

## ***Dodgeville Tournament Rules:***

- Every game begins with a coin toss to determine which team will start with the ball. Games are two 20-minute running clock halves (3-min. halftime), the clock only stops for injuries, half-time and timeouts (each team has one (1) 60-second timeout per half).
- The starting team begins on the 40-yard line and has four downs to cross the 20-yard line to gain a first down. If the offense gets inside the 25-yard line or the 5-yard line they must pass the ball to gain a first down or touchdown.
- Minimal contact is allowed, this includes diving and mirror blocking. Players wear flags that hang along their sides by a belt. To “tackle” the person in possession of the ball, the opposing team needs to pull one of their flags off.
- The quarterback has 7 seconds, from receiving the snap, to release the ball. Once a backwards handoff, pass or lateral occurs, the 7 second rule goes away and the offense has an unlimited amount of time to throw a forward pass.
- The player receiving the snap (QB) cannot run across the line of scrimmage with the ball, unless rushed. The QB can hand off or pitch/throw the ball backwards to a teammate and then catch a forward pass across the line of scrimmage.
- A maximum of 1 designated defensive rushers may legally rush the quarterback (once per series of downs). All designated rushers must identify themselves, with their hand raised until the snap, to legally rush from the 7 yard rush line. Designated rushers are not obligated to rush, but if they do, they must rush immediately upon the ball being snapped.
- Once the ball is handed off, pitched or thrown backwards by the offense, all defenders are eligible to rush across the line of scrimmage.
- Interceptions are returnable for 6 pts. during a scrimmage down or for 2 pts on any extra point attempt by returning it past the 40-yard line. A backwards pass intercepted in the air, behind the line of scrimmage, can also be advanced by the defense for a score.
- The ball is dead when it hits the ground, the offensive player’s flag is pulled from their belt, the ball-carrier steps out of bounds, or the ball-carrier’s body—outside of their hands or feet—touches the ground.
- Extra-point attempts: 1 point from the 3-yard line, 2 points from the 10-yard line.
- Pool play games can end in a tie. Bracket play games will be played out with alternating possessions from the 10-yard line until a winner is declared (1 play).
- No stiff arms or flag guarding.
- All offensive flag football penalties result in a loss of down and yardage.
- All defensive flag football penalties result in an automatic first down and some are associated with yardage.
- All defenses must be man to man (1st/2<sup>nd</sup> and 3<sup>rd</sup>/4<sup>th</sup>) and/or zone coverage (allowed in 5<sup>th</sup>/6<sup>th</sup> & 7<sup>th</sup>/8<sup>th</sup>).