

UNIFIED FLAG FOOTBALL

Rules and Regulations

East Valley Modified Competition Model

Uniform Specifications

1. All participants must have a playing uniform consisting of matching shirts with numbers on front and back which can be tucked in at the waist.
2. All players must have a mouthpiece to be used during competition.
3. No jewelry may be worn (rings, bracelets, necklaces, earring, etc.).
4. **No blue jeans will be allowed.**
5. All players must wear athletic shorts without pockets.
6. Players must wear rubber-cleat or flat-sole athletic shoes.
 - a. Metal cleats, spikes, hiking boots or other equipment deemed dangerous by officials will not be allowed.

General Rules

1. AIA Unified Sports® Flag Football is non-contact.
 - a. In all aspects of AIA Unified Sports® Flag Football, rulings shall be made with player safety as the primary consideration.
2. Teams shall field five (5) players to start the game (required).
3. Points of Emphasis:
 - a. No team shall repeatedly commit fouls which halve the distance to the goal line.
 - b. Neither team shall commit any act which, in the opinion of the referee, tends to make a travesty of the game. This includes intentionally committing fouls to gain an advantage.
 - c. The referee will enforce any penalty he/she considers equitable, including the award of a score for an unfair act.
4. Closed Play
 - a. Partner to Partner plays are not allowed under any circumstance.
5. Scoring
 - a. Touchdown: Six (6) points for a Partner and Athlete
 - b. Extra Point: One (1) point from the 5-yard line (pass only), two (2) points from the 10-yard line (Run or Pass).
6. Timing
 - a. The game shall consist of two (2) 20-minute halves (running time).
 - b. Officials can stop the clock at their discretion (injuries, delays).
 - c. The clock will stop on all time-outs.
 - d. Each team receives one (1) 60-second time-out per half.
 - i. An unused time-out in the first half does not carry over to the second half.
 - e. There shall be a 5-minute break at halftime.
7. Coin Toss
 - a. A coin toss determines first possession.
 - b. Each team will provide two (2) captains.

- c. The officials and team captains will meet three (3) minutes prior to the start of the contest to conduct the coin toss.
 - d. The winner of the coin toss will choose offense, defense, or end of the field to defend. The team winning the coin toss may defer its choice to the second half.
8. Possessions
- a. All possessions, start at the offensive team's 5-yard line.
 - b. The offense has four (4) plays to cross mid-field.
 - c. Once the offense crosses mid-field, they have four (4) additional plays to score a touchdown.
 - d. If the offensive team fails to cross mid-field or score a touchdown in a prescribed number of plays, possession of the ball changes and the opposite team starts at their 5-yard line.
 - e. The ball carrier may **not spin (athletes can spin)**, dive, hurdle, stiff arm, or use either arm to shield a defender from grasping his/her flag.
 - f. The ball is marked at the spot where the position of the ball is when the player is declared down (carrier's flag belt is pulled or hand/knee touches ground).
9. Positions/Snap
- a. If the athlete/partner has the ability, the ball must be snapped between the legs to start each play.
 - b. The following snapping methods may be used if and only if the athlete/partner does not have the physical ability to complete the snap between the legs:
 - i. If the athlete/partner does not have the physical ability to snap the ball between the legs, he/she may snap the ball by handing the ball to the quarterback. However, the team on offence must notify the team on defence of the alternative snapping method prior to the snap.
 - ii. If the athlete/partner does not have the physical ability to hand the ball to the quarterback, the quarterback may take the ball directly from the athlete/partner acting as the center. However, the team on offence must notify the team on defence of the alternative snapping method prior to the snap.
 - c. No minimum number of players is required to line-up on the line of scrimmage.
10. Rushing the Quarterback (QB)
- a. Athletes who rush the Quarterback must be a minimum of 5-yards from the line of scrimmage when the ball is snapped. **Only athletes can rush.**
 - i. A special marker, placed by the official, will designate the spot 5-yards from the line of scrimmage when the ball is snapped.
 - b. Players not rushing the quarterback may defend the line of scrimmage.
 - c. Once the Quarterback hands off the ball, the 5-yard zone no longer exists, and all defenders are eligible to rush.
11. Running
- a. The Quarterback (player receiving the snap) cannot advance the ball across the line of scrimmage. **If the quarterback is an athlete he/she may run if rushed.**
 - b. Only direct hand-offs behind the line of scrimmage are legal. Laterals or pitches (legally known as backward passes) of any kind are NOT allowed.
 - i. In AIA Unified Sports®, a partner to partner hand-off is NOT allowed.
 - c. The player who takes a hand-off can pass the ball, as long as he/she does not pass the line of scrimmage.
 - d. "No Running Zones" are located 5-yards before the goal line.
 - i. Any ball snapped from these zones must be passed.
 - ii. The purpose of "No Running Zones" is to avoid short yardage power running situations.
 - e. The ball carrier may not spin (**athletes can spin**), dive, hurdle, stiff arm, or use either arm to shield a defender from grasping his/her flag.

- f. The ball is marked at the spot where the position of the ball is when the player is declared down (carrier's flag belt is pulled or hand/knee touches the ground).
12. Passing and Receiving
- a. All passes must be forward and received beyond the line of scrimmage.
 - b. All players are eligible to receive a forward pass, including the Quarterback, if he/she has legally handed-off.
 - i. Exception: In AIA Unified Sports® divisions, if a partner throws a pass, only athletes are eligible receivers
 - c. Only one (1) player is allowed in motion at the snap and he/she may not be moving toward the line of scrimmage at the snap.
 - d. A player must have at least one (1) foot inbounds when making a catch.
 - e. Interceptions
 - i. The ball may not be advanced by the intercepting team.
 - ii. Once a ball is intercepted, possession will change and the ball will be placed on the 5 yard line opposite the goal.
13. Dead Balls/Fumbles
- a. There are no fumbles. The ball is spotted where it hits the ground or where the ball was positioned before being fumbled forward.
 - b. Play is ruled dead when:
 - i. The ball carrier's flag is pulled;
 - ii. The ball carrier loses his/her flag;
 - iii. The ball carrier steps out of bounds;
 - iv. The ball carrier's knee or hand touches the ground;
 - v. A touchdown, extra point, or safety is scored;
 - vi. When during a try-for-point the defense obtains possession of the ball;
 - vii. When a forward pass strikes the ground or is caught simultaneously by opposing players (the offense retains possession);
 - viii. A pass is intercepted (no returns);
 - ix. A receiver catches a ball without his/her flags attached;
 - x. A snapped ball touches the ground; or
 - xi. When there is an inadvertent whistle.
14. Penalties
- a. The following options are available to teams which will be identified prior to State/National competition by the State Office based on program needs, time, and number of teams. Only one option may be used during the competition.
 - i. Option 1: Coach's will have the opportunity to decline or accept the penalty based on result of the play.
 - ii. Option 2: Each team will be allowed to decline a penalty twice during a game. Otherwise, all penalties are automatically accepted.
 - iii. Option 3: All penalties are automatically accepted (no declination).
 - b. All penalties are assessed from the line of scrimmage.
 - c. No penalty may take the ball more than half the distance to the offender's goal line.
 - d. Sportsmanship/Roughing
 - i. The officials will disqualify any player who participates in rough or unsportsmanlike play.
 - ii. No warning is required.
 - e. Offense: **10-yards (5-yards)** from the line of scrimmage and loss of down
 - i. Illegal Motion (more than one (1) player moving at snap, moving forward at snap);
 - ii. Offside (in neutral zone at snap, false start);
 - iii. Illegal Forward Pass (not beyond line of scrimmage; Partner to Partner Illegal Procedure (Quarterback run);
 - iv. Pass Interference (picking or pushing defender);
 - v. Illegal Contact (holding, blocking, bumping, stiff arming);

- vi. Flag Guarding (driving, spinning, warding off, hurdling); and
 - vii. Delay of Game (failing to snap within 30 seconds).
 - f. Defense: **10-yards (5-yards)** from the line of scrimmage and automatic first down
 - i. Offside (in or beyond neutral zone at snap);
 - ii. Pass Interference;
 - iii. Illegal Contact (holding, blocking, bumping);
 - iv. Illegal Flag Pull (before receiver has ball); and
 - v. Illegal Rushing (rushing Quarterback inside 5-yard line).
15. Overtime
- a. If the score is tied at the end of regulation play the game will end in a tie.

Supplement to the Rules

1. Delay of Game
 - a. The ball must be put in play promptly and legally and any action or lack of action by either team that tends to prevent this is considered a delay of game.
 - b. This includes:
 - i. Interrupting the 30-second count for any reason except for a granted time-out,
 - ii. Consuming more than 30-seconds to snap the ball after it is ready for play,
 - iii. Failing to remove an injured player for whose benefit an excess time-out has been granted, or
 - iv. Deliberately advancing the ball after it has been declared dead.
2. Diving
 - a. A defensive or offensive player may dive to catch a pass.
 - b. Diving is illegal when used to down a player or advance a ball.
 - c. A player cannot dive in an attempt to gain extra yardage.
 - d. The team will be penalized accordingly.
3. False Start
 - a. No member of the offensive team may simulate the start of the play before the ball is snapped.
4. Handling the Ball
 - a. Handling the ball is transferring player possession from one teammate to another without throwing or kicking it.
 - b. A ball carrier may hand the ball backward at any time behind the line of scrimmage
 - c. No forward hand-offs are allowed (Illegal Pass).
5. Hurdling
 - a. Jumping over or attempting to jump over a player, by the ball carrier, to prevent from being downed or to gain additional yardage is illegal.
 - i. Note: Jumping over a player who is on the ground to avoid injury, by official's judgment, is legal.
6. Inadvertent Whistle
 - a. In case of an inadvertent whistle, the team in possession of the ball may choose to accept the result of the play at the point where the play was blown dead or choose to re-play the down.
7. Line of Scrimmage
 - a. The line of scrimmage for each team is a vertical plane through the point of the ball nearest the team's goal line.
 - b. Each player on a team must be on its side of the line of scrimmage when the ball is snapped.
8. Motion

- a. Only one player of the offensive team may be in motion at the snap.
 - i. This player must be behind the Quarterback and not moving toward its goal line at the time the ball is snapped.
 - ii. If the player comes to a stop he/she must be set for one (1) second.
- 9. Screen Blocking
 - a. Legally obstructing an opponent without contacting him/her with any part of the screen blocker's body.
 - b. The screen blocker shall have his/her arms fully extended to the ground (below the waist) either at his/her side, in front, or behind his/her back.
 - c. Any use of arms, elbows, or legs to initiate contact during the screen block is illegal.
 - d. A player must be on his/her feet before, during, and after screen blocking.
 - e. Screen blocking is the only form of legal blocking that can be used by any player at any time.
 - f. If any of the provisions listed are violated, and contact results, the screener has committed an illegal block.
 - i. The screen blocker must give an opponent at least one (1) step.
 - ii. The screen blocker must not initiate contact with the opponent.
 - iii. The screen blocker may not take a position so close to a moving opponent that this opponent cannot avoid contact by stopping or changing directions.
 - iv. After the snap of the ball, a blocker may move laterally or backward two (2) steps only.
 - v. The screen blocker may not move with the ball carrier.**
- 10. Shielding (Flag Guarding)
 - a. Runners shall not flag guard by using their hands, arms, or the ball to deny the opportunity for an opponent to pull or remove their flag belt.
 - b. This includes:
 - i. Swinging the hand or arm over the flag belt;
 - ii. Stiff arms;
 - iii. Placing the ball in a possession over the flag belt; and
 - iv. Lowering the shoulders or arm over the flag belt;
 - v. Hurdling
- 11. Shift
 - a. A Shift is the action of one (1) or more offensive players who after taking set positions move to a new position prior to the snap.
 - b. A player who shifts must reset for one (1) second prior to the snap.
- 12. Snap
 - a. A snap is the legal act of passing the ball through the legs from the ground to the Quarterback to start a play.
- 13. Substitutions
 - a. Any player on the roster may enter upon the completion of a play (when the ball is dead).
 - b. Each substitute must play at least one (1) down prior to being replaced.
 - c. A replaced player must leave the field immediately.

Equipment

- ❖ An intermediate (youth) size leather football will be used.
 - The regulation ball must be used at all times during play. No substitute balls are permitted. For example no nerf balls, rubber balls or any other size ball may be used during the game. However, balls may be slightly deflated to meet the physical needs of athletes with fine motor deficiencies.
- ❖ A protective mouthpiece must be worn at all times.

- ❖ A one-piece, three-flag belt will be worn during the game at all times.
- ❖ The flag must be fastened at the front allowing one flag piece to be on the right side, left side and back of the player.

Playing Field

The playing field is ideally 54 yards long (including 7 yards per end zone) and 30 yards wide. If insufficient space is available, a slightly smaller space can be used. A space of at least five (5) yards around the field must be free and clear of obstructions. The field can be marked with chalk, paint, and/or traffic cones.

- ***These dimensions are meant to fit the width of a regulation size football field (Cross-field).***

Standard Rules for East Valley Division/AIA Unified Sports® Team

1. During competition, the line-up shall never exceed three (3) athletes and two (2) partners at any time
2. Each team shall have an AIA sanctioned coach responsible for the line-up and conduct of the team during competition.
3. Partners shall NOT dominate play.
4. Athletes must be wearing even numbers and partners wearing odd numbers.
5. When an athlete requires one on one assistance from a partner to navigate the field of play the following rules apply:
 1. Partners shall not shoot, kick, throw, carry, catch or in any other way actively participate in scoring or blocking other athletes/partners from play.
 2. Partners are only able to maneuver athletes up and down the field of play.