5 Men on the line of scrimmage for offense. Defense does not have a minimum requirement.
- iii. The defense is allowed to lineup as far forward as the line of scrimmage.
- iv. Only one player is allowed to be in motion at one time.
- v. Following each quarter, the teams will switch goals to defend.

d. Substitutions

- i. Substitutions can be made at any time in between plays.

e. Offense

- i. At the start of each half or following a touchdown, teams taking possession of the ball will be spotted at the 20 yard line.
- ii. Teams possessing the ball will run a series of plays, or downs, which can consist of both rushes and passes.
- iii. Teams will have four downs to reach either a first down or a touchdown.
- iv. Teams must snap the ball within 30 seconds of the official spotting the ball.
- v. A first down is achieved by advancing the ball beyond the 20 or 40 yard marker, regardless of where the series of downs started.
- vi. Plays are whistled dead and a down is lost after the following:
  - 1. Ball carrier is deflagged
  - 2. Ball carrier steps out of bounds
  - 3. A touchdown or safety is scored
  - 4. Ball carrier's knee touches the ground
  - 5. Ball carrier's flag falls off
  - 6. Ball touches ground
  - 7. An illegal snap
- vii. The center must fully snap the ball between his or her legs to the quarterback – the center is not eligible to snap the ball to his/her self.
  - 1. This rule prohibits the snap from being passed to the side or in any way that causes the ball to not complete passage between the center's legs.
- viii. If the official cannot see the ball at any point during the pass protection period, he/she will end the pass protection period by signaling eligibility to rush the passer.

- ix. Ball carriers are not permitted to use any part of their body to screen or guard their flags from being pulled.
  - x. In the event that the offense is within their opponent's pass protection zone, the offense will have to declare to the officials if they will be choosing to utilize the pass protection period.
    - 1. Should a team opt to utilize their pass protection period within the pass protection zone, they will have pass protection as detailed in section 2.h.i.
    - 2. Pass protection periods within the pass protection zone operate identically to those outside, with the following exceptions:
      - a. Teams must declare to the officials that they will be utilizing the pass protection period.
      - b. Ball carriers on teams opting to utilize the pass protection period will not be permitted to cross the line of scrimmage until the pass protection period is over.
    - 3. In the event that a team does not opt to utilize the pass protection period, they will be subject to immediate pass rushing.
  - xi. On 4<sup>th</sup> down, teams must declare whether they will opt to take a protected scrimmage kick or run a play from scrimmage.
    - 1. Kicking team must line up no less than four players on the line of scrimmage.
    - 2. Kicker must be no less than five yards behind line of scrimmage.
    - 3. Kicker must kick the ball immediately following receipt of snap.
    - 4. Neither kicking team nor receiving team can release from position until ball is kicked.
    - 5. In any instance, teams can change their decision following a timeout or replayed 4<sup>th</sup> down in the event of a penalty.
    - 6. Uncaught kicks are ruled dead at the spot of contact with the ground.
  - xii. Ball Carriers are not permitted to jump or leave the ground; such action will be regarded as Flag Guarding.
  - xiii. Players scoring will be required to have their flag belts examined by officials for compliance following the play. Leaving the endzone prior to or impeding an official's examination will be subject to Unsportsmanlike conduct and will be enforced on the following drive.
- f. Defense.
- i. Defenders are not permitted to initiate contact with offensive players beyond deflagging.
  - ii. Defenders are not permitted to leave the ground in order to deflag a ball carrier.

- iii. Defenders are not permitted to make contact of any kind with receivers.
- iv. Deflagging receivers prior to reception of the ball will be regarded as Pass Interference.
- v. Intentional versus incidental contact is to be determined solely by officials.

g. Receiving.

- i. All players are an eligible receiver. The only players that cannot receive the ball are the ones that do not qualify due to not having proper equipment. For example we have had players that will play center but they are too big to wear a flag. We still let them play without the flag but they cannot receive a pass. We do encourage teams to order oversized flags in these situations so the players can be an eligible receiver. A player without a flag can still catch a tipped pass. They are marked down at the reception. In order to make a legal reception, the player must have at least one foot in bounds while possessing the ball, as determined solely by the officials.
- ii. In the event that a ball carrier loses his flags during a catch, the ball will be whistled dead and the ball will be placed at the spot of the catch.
- iii. Defenders are not eligible to pull flags until receiver has complete possession of the ball, as determined by the officials.
- iv. In the event of a tipped ball, all players, including those ineligible to become a ball carrier, are eligible to receive the pass.
  - 1. In this instance, however, the otherwise ineligible ball carrier would be ruled deflagged at the point of the reception.

h. Pass Rushing

- i. The Defense cannot rush the quarterback for the first five seconds following the snap.
  - 1. The referee will signal to players the end of five seconds by lowering his/her arm.
  - 2. Upon crossing the line of scrimmage, any ball carrier can be deflagged.
  - 3. Exception:
    - a. When an offense is lined up within the opponent's pass protection zone and opts to not utilize the pass protection period.

i. Screening

- i. Screeners must not initiate contact of any form with defenders in order to complete a legal screen.
- ii. Screeners cannot place themselves so close to a defender that they force contact, as determined at the discretion of officials.

- iii. Screeners are not permitted to lock arms or connect multiple players in any way.
  - iv. Screeners are permitted to move in order to screen an opponent, however, they are never to initiate or force contact with a defender.
  - v. Contact deemed unintentional by officials does not require subsequent penalty and will be determined at the sole discretion of the officials.
- j. Penalties
- i. Players and teams violating rules will be subject to accompanying penalties, including, but not limited to:
    - 1. Offense.
      - a. Delay of Game. 5 yards, replay down. Clock stops. Stops Play.
      - b. Flag Guarding. 10 yards, loss of down.
      - c. Flag Tampering. 10 yards, loss of down. Offender is ejected.
      - d. Illegal Forward Pass. 5 yards, loss of down.
      - e. Illegal Kick. 10 yards, replay down.
      - f. Illegal Motion. 5 yards, repeat down. Stops Play.
      - g. Offensive Pass Interference. 10 yards, loss of down.
    - 2. Defense.
      - a. Illegal Contact. 10 yards, automatic 1<sup>st</sup> down.
      - b. Illegal Flag Pull. 10 yards from the spot of the foul and, automatic 1<sup>st</sup> down (in the event that the penalty took place behind the line of scrimmage, the 10 yards will be awarded from the line of scrimmage.)
        - i. Excessive illegal flag pulling may be treated as unsportsmanlike conduct as deemed appropriate by the officials.
      - c. Offsides. 5 yards, repeat down.
      - d. Pass Interference. Ball spotted at foul, automatic 1<sup>st</sup> down.
    - 3. General.
      - a. Unsportsmanlike Conduct. 15 yards, potential ejection.
        - i. Unsportsmanlike Conduct is a penalty that is used when a coach, fan, or player's actions interferes with the officials' abilities to maintain a friendly, age-appropriate atmosphere for the game.
          - 1. This includes, but is not limited to:
            - a. Spiking the ball.
            - b. Spinning the ball.

- c. Aggressively returning the ball to officials.
  - d. Aggressively throwing flags after a tackle.
  - e. Gestures or taunts directed at the opposing team or team's fans.
  - f. Wearing jewelry.
  - g. Verbal abuse of officials.
  - h. Any belligerent physical contact.
  - i. Players leaving the sidelines.
  - j. Players demanding rule clarifications or interpretations (see section 2.j.4.e)
  - k. Racial or religious remarks.
  - l. Littering.
  - m. Aggressive contact with officials.
  - n. Any other act determined unsportsmanlike as deemed appropriate by the officials or TCSAAL administration.
2. Penalties for Unsportsmanlike Conduct start at 15 yards, and can incur additional penalties as deemed appropriate by the officials.
  3. Players committing Unsportsmanlike Conduct infractions are subject to immediate ejection, as deemed appropriate by officials.
  4. Depending on the severity of the infraction, players ejected are subject to further suspension for additional games as deemed appropriate by league administration.
  5. Teams and fans committing persistent Unsportsmanlike Conduct infractions will be subject to forfeiture of the game result, as deemed appropriate by officials.
  6. Excessive littering from fans or players, as determined by league administration, is subject to forfeiture of game and additional fines.
  7. Teams not adhering to the TCSAAL Handbook or teams that pose substantial risk

to the safety of others, as determined by league administration, may have the remainder of their season forfeited.

4. Procedures.

- a. All offensive penalties are enforced from the line of scrimmage.
- b. Games cannot end on a defensive penalty unless the offense declines the penalty.
- c. All penalties can be declined by the opposing team's coach.
- d. In the event that penalties are called on both teams during a play, penalties will offset.
  - i. The one exception here is that if one of the two teams was penalized for Unsportsmanlike Conduct, in which case the team penalized for Unsportsmanlike Conduct would incur the full consequence(s) of the infraction.
    1. In the event that both teams commit Unsportsmanlike Conduct infractions, each team will incur the full consequence(s) of the penalty.
    2. In the event that any team commits multiple Unsportsmanlike Conduct infractions during a play, they will be subject to the aggregate consequence(s) of the penalties.
  - ii. Penalties called after the play is ruled dead will not be weighed against those called during the play.
- e. Offensive penalties committed from scrimmage plays starting within the team's pass protection zone will result in the ball being spotted half way between the line of scrimmage and the offense's goal line.
- f. Defensive penalties committed from scrimmage plays starting within the team's pass protection zone will result in the ball being spotted half way between the line of scrimmage and the defense's goal line.
- g. Coaches are permitted to request clarification from the officials in between plays as to the calls made during the game.
  - i. Clarification request must be made immediately following the play in question, and prior to the next play starting.

k. Overtime.

- i. Overtime begins with a coin toss, identical to section 2.a.
- ii. Following the first overtime period, teams will alternate the order of ball possession.
  - 1. For example, if a team who wins the coin toss at the beginning of the 1<sup>st</sup> overtime period and chooses to receive the ball for the first overtime drive, the first overtime drive in the 2<sup>nd</sup> overtime period will be given to the team losing the coin toss.
- iii. There will be a maximum of three overtime periods for regular season games.
- iv. Teams will start each overtime drive from their opponent's 10 yard line.

l. Instances.

i. Inadvertent Whistle.

- 1. In the instance that the official unintentionally blows his/her whistle:
  - a. Offense has the option to either accept the final result of the play at the time of whistle, or can opt to replay the down from the original line of scrimmage.

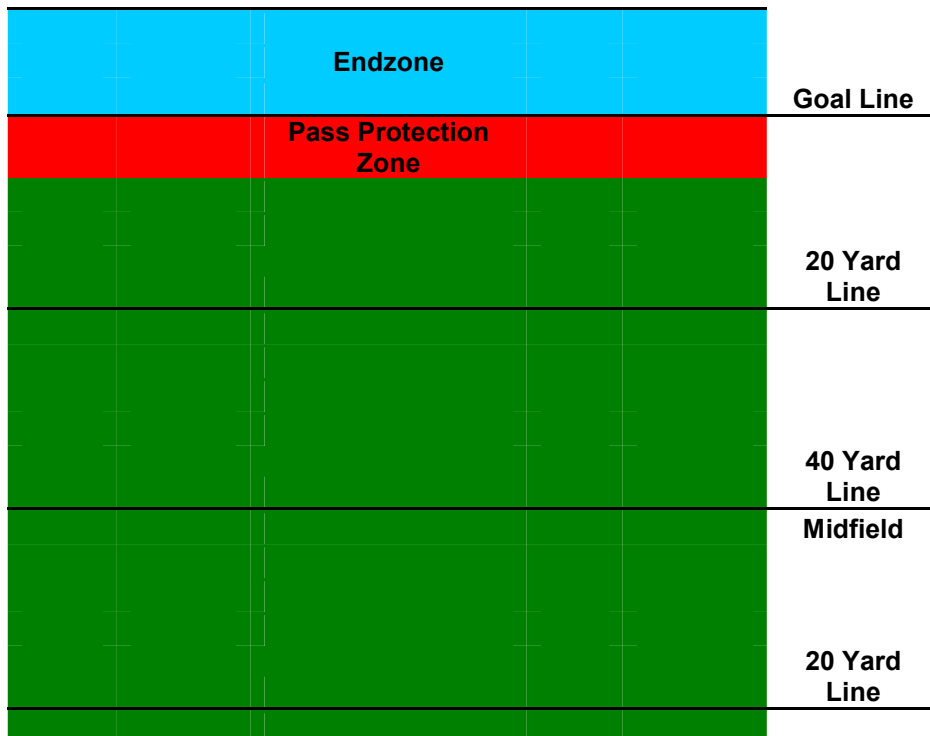
3. Appendix

- a. Diagrams. (please see following page for diagram of TCSAAL approved fields)

**TCSAAL Approved Flag Football Field Diagram**

**Length: 100 Yards**

**Width: 35 – 53.3 Yards**





b. Definitions.

- i. Ball Carrier – The Ball carrier is defined as a legal possessor of the ball during a down or play.
- ii. Center – The center is identified as an eligible receiver who initiates play by snapping the ball between his/her legs to a team mate.
- iii. Conversion – A conversion is the attempted extra point following a touch down. (see
- iv. Dead Ball – A ball and play is ruled dead if certain conditions are met. (see
- v. Deflagging – Deflagging is the process of removing one or more flags from a ball carrier.
- vi. Down – Term for numbered plays, each series of downs includes four plays numbered 1<sup>st</sup> through 4<sup>th</sup>.
- vii. Endzone – The 10 yards of marked space that extend beyond the 80 yard field of play.
- viii. Field of Play – The 80 yards of field in between the two endzones.
- ix. First Down – A first down awards four new downs or plays.
- x. Flag Belt – Required accessory that is worn around the waste. (see
- xi. Half(time) – The 1<sup>st</sup> and 2<sup>nd</sup> quarter combined are defined as the 1<sup>st</sup> half, while the 3<sup>rd</sup> and 4<sup>th</sup> quarter combined are defined as the 2<sup>nd</sup> half.
- xii. Incomplete Pass – A forward pass that makes contact with the ground.
- xiii. Interception – An interception occurs any time a defender obtains possession of the ball prior to the play being ruled dead.
- xiv. Line of Scrimmage – The yard line upon which the ball is spotted for an offensive play.
- xv. Official Start Time - The scheduled start time of the game.
- xvi. Overtime Drive – A series of downs starting from the opponents 10 yard line.
- xvii. Overtime Period – An overtime period is defined as one series of downs by both teams.
- xviii. Pass – A pass play is defined as a play that attempts a legal pass.

- xix. Pass Protection Period – The five seconds of rush protection given to the offense is defined as the pass protection period.
- xx. Pass Protection Zone - The five yards of space at each end of the field of play.
- xxi. Pullover Jerseys – A set of unnumbered jerseys provided by the away team permitted for play in the event that uniform colors are too similar for effective officiating.
- xxii. Punt – A punt play is one where the offense attempts to legally kick the ball down the field, awarding the defending team possession.
- xxiii. Reception – A reception is defined as complete control of the ball following a legal catch.
- xxiv. Rush(Defensive) – Defensive rushing, or pass rushing, is what occurs when defenders are permitted to pass the line of scrimmage following the pass protection period.
- xxv. Rush(Offensive) – Offensive rushing, or rush plays, is an attempt from offense to gain yardage by having a ball carrier run the ball beyond the line of scrimmage.
- xxvi. Series of Downs – One set of 1<sup>st</sup> through 4<sup>th</sup> downs.
- xxvii. Snap – A snap occurs when a player legally exchanges the ball through his/her legs to another teammate in order to initiate the play.
- xxviii. Tipped Ball – A tipped ball is an otherwise legally attempted pass that has been deflected or obstructed in any way.
- xxix. Turnover – A turnover is defined as the result of a change of possession.

c. Flag Football Playoff Format:

- i. In all activities where we have at least 4 divisions participating in that activity in the same grouping then we will have a regional round of the Playoffs as well as a state round. TCSAAL will divide all participating divisions into 4 regions, North, South, East and West Texas. This will be done before the start of each season.
- ii. The top 2 teams from each division will advance to the regional round of the playoffs in their respective region.
- iii. **Regional Round** will be structured as a single elimination tournament with the Regional champion advancing to the State Playoffs (The final 4 round).
- iv. Seeding will be determined by a controlled random draw. In the first round, 1 seeds will play 2 seeds.
- v. Divisional teams will be placed on the opposite side of the bracket.
- vi. Divisional opponents will not play each other in the first round except in the event that it is unavoidable because the region is made up of only 1 division.
- vii. **State Round** will be a single elimination tournament with the 4 regional team champions advancing to the State round. The winner will be crowned

the State Champion. In most cases the State round will take place in 1 day with teams playing an early game and a late game.

viii. First round matchups at the state level will be decided by random draw.

d. Tie-Breaker Scenarios

i. Please see tie-breaker scenarios to determine seeding in the TCSAAL handbook.

4. Final Notes

a. New Rules for 2011-12 Season.

i. Rules rewritten in addition to the 2011-12 TCSAAL Handbook.

b. Points of Emphasis for 2011-12 Season.

i. In addition to the TCSAAL Flag Football Rules, teams are also expected to adhere to the TCSAAL Handbook.

c. Concluding Points of Order.

i. All rules and definitions not covered here will be treated as per National Football League rules, which can be found at

<http://www.nfl.com/rulebook>.

ii. All coaches, players, and fans attending any TCSAAL flag football game or flag football related event are expected to be familiar with the entire contents of this document.

iii. All coaches, players, and fans attending any TCSAAL flag football game or flag football related event are also expected to be familiar with the entire contents of the TCSAAL Handbook and are also required and bound by all TCSAAL rules within the Handbook.