



ADULT FLAG LEAGUE POLICY

DIVISIONS

Men's Open (18 years and older), and Co-ed (At least 2 player of the opposite sex on field)

LEAGUE FEE

League fee must be paid at time of registration in the form of a money order, cashier's check, personal check, or cash.

\$55.00 per player

MANDATORY COACHES MEETING

A mandatory coaches meeting for all teams will be held at the Columbus Civic Center 400 4th street. League schedules will be distributed and rules will be reviewed.

LEAGUE PLAY

League will play will be played at a Parks and Recreation facility run by the city of Columbus, GA on Sundays.

REGISTRATION PROCEDURE

A completed and signed roster must be received during the time of registration along with league fees. Any team failing to turn in completed roster and appropriate fees by the deadline will lose priority. Mail in registration forms will be accepted at: Beyond The Game c/o Jeff Gonos 400 4th street Columbus, GA 31901. You may drop off registration forms at the Columbus Lions office in the Civic Center from 10:00 a.m. to 4:00 p.m. Mon. – Fri by appointment. Registration can also be completed online at www.btgsports.net.

REGISTRATION POLICY

All registrations will be conducted online at www.btgsports.net, mailed in or dropped off (drop off registration will be processed after the daily mail in registration is completed). Beyond The Game staff must process drop off registration and you must be issued a receipt before your registration can be accepted.

ALCOHOLIC BEVERAGES

Prohibited in City Parks. Players/teams will be dropped from the league for this violation.

AWARDS

Each championship team will be awarded a trophy.

EJECTIONS

Simple Ejection: Any player, coach, or fan that uses inappropriate language (cursing) may be ejected from a game. Unsportsmanlike activity, such as unnecessarily rough play or other unsportsmanlike activity may lead to ejection from a game.

Penalty for Simple Ejection: A one game suspension after the game you were ejected from. Any player, fan, or coach/manager who is ejected twice in the same season is ejected from the league for the next complete season. Any ejected player, fan, or coach/manager must leave the park area immediately. Players ejected during tournament play will be suspended for the remainder of the tournament and fines must be paid. Team registration will be suspended until fine is paid.

EJECTION FEES

A fee of \$20.00 will be imposed on the team with each ejected player from a game. The fee must be paid prior to the following weeks game(s). Failure to pay the ejection fee will lead to a forfeit of all future games until the fee is paid. If the ejection occurs in the last game of the season, teams must pay the fee prior to the next registration period or they will not be able to register until the fee is paid. In addition, the ejected player will serve a minimum one game suspension. Depending on the severity of the player conduct for the ejection, the suspension could be a calendar year or longer. Players ejected during tournament play will be suspended for the remainder of the tournament and fines must be paid. Team registration will be suspended until fine is paid.

OUTRAGEOUS CONDUCT

Any player, coach, or fan, who displays "Outrageous Conduct" (such out of control behavior is defined as and includes: A verbal tirade and fusillade of abusive language, gestures, or threats or taunting towards other players, fans, officials, or City staff; physical contact with any other player, fan, official, or City staff; throwing, kicking, or striking of objects in a threatening or dangerous manner, this conduct includes harassing behavior such as following another player, fan, official, or City staff off the field or court, into the parking lot or off the premises, or any attempt to block the departure of other players, fans, officials, or City staff from their departure.) Such conduct can lead to a full calendar year suspension or more and possible criminal prosecution.

FORFEITS: A forfeit will be declared for one or more of the following infractions:

- Not having the minimum number of players (5) on the field at game time.
- Illegal players (those not on roster, using assumed names, or ineligible players) participating. Teams using illegal players will have affected games declared forfeits.
- Misconduct on the part of the players, coaches, or members of other teams in the program before, during, or after a game.
- Failure to finalize a roster prior to the team's scheduled first game.

FORFEIT FEES: A forfeit fee will be imposed on a team's second forfeit. A 1, 2, 3 count will be assessed. For the first forfeit, a warning will be issued. Upon a team's second forfeit, the team will be required to pay a \$20 fine. The fine **MUST** be paid prior to their next game. Teams that do not pay or refuse to pay this fine, will be dropped from the league. The third forfeit will result in a \$20 fine, possible removal from the league. Site supervisors at the game site will not accept payment for any fees. All fees must be paid to Beyond The Game staff and you must show the site supervisor at your next game your receipt for the forfeit fee payment before your team can play. Please be prompt in paying your forfeit fee.

GAME AND FORFEIT TIME: All teams will have 10 minutes after schedule start time before a forfeit is awarded. Any team that expects to forfeit a scheduled game is required to call the league.

GAME SUPERVISION: Two officials are provided for each game. A field supervisor is on hand to supervise all players, spectators, and officials.

INSURANCE: Beyond The Game provides general liability and supplemental accident insurance.

LEAGUE PLAY: Games will be played on Sundays.

PHYSICAL ASSAULT: No player or manager shall, at any time, lay a hand upon, shove, strike, or threaten another player, official, field supervisor, or spectator. The player will be ejected from the ball game and will not be allowed back in the league for the remainder of the season. Physical assault could result in prosecution.

PLAYER ELIGIBILITY: An eligible player is a player who is at least 18 years of age by the first league game, and is legally listed on the team roster.

PROTEST: POST-SEASON TOURNAMENT: A single elimination tournament will follow the end of the regular season. All teams qualify for this tournament.

Protests must be made at the time the play in question is committed. The coach must notify the referee before the next snap. The referee and field supervisor will attempt to solve the problem. Protests shall not be received or considered if they are based solely on a decision involving the accuracy of judgment on the part of a referee. Rule(s) interpretation will be the only consideration for a protest. The Sports Coordinator will review the protest and notify the coach when a decision has been made. Questions on player(s)' eligibility, age, identity and uniforms must be brought to the attention of the referee and field supervisor by the coach before the game ends. Once the game ends, no protests involving eligibility, age, uniforms or identity will be considered. Protests of a player's eligibility, as a result of playing under an assumed name, or player not listed on an official roster shall be resolved by immediate photo ID verification by the field supervisor. If the player cannot provide ID, he is removed from the game. If the player is found to be illegal, the penalty will be the loss of the game.

ROSTERS: Rosters additions must be legible and all information filled in or they will not be accepted. Teams may have as many players as they want. All players must pay the \$55.00 registration fee to be added to the roster and it must be paid by Wednesday of the game week at 12:00pm. All rosters are frozen as of the fourth game.

ROSTER CHECK: The Field Supervisor will randomly verify all players' identification. Players are not eligible for play until they provide proper ID. Players must carry proper identification with them.

TIED STANDINGS: If teams are tied for the trophy or tournament consideration during the regular season, final standings will be decided in the following manner:

- If two teams tie for a position in the standings, whichever team defeated the other during the regular season will then receive the higher position in the standings.
- If three or more teams tie for the same position, then whichever team had the best record among the teams that were tied will then have the higher position in the standings.
- If teams are still tied, placement will be determined by total points scored against.

UNIFORMS: Team jerseys will be provided by Beyond The Game. Players are prohibited from wearing shorts and sweatpants with POCKETS. If a player is found to have an illegal uniform, the penalty will be an ejected player.

Coach's To Do List:

- Remind all players to bring ID's to the game.
- Submit roster changes by Wednesday at noon of the game week.
- Make sure no one has pockets in their shorts/ pants
- Register you and your teammates at www.btgsports.net for the latest updates, cancellations, and league info.
- Know the rules and policies and make sure your team knows them.
- Communicate with your team and the league if you have any questions or concerns.
- Weather cancellation policy check www.btgsports.net or call 706-393-8181 by 12:00PM game day.

Beyond the Game
706-393-8181
btgsports@gmail.com

Jason or Jeff

FLAG FOOTBALL RULES 5v5

THE FIELD

- The field dimensions are approximately 30 yards wide by 60 yards long.
- The field is divided in half which indicates the first down line. This line runs parallel to the goal lines.
- There are “No Run” zones marked 5 yards on each side of midfield and 5 yards outside of each end zone. Teams may not call any running plays once they are inside these zones.

THE GAME

- A coin toss determines first possession of game. Opposite team begins 2nd half with the ball. There are no kick offs.
- The offensive team takes possession of the ball at its 5-yard line and has three (3) plays to cross midfield (4 plays for Co-Ed). Once a team crosses midfield, it has three (3) plays to score a touchdown (4 plays for Co-Ed). If the offense fails to score, the ball changes possession and the new offensive team takes over on its 5-yard line.
- Gender Rule (Co-Ed ONLY): A female player must run, catch, or throw the ball once every four plays. If a female is lined up at quarterback all players are eligible. If the female players are lined-up as wide receivers or running backs then all male players become ineligible and must stay on the line of scrimmage. Defensive players in this case must also stay on the line of scrimmage across from the person they are guarding within 5 yards. No male player can cover a female. Note: if there are more than two females on the field only the first two females must be covered by females. A male player may cover the additional female(s).
- In order for a gender play to be constituted as a run, the female player must cross the line of scrimmage.
- All possession changes start on the offense’s 5-yard line except for interception returns which will start where the player is downed.
- Teams change sides (directions) after the first 20 minutes.

PLAYERS/GAME SCHEDULES

- Teams must field a minimum of four (4) players at all times.
- If a team does not have four (4) players with one (1) being a female to start then they must forfeit.

TIMING/OVERTIME

- Each half with a 20 minute running clock. Halftime is 3 minutes.
- If a team does not have 4 players at the 10 minutes after the scheduled start time then they must forfeit the game and they will lose their deposit.
- If the score is tied at the end of 40 minutes, teams move directly into overtime. Possession will be determined by a coin toss. The first team to score wins.
- Each time the ball is spotted; a team has 25 seconds to snap the ball. Teams will receive one warning before a delay-of-game penalty is enforced.
- Each team has one 60-second and one 30-second time out per half.
- Officials can stop the clock at their discretion.

SCORING

Touchdown: 6 points

Extra point: 1 point (played from 5-yard line) or 2 points (played from 12-yard line); All extra points can be scored by run or pass.

Safety: 2 points

RUNNING

- The quarterback cannot run with the ball past the line of scrimmage.
- Only direct handoffs behind the line of scrimmage are permitted and will constitute a running play. Offense may use multiple handoffs (this includes hand offs to the center).
- “No-running zones,” located 5 yards from each end zone and 5 yards on either side of midfield, are designed to avoid short-yardage, power-running situations. If the ball is placed on one of these lines, running is permitted, if inside the running zones you must pass.
- Laterals are permitted once a player crosses the line of scrimmage.
- The player who takes the handoff can throw the ball from behind the line of scrimmage.
- Once the ball has been handed off, all defensive players are eligible to rush.
- Spinning is allowed, but players cannot leave the ground to avoid a defensive player (no diving).
- The ball is spotted where the ball carrier’s feet are when the flag is pulled, not where the ball is (no sliding is allowed which will be called unsportsmanlike conduct).

- Diving for a flag is allowed. Players can leave the ground to get a flag.

RECEIVING

- All players are eligible to receive passes (including the quarterback if the ball has been handed off behind the line of scrimmage).
- A player must have at least one foot in bounds when making a reception.
- As in the NFL, only one player is allowed in motion at a time. This reference applies to lateral motion, not forward motion. To explain it further lateral motion is allowed (by one player at a time only) and that player is allowed to move until the snap. This motion player can only move along the line of scrimmage but not forward.

Sample Play #1:

A WR goes into motion and he/she is allowed to run laterally toward the QB and the QB can snap the ball and hand it off to this motion player as he/she passes (assuming they time that correctly).

Sample Play #2:

A RB who by position is lined up a few yards behind the QB **cannot** go into forward motion and take the hand off and essentially get a running start. Player **CAN** be in motion at the time of the snap as long as it is lateral motion and not forward motion.

BLOCKING NOT ALLOWED!

- Blocking – no blocking is allowed.
- Impeding the progress of a defender to make a defensive play on the ball is considered blocking. i.e. creating a 'wall' of players and having the ball carrier run behind the 'wall'. Even though no contact is made this strategy is considered blocking and the penalty will fall under flag guarding.

PASSING

- All passes must be forward and received beyond the line of scrimmage.
- Shovel passes are allowed but must be received beyond the line of scrimmage.
- **The quarterback will not have a seven-second "pass clock."**
- Interceptions may be returned except on extra points.

DEAD BALLS

- The ball must be snapped between the legs, not off to one side, to start play. Shotgun formations are allowed.
- Substitutions may be made on any dead ball.
- Play is ruled “dead” when:
 - Ball carrier’s flag is pulled.
 - Ball carrier steps out of bounds.
 - Touchdown or safety is scored.
 - Ball carrier’s knee hits the ground.
 - Ball carrier’s flag falls out then player must then be touched by one hand by an opponent.

Note: There are no fumbles. The ball is spotted where the ball hits the ground except when ball is intentionally fumbled forward. An unsportsmanlike penalty will be assessed.

SPECIAL NOTES:

- The officials will provide a pre-game training or briefing on the rules for all players and coaches.
- An official will mark the 7 yard blitz line for the players to see.

RUSHING THE QUARTERBACK

- All players who rush the passer must be a minimum of seven yards from the line of scrimmage when the ball is snapped. Any number of players can rush the quarterback.
- Players not rushing the quarterback may defend on the line of scrimmage and cannot pass the line of scrimmage until the ball is handed off. Once the ball is handed off, the seven-yard rule no longer is in effect, and all defenders may go behind the line of scrimmage.
- A special marker, or the referee, will designate seven yards from the line of scrimmage.
- If a defender lined up 7 yards back with the intention of rushing cannot make a forward move before the snap. If they jump too early they will have to retreat back to their original spot (7yards back) before they can rush.

Note: One exception to the line of scrimmage rule; If the QB makes a fake hand off to his RB and the running backs defender crosses the line as a result of being faked out, that is ok. However that defender cannot make any further moves on the QB defensively and must stick with the player he is defending, in this case the RB. In short the defender may cross the line of scrimmage in an attempt to make a play on the running back, but cannot interfere with the QB if the hand off does not occur.

SPORTSMANSHIP/ROUGHING

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

ATTIRE/ EQUIPMENT

- Cleats are allowed, except for metal spikes. Inspections must be made.
- Official "Beyond the Game" Flag jerseys must be worn during play. All uniforms must be tucked in.
- No jewelry may be worn except wedding bands. Engagement rings must be turned around where the diamond faces the palm.
- Each player on the field must wear a belt on his/ her waistline with three flags attached (one on each side and one in the back). Flags will be furnished by Beyond the Game.
- Towels may not hang from a player's waist or otherwise interfere with the possible removal of a flag. They can however be used but must remain on the ground at the snap of the ball.
- Pants or shorts with belt loops or pockets are prohibited.

PENALTIES

- On a live play, the penalty is enforced from either the spot of the foul or the end of the play, whichever leads to the greater gain for the non-penalized team.
- The following infractions receive a loss of ten yards:
 - Illegal forward pass
 - Intentional grounding- No penalty
 - Excess time-out
 - Delay of game
 - Putting the ball in play before being declared ready
 - Illegal snap
 - Illegal formation
 - Illegal motion (2 players moving simultaneously)
 - False start/ Encroachment (5 yards)
 - Team not ready to start the second half
 - Offensive pass interference (loss of down)

- Defensive pass interference (automatic first down)
- Striking, kicking, kneeling, elbowing, etc (EJECTION/ SUSPENSION)
- Unsportsmanlike conduct
- Person illegally on the field
- Hurdling
- Tripping
- Running into an opponent
- Clipping
- Illegal use of hands (hands to the face)
- Flag guarding (protecting the flag)
- Illegal removal of flags
- Obstructing the ball carrier
- Roughing the quarterback (automatic first down)

DEFINITIONS

Blocking: Illegally obstructing an opponent by contacting him with any part of the blocker including hands, arms, or body.

Clipping: Running or diving into the back of an opponent, or throwing or dropping the body across the back of an opponent.

Hurdling: Attempt by the runner to jump with both feet or knees over a player who is still on his feet.

Offside: The position of a player, except the center, is across the line scrimmage when the ball is snapped or put into play.

COSTS

- Individual registrations fee: \$55.00 (Beyond the Game will place individuals on team with players needs or form new teams based on the total number of participants).

REFUND POLICY

- Beyond the Game encourages all teams to schedule activities carefully to avoid conflicts.
- Team withdrawal that occurs from two weeks prior to the start of the league or tournament to the day before the start of the league or tournament will be subject to a \$100 administrative handling fee.
- No refunds will be issued after the start of the league or tournament.
- Refund check will be mailed within three (3) weeks of the request.

FLAG FOOTBALL RULES 7v7

THE FIELD

- The field dimensions are approximately 40 yards wide by 100 yards long.
- First down marks are every 20 yards and the end zones are 10 yards deep. Field of play from goal line to goal line is 80 yards.

THE GAME

- A coin toss determines first possession of game. Teams may elect to take the ball, play defense, or defer their choice to the second half. Opposite team begins with the same options. There are no kick offs.
- The offensive team takes possession of the ball at its 10-yard line and has four (4) plays to cross the first down line. Once a team crosses the first down line, it has four (4) plays to achieve another first down or score a touchdown. If the offense fails to score, the ball changes possession and the new offensive team takes over on its own 10-yard line.
- Gender Rule (Co-Ed ONLY): A female player must run, catch, or throw the ball once every four plays. If a female is lined up at quarterback all players are eligible. If the female players are lined-up as wide receivers or running backs then all male players become ineligible and must stay on the line of scrimmage. Defensive players in this case must also stay on the line of scrimmage across from the person they are guarding within 5 yards. No male player can cover a female. Note: if there are more than two females on the field only the first two females must be covered by females. A male player may cover the additional female(s).
- In order for a gender play to be constituted as a run, the female player must cross the line of scrimmage.
- The first possession of each half will start on the offense's 5-yard line.
- Teams change sides (directions) after the first 20 minutes.

PLAYERS/GAME SCHEDULES

- Teams must field a minimum of five (5) players at all times.
- If a team does not have five (5) players to start then they must forfeit.

TIMING/OVERTIME

- Each half begins with a 20 minute running clock. Halftime is 5 minutes.
- If a team does not have 5 players 10 minutes after the scheduled start time then they must forfeit the game and they will lose their deposit.
- If the score is tied at the end of 40 minutes, teams move directly into overtime. Possession will be determined by a coin toss. The first team to score wins.
- Each time the ball is spotted; a team has 25 seconds to snap the ball. Teams will receive one warning before a delay-of-game penalty is enforced.
- Each team has one 60-second and one 30-second time out per half.
- Officials can stop the clock at their discretion.

SCORING

Touchdown: 6 points

Extra point: 1 point (played from 5-yard line) or 2 points (played from 12-yard line); All extra points can be scored by run or pass.

Safety: 2 points

RUNNING

- The quarterback can run with the ball past the line of scrimmage in the 7v7 format.
- Direct handoffs and laterals made behind the line of scrimmage are permitted and will constitute a running play. The offense may use multiple handoffs or laterals to move the ball (this includes hand offs to the center).
- “No-running zones,” are eliminated. Teams may run the ball in any situation. Note that blocking will be enforced and heavily monitored in power running situations.
- Laterals are permitted behind and beyond the line of scrimmage.
- The player who takes the handoff can throw the ball from behind the line of scrimmage.
- Once the ball has been snapped, all defensive players are eligible to rush.
- Spinning is allowed, but players cannot leave the ground to avoid a defensive player (no diving).
- The ball is spotted where the ball carrier’s feet are when the flag is pulled, not where the ball is (no sliding is allowed which will be called unsportsmanlike conduct).
- Diving for a flag is allowed. Players can leave the ground to get a flag.

RECEIVING

- All players are eligible to receive passes.
- A player must have at least one foot in bounds when making a reception.
- As in the NFL, only one player is allowed in motion at a time. This reference applies to lateral motion, not forward motion. To explain it further lateral motion is allowed (by one player at a time only) and that player is allowed to move until the snap. This motion player can only move along the line of scrimmage but not forward.

Sample Play #1:

A WR goes into motion and he/she is allowed to run laterally toward the QB and the QB can snap the ball and hand it off to this motion player as he/she passes (assuming they time that correctly).

Sample Play #2:

A RB who by position is lined up a few yards behind the QB **cannot** go into forward motion and take the hand off and essentially get a running start. Player CAN be in motion at the time of the snap as long as it is lateral motion and not forward motion.

PUNTING

- Must be announced by referee after asking team captain on fourth down how they want to play the down: kick or play.
- There are no quick kicks - illegal kick.
- Punting formation: Kicking Team must have at least four on the scrimmage line.
- Kicker must kick immediately upon receiving the snap. If not, it is illegal procedure (5 yards).
- Neither kickers nor receivers can cross their scrimmage line until ball is kicked.
- Scrimmage kicks that are not announced are illegal kicks (10 yard penalty).
- If a time-out is taken by either team, the kicking team can change decision concerning a kick or an announced scrimmage play. Also, decision can be changed if down is repeated because of penalty.
- A kicking team player may not kick the ball to himself or any other member of the kicking team. Illegal Kicking - 10 yards
- The ball is dead immediately when it touches the ground, or goes out of bounds.
- The receiving team may only have 2 players deep to receive. All other players must remain stationary until the play is whistled dead or a touchdown results.

SCREENING FUNDAMENTALS

BLOCKING NOT ALLOWED!

- Blocking – no blocking is allowed and is defined by a player extending his hands or arms out in front of his body in an attempt to impede the progress of the defender.
- Players may “screen” or impede the progress of a defensive player by positioning themselves between that player and the ball carrier with their hands behind their backs.
- A player who is screening may not intentionally throw themselves into a defensive player, step forward towards a defensive player, or position themselves so that a defensive player cannot avoid contact by stopping or changing directions.
- All “screens” must be made from the stationary position. A moving screen is not permitted and will result in a 10 yard loss.
- Players may not link arms or “connect” themselves to other offensive players in an attempt form a wall in which the defense cannot run around.

OFFENSIVE ALIGNMENT

- The offense must have a minimum of 4 players on the line of scrimmage at the snap of the ball.
- The quarterback must be at least 3 yards behind the center when the ball is snapped. All snap must be in shotgun formation thus no snaps under center will be allowed and will result in a false start penalty.
- A maximum of 3 players may be aligned in the backfield at the snap of the ball.

DEAD BALLS

- The ball must be snapped between the legs, or off to one side, to start play. Shotgun formations are required.
- All interceptions may be returned. Interceptions returned for a touchdown on extra points will score 2pts.
- Substitutions may be made on any dead ball.
- Play is ruled “dead” when:
 - Ball carrier’s flag is pulled.
 - Ball carrier steps out of bounds.
 - Touchdown or safety is scored.
 - Ball carrier’s knee hits the ground.
 - Ball carrier’s flag falls out then player must then be touched by one hand by an opponent.

Note: There are no fumbles. The ball is spotted where the ball hits the ground except when ball is intentionally fumbled forward. An unsportsmanlike penalty will be assessed.

SPECIAL NOTES:

- The officials will provide a pre-game training or briefing on the rules for all players and coaches.

RUSHING THE QUARTERBACK

- All players are eligible to rush from the line of scrimmage.
- Rushing players may not run through or make contact with a stationary offensive player. This will be deemed unnecessary roughness and be penalized 15 yards.

SPORTSMANSHIP/ROUGHING

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

ATTIRE/ EQUIPMENT

- Cleats are allowed, except for metal spikes. Inspections must be made.
- Official "Beyond the Game" Flag jerseys or approved team purchased jerseys must be worn during play. All uniforms must be tucked in or be short of the waistline in length.
- No jewelry may be worn except wedding bands. Engagement rings must be turned around where the diamond faces the palm.
- Each player on the field must wear a belt on his/ her waistline with three flags attached (one on each side and one in the back). Flags will be furnished by Beyond the Game.

PENALTIES

- On a live play, the penalty is enforced from either the spot of the foul or the end of the play, whichever leads to the greater gain for the non-penalized team.
- The following infractions receive a loss of 10 yards:

- Illegal forward pass
- Intentional grounding- No penalty
- Excess time-out
- Delay of game
- Putting the ball in play before being declared ready
- Illegal snap
- Illegal formation
- Illegal motion (2 players moving simultaneously)
- False start/ Encroachment (5 yard penalty)
- Team not ready to start the second half
- Offensive pass interference (loss of down)
- Defensive pass interference (automatic first down)
- Striking, kicking, kneeling, elbowing, etc (EJECTION/ SUSPENSION)
- Moving screen
- Person illegally on the field
- Hurdling
- Tripping
- Running into an opponent
- Clipping
- Illegal use of hands (hands to the face)
- Flag guarding (protecting the flag)
- Illegal removal of flags
- Obstructing the ball carrier

The following penalties result in a loss of 15 yards:

- Roughing the quarterback (automatic first down)
- Unnecessary roughness
- Unsportsmanlike conduct

DEFINITIONS

Blocking: Illegally obstructing an opponent by contacting him with any part of the blocker body.

Clipping: Running or diving into the back of an opponent, or throwing or dropping the body across the back of an opponent.

Hurdling: Attempt by the runner to jump with both feet or knees over a player who is still on his feet.

Offside: The position of a player, except the center, is across the line scrimmage when the ball is snapped or put into play.

COSTS

- Team registration fee: \$55.00 per person.
- Individual registrations fee: \$55.00 (Beyond the Game will place individuals on team with players needs or form new teams based on the total number of participants).

REFUND POLICY

- Beyond the Game encourages all teams to schedule activities carefully to avoid conflicts.
- Team withdrawal that occurs from two weeks prior to the start of the league or tournament to the day before the start of the league or tournament will be subject to a \$100 administrative handling fee.
- No refunds will be issued after the start of the league or tournament.
- Refund check will be mailed within three (3) weeks of the request.