

CITY OF LAS VEGAS



YOUTH FLAG FOOTBALL RULES & REGULATIONS **FALL 2021**



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SECTION 1: GENERAL LEAGUE INFORMATION

A. Rulebook Overview

The purpose of this document is to provide all participants in the city of Las Vegas Park and Recreation Department youth flag football program with an overview of our rules and regulations. All games are conducted in accordance with the current National Federation of State High School Association (NFHS) rules of the game and decisions as modified by the city of Las Vegas Park and Recreation Department. Any issues not specifically addressed in these guidelines will be governed by the Department. The Park and Recreation Department reserves the right to modify, adjust or omit any rule in this document that is deemed to enhance the quality of the program.

B. Division Setup

Each participant is assigned to a division based on their date of birth.

The aging date for the 2021 Youth Fall Flag Football season is September 1, 2021.

Division	Age	Birth Date
6U	5-6	No more than 6 by September 1, 2021
8U	7-8	No more than 8 by September 1, 2021
10U	9-10	No more than 10 by September 1, 2021
12U	11-12	No more than 12 by September 1, 2021

C. Eligibility

1. Each participant must have a waiver of claim signed by their parent or guardian and paid registration before League play or practices.
2. Roster Size: determined by League Coordinator when putting teams together. Max is ten (10) players per team.
3. Once players are placed on a team roster, they must remain on the same team for the remainder of the season. Players may not switch from one team to another after they have been placed on a team.
4. Participation by players not fulfilling the eligibility provisions will be immediately suspended from play and all games in which they participated in may be forfeited to the opposing teams.
5. Falsification of roster information or use of illegal players will result in immediate team suspension from the league (no refunds). It is the Coaches'/Managers' responsibility to know who is on the roster and to confirm their eligibility.

6. City of Las Vegas staff may challenge a player's eligibility at any time. If the player (s) cannot produce a record of birth or school records, then that player will be ruled ineligible until they can produce the age verification documents.

D. Season Timeline

1. All practices begin the week of September 13, 2021. The league will provide one official practice per week for each team. Coaches may hold practice up to twice per week in the preseason, and once or twice per week during the season, depending on field availability.
2. The first game for all divisions is scheduled to be played on September 25, 2021 with the last game of the season on November 18, 2021.
Please note that the timeline may be adjusted due to unforeseen circumstances that alter the availability of allocated field space.
3. All teams are guaranteed 7 games unless games are canceled due to weather or unforeseen circumstances.

E. Jurisdiction

1. **FIELDS**
Flag football fields are allocated by the city of Las Vegas Park and Recreation Department for their prospective use; therefore, the city maintains jurisdiction over the fields and surrounding space during events. All participants of the city of Las Vegas Park and Recreation youth flag football program will honor the rules and regulations along with employees and officials who are empowered to enforce them.
2. **OFFICIAL'S AUTHORITY**
Coaches, spectators and players are reminded that the official is the authority in control of the game including the surrounding field, from the time they arrive until the time they leave the facility. The official is authorized to enforce these rules and regulations in addition to NFHS rules of the game.

F. Non-Player Conduct

1. **COACHES' CODE OF CONDUCT**
 - a. Head coaches are responsible for their own conduct as well as the conduct of their assistant coaches, players, and spectators affiliated with the team.
 - b. Coaches must stay off the field (6U & 8U may have 1 coach on the field) and remain on their respective sideline (coach/player box). Coaches must behave responsibly and may not shout at the officials or otherwise interfere with the game.
 - c. No voice amplification devices will be allowed.
 - d. Alcohol, tobacco and illegal drugs are prohibited.
 - e. Each team must have one coach designated as the head coach, and may have up to one assistant coach. In the event that the head coach is ejected from the game, then the assistant coach will be designated as the head coach. A substitute coach may be granted with permission from the facility representative.

- f. Coaches along with officials should make every effort to ensure the games are safe and fair.
- g. Both teams must line up for post-game handshakes prior to having a team meeting.

2. SPECTATORS' CODE OF CONDUCT

All individuals who are not coaches, players, officials, or city of Las Vegas employees are considered to be spectators from the time they enter the field until the time they leave. This league is designed to promote fun and fundamentals. Below are some simple rules that should be observed by spectators:

- a. Spectators must be at least three (3) yards from the playing field for player safety.
- b. Shouting at players from the sidelines is not permitted; it is the coach's responsibility to direct the players.
- c. Parents are encouraged to cheer for their child's team. They should refrain from any disparaging or discouraging comments.
- d. Avoid obvious displays of anger.
- e. Display good sportsmanship.
- f. Do not run up and down the sidelines or behind the end zones. Spectators should remain stationary in the designated area.
- g. Do not shout insults at the official. The official has the authority to stop the game if the crowd becomes discourteous.
- h. Absolutely no alcoholic beverages, smoking and/or tobacco are permitted at any game.
- i. Non-playing children must be supervised at all times.
- j. Posted facility rules for field use apply; this includes no pets on the field.

3. FIELD RULES

There are rules and guidelines that all coaches, parents, players, and spectators must follow within the field and surrounding park area:

- a. All games will be played on a field marked by the Department of Parks and Recreation.
- b. No-run zones will be marked before the mid-field line and the two end-zone lines. The playing field will be divided into two halves.
- c. No-run zones are only in effect before the mid-field line and the end-zone.
- d. After each game, coaches are responsible for cleaning their bench area.
- e. Do not leave personal items unattended. The city of Las Vegas is not responsible for lost or stolen items.
- f. Appropriate attire must be worn at all times. This includes appropriate shirts, shorts/pants and shoes.
- g. Inappropriate language or gestures are not tolerated and may result in removal from the park.

G. Disciplinary Procedures

1. PLAYERS DISCIPLINED BY THE COACH

While the city of Las Vegas recognizes discipline is a key ingredient to the success of a team, no coach can prevent a player from participating in a game without prior approval from the

CLV facility representative at the game location. Any coach who feels a player's playing time should be restricted due to tardiness, absenteeism, behavior, or any other reason should discuss matter with the CLV facility representative at the game location.

2. PLAYERS EJECTED BY THE OFFICIAL

Players will receive a first warning for unsportsmanlike conduct. Players who have received a second warning for unsportsmanlike conduct will be ejected from the game by the officials and cannot participate in the remainder of the game. Any player ejected from the game by the official will be suspended for one or more subsequent games, subject to review by the Flag Football League Sub-Committee. In all cases where a player is sent off the field, the official must submit a written report to the Flag Football League Sub-Committee within 24 hours.

3. EJECTION OF COACHES

Coaches will receive a first warning for unsportsmanlike conduct. Coaches who have received a second warning for unsportsmanlike conduct will be ejected from the vicinity of the field for the remainder of the game by the official or league representative, if they feel the coach's behavior is inappropriate. The game will not resume until the coach complies with the ejection. If the official or league representative decides to abandon or terminate the game because a coach fails to leave the immediate vicinity after being ejected, the league or facility representative will decide the outcome of the game. The official shall verbally inform the head coach of the ejection and all implications that may apply. Any coach ejected by the official or facility representative will be suspended for one or more subsequent games, subject to review by the Flag Football League Sub-Committee. In all cases where a coach is ejected, the official or facility representative must submit a written report to the Flag Football League Sub-Committee within 24 hours.

4. EJECTION OF SPECTATORS

The official or facility representative may eject any spectator from the field or its immediate vicinity for the remainder of the game if they feel the spectator's behavior is inappropriate. The game will not resume until the spectator complies with the ejection. If the official or facility representative decides to abandon or terminate the game because a spectator fails to leave the immediate vicinity after being ejected, the facility representative will decide the outcome of the game. The official shall verbally inform the head coach of the ejection and all implications that may apply.

Any spectator ejected by the official or league representative will be suspended for one or more subsequent games, subject to review by the Flag Football League Sub-Committee. In all cases where a spectator is ejected, the official or league representative must submit a written report to the Flag Football League Sub-Committee within 24 hours.

H. Suspended or Postponed Games

In the event a game is not completed in regulation time for any reason (including insufficient players or abandonment or termination by the official); all relevant facts must be submitted to the Flag Football League Sub-Committee. The facility representative has the option to:

1. Schedule the game to be replayed, thus nullifying the original game.

2. Continue playing the game at a later date with the score and elapsed time starting as it was when the game was terminated or abandoned.
3. Accept the score of the game at the moment it ended as the final score.
4. Award both teams a tie.
5. Award one team a win and the other a loss.

The facility representative's decision is final and under no circumstances can a game be protested by a coach, spectator or player.

I. Quality of Officials

All officials have different styles of officiating and different levels of experience. Coaches, spectators and players must make allowance for these differences and realize that officials are part of the game. The final outcome of a game is rarely determined by an official's actions or inactions. Any concerns regarding officiating should be filtered through the head coach of the team and discussed with either the facility representative or the Flag Football League Sub-Committee at an appropriate time. Officials will consist of city of Las Vegas employees and/or contracted officials.

J. Equipment

1. COACHES'S EQUIPMENT RESPONSIBILITIES

Each team will receive a minimum of two footballs for practices reserved through the city of Las Vegas respective Community Centers. A form of collateral (ex. Keys) will be exchanged for use of the practice balls. Coaches may be held financially responsible for any damaged, lost or stolen equipment.

2. PLAYERS'S EQUIPMENT RESPONSIBILITIES

- h. Each player must wear the city-issued jersey/shirt which must be tucked in. Shorts or sweats, without pockets, may be worn. All participants must wear tennis shoes or rubber cleats. Mouth pieces must be used during all practices and games. Shoelaces must be securely tied. Open-toe shoes or metal-spiked cleats are not allowed. Football cleats with rubber soles are recommended.
- i. A player may not wear anything that could be dangerous to themselves or to another player, including orthopedic casts (even if cushioned), rings, watches, jewelry, and hair clips. Hair ties must be soft in texture. Exception: Prescription eyeglasses that appear to be reasonably safe.
- j. A player with blood, even if dried, on their uniform will not be allowed to participate until a new uniform is provided or until the blood is removed from the uniform.
- k. Uniforms may not be altered in any way.
If a player is wearing an ineligible uniform the city of Las Vegas reserves the right to allow that player to participate in the game as a legal player if they feel it is safe and fair to do so. Officials, coaches and game monitors should be notified if a player is out of uniform before the player enters the game. A game cannot be protested due to a player being out of uniform. City of Las Vegas and game officials are the sole determining factor whether a player is deemed eligible or ineligible.
- l. A mouthpiece must be worn at all times.

- m. All game flag belts must be worn with flags pointing outward, away from the player's body.
- n. Illegal equipment: Protective equipment, helmets, shoulder pads, thigh pads are prohibited. The use of any unyielding hard substance cannot be used to protect an injury, no matter how covered. No headwear containing any hard material, billed hats, or items containing exposed knots may be worn. NO Jewelry or Bracelets. Shirts or jerseys must be tucked in. No pants or shorts with any belts, belt loops, pockets, or exposed drawstrings. Any slippery or sticky foreign substance on any equipment or exposed part of the body is illegal. No towels may be attached to a player's waist at any time.

3. GAME BALLS

Game balls are provided by the city of Las Vegas Park and Recreation Department on game days. Teams are responsible for providing their own warmup balls before games.

Division	Size Football
6U	Pee Wee
8U	Pee Wee
10U	Junior
12U	Junior

SECTION II: GAME-PLAY INFORMATION

A. The Field of Play

Field sizes are subject to change at the league's discretion.

Division	Field Size	End Zone Size	No-Run Zone Size
6U,8U,10U,12U	70 yards long x 30 yards wide	There are two 10 yard end zones	There are four 5 yard no-run zones

Spectator Line			Players & Coaches Box				Spectator Line		
G5							5G		
End Zone	No Run			No Run	No Run			No Run	End Zone
		<div>←→←</div>							
		Spectator Line				Players & Coaches Box			

B. Number of Players and Forfeits

1. A team must have four players on the field at all times for any/all divisions. Teams must start each half with at least four players. Games will not start with less than the minimum of required players.
2. If the late team shows up within the first five minutes of the first half, the game will commence from the time remaining on the clock. If the first five minutes of the first half has expired, the game will be officially declared a forfeit.
3. Both teams must finish the game with a minimum of four eligible players for all divisions unless an injury occurs. In the event of an injury, officials or facility representatives will make the final decision to allow play to continue.
4. After the third forfeit, a team will be removed from the schedule.

C. Player Participation Requirements

1. Minimum Playing Time
 - a. Minimum playing time is one half per game.
 - b. Any team that has more than 10 players may shorten the playing time for each player.
 - c. If players do not attend practices, coaches may sit these players for a reasonable amount of time.
 - d. If teams have team rules regarding grades or any other subject matter, player participation may be shortened.

2. STANDARD SUBSTITUTION PROCEDURES

Player participation is controlled through proper substitution procedures as follows:

- a. All divisions can substitute players on all dead ball situations.
- b. Facility game staff will track all substitutions.

3. SUBSTITUTION PROCEDURE MODIFICATIONS DUE TO PLAYER INJURY

- a. If a player is injured and play has been stopped by the official, the injured player may be substituted for another player.
- b. If the injured player is able to return within the same half, then they may substitute back into the game for the player that replaced them.
- c. This substitution must occur at a natural stoppage in the game, which temporarily halts the game, and allows for player substitutions to take place.
- d. The player must receive a signal from the official to return to the game.
- e. The official must recognize the player leaving the field.
- f. The player who played the majority of minutes in the half is credited with playing the entire half regardless of who started the half.
- g. The official is the sole authority in awarding the half to the appropriate player.

4. SUBSTITUTION GUIDELINE EXCEPTIONS

The only valid exceptions to these defined substitution procedures are:

- a. If, in the opinion of the coach, parent or official, the player is injured or in jeopardy of injury or could further compound an existing injury by continuing to play.
- b. If the official has sent the player off the field for an ejection.

D. Length of Playing Halves: Playing Time

1. Game possession will be decided by a coin toss. The team that lost the coin toss will get possession of ball in 2nd half.
2. Playing time will consist of two (2) twenty-minute halves, running clock.
3. Halftime will be five (5) minutes.
4. The clock will stop for time-outs, injured players, and at the discretion of the official(s).
5. Each team has two (2) one-minute time-outs per half. Unused time-outs cannot be carried over.
6. If the point-spread is 8 points or less during the last two (2) minutes of the 2nd half, the clock will stop for all dead balls.

E. Overtime

1. Overtime will follow if a game is tied at the end of regulation.
 - a. Overtime procedure: Each team (10U, 12U, 14U) starts from the 20-yard line (12 yard line for 6U and 8U Division) and has three (3) plays to score plus a point-after attempt. Each team will have an opportunity to score.

- b. For a second, and all subsequent overtimes, teams must go for a two (2) point conversion. If the first team does not score on the two (2) point conversion, the second team still must go for a two (2) point conversion.

F. Game Clock

1. The clock will start on snap of ball.
2. Time re-starts on the snap of the football after a time-out.
3. The clock will stop for all timeouts, injured players and at the discretion of the Referee(s).
4. Running clock stops only for:
 - a. Timeouts: the head coach or player on field may request timeout, or an injury timeout from the official.
 - b. The last 2 minutes of the 2nd half on dead balls if the point –spread is 8 points or less.

G. Mercy Rule

1. Mercy Rule will apply when a team leads by twenty-four (24) points or more.
2. The team that is behind will be given the ball at their opponent's six (6) yard line, with 1st & goal.

H. General Playing Rules

1. The offensive team takes possession of the ball at its own five (5) yard line and has three (3) plays to cross midfield. Once a team crosses midfield, it has three (3) plays to score a touchdown. If the offense fails to reach midfield or score, the ball changes possession and the new offensive team takes over at their five (5) yard line.
2. The offense has seven (7) seconds to cross the line of scrimmage.
3. All possessions start at the five (5) yard line, except for interceptions.
4. No halfback passes are allowed in the no-run zone. Handoffs, laterals, or pitches are not allowed in the no-run zone. Any pass must travel beyond the line of scrimmage.

Spectator Line			Players & Coaches Box				Spectator Line		
5			5				5		
End Zone	No Run			No Run	No Run			No Run	End Zone
<div style="display: flex; justify-content: space-between; align-items: center;"> ← → ← → </div>									
Spectator Line			Players & Coaches Box				Spectator Line		

5. No more than five (5) players per team are allowed on the field at one time.

6. Teams must start the game and 2nd half with four (4) players. Only three (3) players will be considered a forfeit.
7. Rainouts or cancellations will be determined by the League Coordinator.

I. Scoring

1. A score will occur when a player in possession of the ball breaks the plane of the goal line with the ball and flag (1). If the player's flag is pulled at the goal line and the ball has crossed the plane of the goal line but the flag has not, this does not result in a score.
2. A touchdown is worth six (6) points.
3. Extra Point – One (1) point is awarded for a successful attempt from the five (5) yard line. Two (2) points are awarded for a successful attempt from the twelve (12) yard line.
4. A safety is worth two (2) points. The team that earns a safety will also be rewarded with the ball from their five (5) yard line.
5. Interceptions on extra points are not returnable.

J. Penalties

1. Penalties will be assessed from the line of scrimmage, except flag guarding and defensive holding, which will be assessed from the spot of the foul.
2. No single penalty may be assessed that will move the ball more than half the distance to the goal line.
3. If a team crosses mid-field, the team will receive a first down minus penalty yardage. If the penalty is marked behind mid-field, however, the team will have first and goal with no opportunity to earn a first down.
4. If an offensive penalty occurs in the no-run zone and the foul places the ball outside the line of scrimmage, the team will still be considered in the no-run zone.
5. All offensive penalties will be yardage and a loss of down. Exception: Interception has no loss of down.
 - a. Seven (7) Second Violation Five (5) Yards
 - b. Off Sides Five (5) Yards
 - c. Illegal Motion Five (5) Yards
 - d. Illegal Exchange Five (5) Yards
 - e. Delay of Game Five (5) Yards
 - f. Pass Interference Five (5) Yards
 - g. Blocking Five (5) Yards
 - h. Charging Five (5) Yards
 - i. Flag Guarding Spot of Foul
6. All defensive penalties will be yardage and an automatic first down for the offense.
 - a. Off Sides Five (5) Yards

- | | |
|----------------------|----------------------|
| b. Diving at Flags | Five (5) Yards |
| c. Illegal Flag Pull | Five (5) Yards |
| d. Illegal Rush | Five (5) Yards |
| e. Illegal Contact | Five (5) Yards |
| f. Blocking | Five (5) Yards |
| g. Pass Interference | Spot of Interference |
7. Unsportsmanlike penalties are fifteen (15) yards and loss of down or first down. Second unsportsmanlike penalty will result in ejection and suspension for one game.
 8. If an offensive player runs out of bounds, he/she cannot be the first player to touch the ball. If she/she receives the pass, it will be ruled incomplete.
 9. Penalties can be declined.

K. Sideline Coaching

1. During the game, coaches and players not in the game must stay in the designated Players & Coaches Boxes. Players & Coaches Boxes will extend from the twelve (12) yard line to the twelve (12) yard line.
2. Coaches may address remarks to their team from within the Players & Coaches Box.
3. No parents/spectators are allowed within the Players & Coaches Box.
4. During time outs, one coach may enter the playing field to talk to players in a huddle.

L. Blocking

1. There is no blocking allowed by the offense or the defense.
 - a. Offensive blocking is when an offensive player intentionally blocks for the player in control of the ball or is running along with the player. Players running their normal route will not result in a blocking penalty.

M. Tackling

1. Each player will wear an official flag belt. A player is tackled when the flag is pulled free from the flag belt, flag falls off or belt falls off of the player. The player making the tackle must drop the flag at the spot taken.

N. Charging, Tackling and Flag Guarding

1. Flags must be worn on the hips of the player; the flag must be worn with the pointed end of the flag holder pointed away from the ball carrier.
2. The ball carrier may not run through the defensive players but must attempt to evade the tackler.
3. HURDLING OR JUMPING TO GAIN YARDAGE IS CONSIDERED FLAG GUARDING AND IS NOT ALLOWED.
4. A player reaching across the body and attempting to grasp the flag on the opposite side of the ball carrier must get the flag cleanly and not obstruct the motion of the ball carrier before body contact results or he will be penalized.

5. The ball carrier may not slap, strike or stiff arm in evading a tackle nor evade the tackling by screening the flag with an arm, tucking the flag under a belt, flipping the flag, or by any illegal arrangement of the flag. Shirts must be tucked in, so that the flag is clearly visible at the hip. Any and all deviations from the above shall be penalized.
6. Spinning is allowed, but the players' hands (arms, elbows) must be above the head to prevent a flag guarding call.
7. Charging and tackling will be to the Referee's discretion and to be ruled on according to the League guidelines on contact.

O. First Down

1. To keep possession of the ball, the offensive team must advance from their half into their opponent's half of the field in three (3) downs. As soon as the ball is advanced into their opponent's half, the following down will be first down.

P. Dead Ball

The Referee shall declare the ball dead and the down ended when:

- a. The flag of the ball carrier has been pulled.
- b. A fumble, pass or lateral strikes the ground.
- c. When the ball goes out of bounds or the player carrying the ball goes out of bounds.
- d. When a touchdown, safety or touchback is made.
- e. When a ball carrier touches a knee to the ground.
- f. At any time the referee declares the ball dead.
- g. Dead balls do not stop the clock during the 1st half and will only stop the clock in the last two (2) minutes of the second half if the game is within eight (8) points. Balls that are inbounds during the last two (2) minutes, and flags pulled inbounds will not stop the clock. Incomplete passes will also stop the clock during this time.

Q. Running

1. The quarterback cannot run with the ball beyond the line of scrimmage.
2. Direct handoffs, pitches and laterals behind the line of scrimmage are permitted, however, they must be clearly visible. (No circling around the ball by the offense.) All forward pitches must be made from behind the line of scrimmage.
3. If the lateral, handoff or pitch hits the ground, the spot where the ball lands will be the spot where the next play begins.
4. The player who receives the ball can either run down field, lateral, throw the ball down field or hand the ball back to the quarterback from behind the line of scrimmage.
5. For a player to directly hand the ball off back to the quarterback, he must take two steps toward the line.
6. If the quarterback is handed the ball back, he can run down field, lateral or throw the ball down field from behind the line of scrimmage.
7. Once the ball carrier has crossed the line of scrimmage he cannot lateral or handoff the ball.
8. A pitch, lateral or handoff landing in your own end zone will result in a safety.

9. Handoffs to the center are legal, but the quarterback must take one step back from the line of scrimmage before handing the ball back to the center. The center must turn and attempt a legal handoff from the quarterback. Officials determine if center made a clean handoff.

R. Receiving

1. All players are eligible to receive passes including the quarterback, if the ball has been handed off behind the line of scrimmage.
2. Players must have one foot in bounds when making a catch.
3. Simultaneous receptions (where the defensive and offensive players simultaneously catch the ball) will be ruled an offensive catch, not an interception. Players should not wrestle to the ground to get control. No penalty will be given to the defense.
4. Any offensive player catching a completed pass that has only one flag in his/her belt will be an ineligible receiver. It is a loss of down and the ball will be returned to line of scrimmage. Any defensive player intercepting a pass with one flag in his/her belt will negate the interception. This results in an automatic replay from line of scrimmage.

S. Passing

1. The quarterback has seven (7) seconds to pass or hand the ball to another player and get the ball across the line of scrimmage.
2. If the quarterback fails to release the ball in seven (7) seconds, the play is over and the whistle shall be blown.
3. Shovel passes are allowed. They must be passed from the chest and not underhanded. SHOVEL PASSES MUST BE CLEARLY VISIBLE AND MUST TRAVEL ONE (1) YARD PERPENDICULAR TO LINE OF SCRIMMAGE.
4. The quarterback must release the ball from behind the line of scrimmage.
5. Passes that travel behind the line of scrimmage and are dropped, will be placed where the ball hits the ground, just as a fumble would be placed.

T. Snap from Scrimmage

1. Once the ball is spotted, the team has thirty (30) seconds to snap the ball. Senior Division has twenty-five (25) seconds.
2. The ball must be snapped between the legs of the center to start play.
3. All players must come set on or behind the line of scrimmage, and then one (1) player can go in motion. This player must come to a set before the ball is hiked.
4. The ball cannot be snapped until the Referee's whistle is blown.

U. Touchbacks

Any ball intercepted in the end zone may be returned by the defense. It is a touchback of the flag is pulled in the end zone or inside the five (5) yard line. All touchbacks will be played from the five (5) yard line.

V. Turnovers

1. No fumbles. A fumbled ball is a dead ball.
2. Interceptions are a change of possession that can be returned for a touchdown. If a team does not score a touchdown, possession will start at the spot of where the flag is pulled.

W. Defense

1. All players can rush the quarterback but must start seven (7) yards from the line of scrimmage. Players may not break the seven (7) yard rush line until the ball has been snapped. If a player(s) jumps and breaks the seven (7) yard rush line before the ball is snapped, they will be unable to blitz and cross the line of scrimmage until the ball has been handed off or passed to another player!
2. The designated seven (7) yard rusher/blitzer must go for the quarterback's flag and may not attempt to block or intercept a pass attempt, once the rusher has crossed the line of scrimmage.
3. Players lined up on the line of scrimmage may not rush until the ball has been handed off or passed to another player.
4. Once an exchange of the ball has occurred, the seven (7) yard rule is no longer in effect.

X. Miscellaneous

1. Games cannot end on a defensive penalty, unless declined by the offense.
2. Incidental contact resulting from the normal running of play is a discretionary call and will be determined by the Referee pursuant to League guidelines on contact.
3. No handoffs, lateral or pitches from beyond the line of scrimmage.
4. Inadvertent whistles: the Offense has two options:
 - a. Take the ball where the whistle blew.
 - b. Replay down from the original line of scrimmage.
5. In the last three (3) minutes of the game, the clock will stop if the Referee or player must chase the ball out of play.
6. Huddles – Coaches are allowed in the huddles and on the field for 6U and 8U Division.
7. No video devices will be used to reverse calls or decisions made by game Referees.
8. Any rule not specifically covered in the Flag Football rules will be the interpretation of game Referees and City of Las Vegas Staff.
9. Coaches will receive a Field Use Permit to practice after they have registered their team.
10. Only parents are allowed to take pictures and/or video tape their child.
11. Pictures may be taken by a City of Las Vegas Staff member and/or representative from marketing and advertising purposes.

AA. Penalty Definitions

When ruling on any contact, the contact situation must meet one of the following criteria:

- a. Accidental Contact is contact that does not give one player an advantage over another.
 - b. Intentional Contact is any contact initiated by a player in order to gain an advantage over another player.
 - c. Intentional Hard Contact will result in an unsportsmanlike conduct penalty.
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- A. 7-Second Violation – Offense fails to move the ball across the line of scrimmage within seven (7) seconds.
 - B. Off Sides – Any player lined up with any part of his/her body on the wrong side of the line of scrimmage.
 - C. Illegal Motion – More than one player on the offense in motion.
 - D. Illegal Exchange – The ball carrier throws or pitches the ball from beyond the line of scrimmage.
 - E. Delay of Game – The offense takes more than thirty (30) seconds to hike the ball. Twenty-five (25) seconds in the 10U and 12U division.
 - F. Pass Interference – Intentional contact or contact that affects the result of the play.
 - G. Flag Guarding, charging and blocking – see rules M-Tackling, N-Charging Tackling and Flag Guarding, O-First Down.
 - H. Diving at Flags – Defense may not leave their feet at any time or drop to a knee to pull the flag.
 - I. Illegal Flag Pull – No pulling flags early. *If a player is juggling a catch and one of his flags is pulled, the ball will be placed at the spot of the flag, providing the catch is made.
 - J. Illegal Rush – Any defensive player that does not start the play seven (7) yards from the line of scrimmage, crossing the line of scrimmage prior to an exchange of the ball. K. No bump and run will be allowed at any time.

SECTION III: Other Flag Football Information

A. Protest Rule:

1. Coaches must submit a payment in the amount of \$50.00 for protest fees to the City of Las Vegas. Protest fees will be assessed per incident, player, coach or rule interpretation. Judgment calls by Referees cannot be protested.

B. No Tolerance Stance

The City of Las Vegas Department of Parks and Recreation has taken a NO TOLERANCE STANCE toward any un-sportsman like act or conduct. Any player, coach, parent or spectator displaying actions that is detrimental to the environment of the program will be removed from the game

area, no questions asked. Further action or suspension from Recreation Division activities could be levied as determined by review of the Department of Parks and recreation and the City of Las Vegas. Abusive and disruptive behavior towards staff and clients will not be tolerated. You will be asked to vacate the premises.

C. Nevada Revised Statute

NRS 100.300 Intimidating public officer, public employee, juror, referee, arbitrator, appraiser, assessor or similar person.

1. A person shall not, directly or indirectly, address any threat or intimidation to a public officer, public employee, juror, referee, arbitrator, appraiser, assessor or any person authorized by law to hear or determine any controversy or matter, with the intent to induce such a person contrary to his or her duty to do, make, omit or delay an act, decision or determination, if the threat or intimidation communicates the intent, either immediately or in the future:
 - a. To cause bodily injury to any person;
 - b. To cause physical damage to the property of any person other than the person addressing the threat or intimidation;
 - c. To subject any person other than the person addressing the threat or intimidation to physical confinement or restraint; or
 - d. To do any other act which is not otherwise authorized by law and is intended to harm substantially any person other than the person addressing the threat or intimidation with respect to the person's health, safety, business, financial condition or personal relationships.
2. The provisions of this section must not be construed as prohibiting a person from making any statement in good faith of an intention to report any misconduct or malfeasance by a public officer or employee.
3. A person who violates subsection 1 is guilty of:
 - a. If physical force or the immediate threat of physical force is used in the course of the intimidation or in the making of the threat:

For a first offense, a category C felony and shall be punished as provided in NRS 193.130
For a second or subsequent offense, a category B felony and shall be punished by imprisonment in the state prison for a minimum term of not less than 2 years and a maximum term of not more than 10 years, and may be further punished by a fine of not more than \$10,000.
 - b. If no physical force or immediate threat of physical force is used in the course of the intimidation or in the making of the threat, a gross misdemeanor.
4. As used in this section, "public employee" means any person who performs public duties for compensation paid by the state, a county, city, local government or other political subdivision of the state or an agency thereof, including, without limitation, a person who performs a service for compensation pursuant to a contract with the state, county, city, local government or other subdivision of the state or an agency thereof.

NRS 203.119

D. City of Las Vegas Municipal Code

Chapter 10.45 – Conduct at Athletic Events

Chapter 10.45.20 – Prohibited Conduct

It is unlawful for an attendee of an athletic event, which is held within the City to engage in any of the following acts:

- a. Interfere with, disrupt, or interrupt the athletic event.
- b. Throw any article, including without limitation missiles, rocks, bottles, cups, glasses, drinking receptacles, and ice, at any of the participants or officials of the athletic event, or into the area in which the participants and or officials are conducting the athletic event.
- c. Discharge any fireworks or firecrackers on the premises of the athletic event.
- d. Enter upon the area in which the participants and officials are conducting the athletic event, when the event is in progress.
- e. Engage in any physical altercation with any of the participants, officials, or other attendees during the progress of the athletic event or immediately after the conclusion of the event.
- f. Injure or destroy any property, which belongs to the facility in which the athletic event is held.

Bring any alcoholic or other beverage, glass bottles, or metal can containers, into the premises, excluding the parking areas, in which the athletic event is held. (ORD.3034 AND 3,1983)

SECTION IV: Grievance Procedures

The Regulations in the Grievance Procedures, shall apply to all city of Las Vegas Youth Sports Leagues.

A. Grievance Committee

The grievance committee shall consist of no less than three persons, including a committee chair, in order to adjudicate grievances. The members of the committee may be the same as, or different in whole or part from, the committee first approved.

B. Grievance

1. An action taken by a team official indicating disagreement with the interpretation and/or implementation of rules, regulations, or league purpose. Judgment calls by the referee cannot be protested.

2. Any grievance against an individual or team may only be filed by (a) the Coach of the team who has competed in a game where the alleged violation occurred, or (b) City youth league representative.
3. Any grievance alleging a violation by an individual or team during competition shall be filed in writing with the CLV Youth Sports Grievance Committee Chair. A Grievance Fee of \$50.00 must accompany each grievance. The grievance must be filed prior to the commencement of whichever occurs first: (a) the involved team's next game, whether or not the involved player participates or (b) within 24 hours after the end of the league season.
4. In the event of an eligibility disqualification, the team will remain eligible to participate and retain points received up to the disqualification, but the ineligible player will not be allowed to continue.

C. Grievance Committee Action

1. Following the receipt of a grievance and as soon as reasonable, the Grievance committee shall investigate the alleged violation as it deems appropriate. If the Committee deems necessary, it shall arrange for a hearing at which the parties involved shall have the opportunity to present evidence.
2. The Grievance Committee shall have the power to dismiss or deny the grievance or to direct the correction of any violations by reasonable means, including the suspension of an individual or team. This is applicable to any party to the grievance as long as such party has been given the opportunity to review and present evidence.
3. The Grievance Committee shall prepare a written decision setting forth the basis for its decision and the deadline for any written appeal and promptly send copies to the parties involved.
4. The decision of the Grievance Committee shall be by majority vote.

COACHES' CODE OF ETHICS

I hereby pledge to live up to the Coaches Code of Ethics:

- I will place the emotional and physical well-being of my players ahead of a personal desire to win.
- I will treat each player as an individual, remembering the large range of emotional and physical development for the same age group.
- I will do my best to provide a safe playing situation for my players.
- I promise to review and practice first-aid principles needed to treat injuries of my players. □
I will do my best to organize practices that are fun and challenging for all my players.
- I will lead by example in demonstrating fair play and sportsmanship to all my players
- I will provide a sports environment for my team that is free of drugs, tobacco and alcohol, and I will refrain from their use at all youth sports events.
- I will be knowledgeable in the rules of each sport that I coach, and I will teach these rules to my players.
- I will use those coaching techniques appropriate for all of the skills that I teach.
- I will remember that I am a youth sports coach, and that the game is for children and not adults.

**National Youth Sports Coaches Association*