

808 sports leagues

#play808

Flag Football Rules

Summer 2017

This season is sponsored by:



SUMMARY

These rules are designed to enable you to play football with skill, strategy, and depth. You will feel like you are in a real football game. You will throw passes, run routes, return kicks, execute running plays, and think strategically when you convert extra points. No intentional contact is allowed at any time. You must use speed and skill; you may never use force and aggression. Have a positive attitude, be competitive, be honest, and play with dignity. Have fun!

- 8-on-8. 5 men and 3 women on the field.
- NCAA rules (one foot in bounds, down on contact w/ ground, etc), unless specified otherwise.
- First-half will be 13.5 minutes plus a 30-second stop time. Second half will be 13 minutes plus a 1 minute stop time. Stop time means the clock will stop after every play. 3 minute half-time.
- 6 points for a touchdown. Choice of 1 or 2 point conversions from 5 or 10 yards, respectively.
- No blocking, no tackling, no press coverage, no bull rushing, and no intentional or aggressive contact shall be tolerated at any time.
- Only two consecutive male->male plays allowed. A sack/flag pull behind the line of scrimmage is a neutral play and does not count as a male->male play even if the ball carrier is a male.
- Five "8-0-8 sports" rush count or when the QB throws/hands off/fake hands off the ball.
- Each team receives
- The QB cannot ever run with the ball, even when rushed.
- Field Size: 60-yards by 35-yards. Two first downs at the 20 and 40 yard lines.
- Every Team MUST provide 1 volunteer ref every week.
- Game time is forfeit time; all games are rain or shine.
- Kickoffs after scoring plays are kicked from the 20 yard line. Punting is allowed to avoid a turnover-on-downs. During the return, only the defense and ball carrier may run. The rest of the offense must stand still.
- If the ball flies out on a kick/punt, the returning team may elect for a re-kick with a 5 yard penalty or to take the ball on the 15 (on a kick) or with a 15 yard penalty assessed where the ball flies out (on a punt).
- Any unsportsmanlike conduct will be addressed immediately and penalized 15 yards, with the offending player being removed from the "drive" or longer. Referees have the authority to moderate the game as they feel necessary. This authority includes removing players from the field, ending the game early, and modifying rules when players repeatedly push the boundaries.
- The league commissioner and referees may make changes to these rules at any time to resolve situations not directly addressed, for the health and safety of players and/or for the good of the league.

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CODE OF SPORTSMANSHIP

1. Referees are provided to rule on plays, settle disputes, keep the game moving, and ensure player safety.
2. Always exhibit good sportsmanship. The referee is the final word on all plays, and yelling at the Referee or another player will be deemed unsportsmanlike.
3. Players must treat fellow players, Referees, and spectators with respect and courtesy. Personal and malicious remarks directed at anybody, obscene or otherwise, at any time during game play, have no place in our game.
4. Team Captains must be the only players that address concerns to Referees and League Officials. They are expected to do so in a courteous and respectful manner, and to confine discussions to interpretations of the rules and not challenge Referees' decisions regarding judgment.

Conduct

The following are considered Unsportsmanlike Conduct. Such actions will not be tolerated and may be cause for penalty, suspension, or expulsion from the league:

- Foul language
- Unnecessary roughness
- Intentional contact
- Arguing with referees, officials, or players
- Kicking or throwing the ball out of anger/frustration
- Arguing with the other team
- Trash Talking or Taunting

Suspensions/Ejections

1. Any player(s)/team(s) involved in a fight will be suspended from all 808 Sports Leagues for life. Any teams will forfeit remaining games.
2. Any player abusing the referee will automatically be ejected from the game without a warning.
3. Players conducting unsportsmanlike conduct will receive the following penalties per offense (in addition to losing 15 yards).
 - 1st Offense: Offending player removed for the drive (duration of offense or defense)
 - 2nd Offense: Removed from the game-half, or the rest of the game
 - 3rd Offense – Removed for the rest of the game and the next game the team is scheduled for
 - 4th Offense – Offending player is removed from the rest of the season.

Note: Based on the nature the offense, the Referee or league official may choose to increase the penalty as needed.

REMEMBER: THIS IS FOR FUN. PLAY SAFE!!!

REQUIRED PLAYERS / FORFEITS

1. Must have at least 5 players from the team roster including 1 woman.
2. Only 808 Sports Leagues players may be picked up at the beginning of the game. You may pick up to two non-roster players (who play in the league), and the penalty is 3 points per player.
3. Game time is forfeit time. The ref may give a brief 10 minute grace period under special circumstances.
4. Every player must sign a waiver.

Check-In

Every captain and volunteer referee must check-in with the respective 808 Sports Leagues Referee at the field at least 15 minutes before your scheduled game. Each captain should provide the Referee with the roster line-up. Inform the Referee if:

- a) Know that your team will be short players for your game or
- b) Expect to field a full team, but are currently short players. Staff will help make sure that a game is played (official or scrimmage) on every field.

Forfeit Penalties

1. First Forfeit Offense: Loss of game and warning issued.
2. Second Forfeit Offense: Loss of game and removal from the playoffs.
3. Third Forfeit Offense: Removal from the rest of the schedule.

REFEREEING

808 Sports Leagues will provide two Referees for each field and each team is responsible for providing one volunteer Referee for the game that precedes/follows your game.

808 Sports Leagues Head Referee #1
Positioning – line of scrimmage Primary responsibilities: <ul style="list-style-type: none">● Setting up the field● Downs● Spotting the ball● Game Clock● Rule clarification● Making all calls <i>at the line of scrimmage</i> and calling penalties● Keeping score● Final say on all calls

808 Sports league Downfield Referee #2	Backfield Referee (Volunteer)
<p>Positioning – across the field from Head ref, on the line of scrimmage on the sideline. Positioning in the red zone – on the goal line.</p> <p>Primary responsibilities:</p> <ul style="list-style-type: none"> ● Downs ● Setting the ball ● Calling touchdowns ● Helps spot the ball ● Making calls downfield and calling penalties ● tracks gender play ● Rule clarification ● Gender plays (does not alert either team about a gender play) ● Helping to keep score 	<p>Positioning – opposite side of the head ref, 15 yards behind the offensive side of the line of scrimmage. Positioning in the red zone – behind the quarterback.</p> <p>Primary responsibilities</p> <ul style="list-style-type: none"> ● Sacks ● Making sure the rush count is fair ● Blocking ● 20-second play clock ● Tracking gender plays ● Making all calls in the backfield and calling penalties

THE FIELD

1. The size of the field will be 60-yards by 35-yards, with 10-yard end zones. The Ref is responsible for setting up the field and the field may be slightly wider or narrower as the Ref's discretion based on field conditions.
2. The field will be divided into three 20-yard zones. A team has four downs to cross each consecutive line (First Down every 20-yard line marker). Successfully crossing the 20-yard line marker will result in a First Down.
3. If a team has a penalty, which pushes the line of scrimmage behind the previous 20-yard line, the offense must still gain the original First Down marker.
4. If a team fails to score or earn a first down within four completed downs, possession goes to the other team at the spot. Offensive team may elect to punt on any down.

THE GAME

Start of the Game

1. Referee will have two captains shoot rock/paper/scissors or odds/evens or flip a coin.
2. If there are more than two players not wearing their 808 Sports Leagues team shirts, the team with more shirts automatically wins the coin toss. This is designed to encourage all players to wear their team shirts (which makes it easier to tell people apart on the field).

3. Winning captain selects Offense/Defense OR direction in the first half (In the second half, teams change directions and possession).
4. Game starts with a kickoff to the receiving team.

Game Clock

1. Two 14-minute halves with 3-minute half time.
2. First half: 13.5 minute run time, then 30 second stoppage time. Second half: 13 minute run time, then 1 minute stoppage time.
3. Stoppage time – clock stops after each play.
4. Each team receives **three time-outs per game**. Each time out is one minute.

Foul Weather

1. Please call the Weather Hotline if there is any doubt whether the games will go on. The number is **808-285-6113**.
2. We will play in rain or shine. Even hard rain. However, when weather conditions are construed to be hazardous to life or limb of the participants, the crew of officials is authorized to delay or suspend the game.
3. Games interrupted because of events beyond the control of the responsible administrative authority shall be continued (and rescheduled) from the point of interruption, unless the opposing captains and the Referee agree to terminate the game with the existing score.

Team Size and Composition

1. Each team shall field no more than 8 players, no more than 5 men on the field at any one time, and no limit on female players.
2. Teams may play with as few as 5 players as long as they do not play with more than 5 men or less than 1 woman.
3. Rosters are not limited in size, but no additional players will be added to the roster after the 1st week. Waivers must be completed and signed.
4. You may pick up to two non-roster players (who play in this league) at the beginning of the game, and the penalty is 3 points per player.
5. Non-roster players both male and female may not play QB.
6. During the playoffs, only players on your roster may play.
7. A team caught including a non-roster player without informing the Ref will forfeit the game automatically.

Equipment/Flags

1. Uniform shirts, flags, and a football will be provided. Players may not be:
 - Barefoot
 - Wearing sandals/flip-flops
 - Wearing metal cleats
2. Your team may use your own ball during your possession. The head Ref will validate the ball which must be no smaller than the 808 Sports ball.

3. Players must have their flags positioned squarely, one over each hip. If a player begins a play without flags or if the entire flag is not accessible (shirts must be tucked in) and that player takes possession of the ball (i.e. a hand-off, reception, hike to the quarterback, interception, fumble recovery) the player only needs to be tagged with one hand to be called down.
4. **FLAG GUARDING: An offensive player may not avoid a tackle by guarding his/her flag. You may not create contact that will impede the defender's ability to make a play on you nor maneuver in a way that puts you or anyone else in danger. This includes:**
 - Pushing an opponent's hand away from the flag;
 - Pushing an opponent or stiff arming;
 - Lowering an arm or hand to shield the flag;
 - Diving or hurtling another player;
 - If a player is called for flag guarding, the play is dead at the point of the infraction.
 - Spinning is legal.
 - Recurring instances of flag guarding may be considered unsportsmanlike conduct.

Gender Plays

1. **There are three possible classifications of plays: Successful gender plays, unsuccessful gender plays, and male-only plays.**

Male-Only Plays: Plays using males as the only operative players.
Examples of an operative player are:

 - If the player is the **intended receiver, past the line of scrimmage** in the eyes of the official.
 - If the player runs the ball as the **primary runner who crosses the line of scrimmage.**
 - If the player is the **quarterback** and attempts to complete a pass beyond the line of scrimmage. **However, if the female player throws a lateral to a male player and the male player throws to another male player it will be considered unsuccessful. Additionally, if a female player's hands-off to a male player for a run, this will not be a successful gender play.**

Successful Gender Plays: Plays where a female is an operative player.
Unsuccessful Gender Plays: Plays where a female is an operative player but fails to cross the line of scrimmage. A sack also counts as an unsuccessful gender play, even when the QB is a male. **Intentionally throwing at the Female players' feet to get rid of the gender play will be unsuccessful.**
2. **Male-Only Plays can only be performed twice in a row.** The next play is a mandatory Gender Play.

3. **Performing three Male-Only Plays in a row:** Loss of down and a five yard penalty will be assessed. After the penalty is assessed, the following play remains a mandatory gender play.
4. **Unsuccessful Gender Play during a mandatory Gender Play:** No penalty will be assessed. The next play remains a mandatory Gender Play.
5. **Special teams are never subject to gender plays, however extra points are.**

Scoring

1. Touchdowns are awarded 6 points.
2. Extra points are 1 point for a 5-yard conversion, 2 points for 10-yard conversion.
 - 2-point conversion attempts may be intercepted and returned for 2 points with the defense retaining possession at their 5-yard line. 1-point conversions CANNOT be intercepted and returned.
3. Safeties are 2 points, awarded to the defensive team. The defensive team is also awarded possession at their own 5-yard line. A safety will be scored when:
 - The player's flag is removed in their own end zone (except punt/intercepted pass);
 - If player advances ball out of end zone and runs back in on a punt or intercepted pass, a safety will be awarded if the defense pulls the flag while the player has returned to the end zone or the player runs out of bounds from the end zone;
 - Runs out of bounds in their own end zone;
 - Snaps the ball out of the end zone;
 - Fumbles in their own end zone.
4. Standard kickoff rules.

Rules at Line of Scrimmage

1. Snapping the ball into play:
 - Ball must always be snapped from the ground by the center to the quarterback and can be snapped from between the legs or from the side.
 - The player receiving the snap is the quarterback for that play, even if a different player says "hike." A snap to someone other than the player saying "hike" does not allow the defense to rush without the Mississippi count.
 - No player can put the ball in play until declared ready-for-play by the Referee.
 - The offensive team has **20 seconds** to put the ball in play after it is declared ready.
 - Centers may adjust the ball, including picking it up to reposition it, before each play so as long as he/she does not do it in a manner to intentionally draw defense off sides.

- One player may be in motion on offense. Every other player must be set when the ball is snapped.
 - At least 5 offensive players must be **on the line of scrimmage or no more than 5 feet behind the line of scrimmage** before the ball is snapped.
 - If the ball hits the ground after the snap and before the quarterback has possession, the ball is treated like a fumble and is dead immediately at the spot where it hit the ground.
2. No active "blocking" on the field is allowed. A player may use his body to shield another player by having their arms behind their back.
 3. Standard rules for pass interference apply (offensive and defensive). A defensive player, while covering a receiver, may lightly put hands on them in order to properly cover the player. However, if any pushing, bumping, tackling, or any other intentional or aggressive contact occurs, the player will immediately be penalized and subject to removal from the game.

Rushing

1. NO CONTACT AT LINE OF SCRIMMAGE:

- Player acting as offensive lineman must have hands behind his/her back when protecting their quarterback from pursuing defensive rushers.
- Offensive lineman can position their body at any particular angle in an attempt to direct the rushers to a particular area, but they may not physically direct them. They may ONLY MOVE Laterally in respect to the rushers. Any offensive linemen who cause intentional or aggressive contact will be immediately penalized and subject to removal from the game.
- Defensive players may not initiate contact with offensive players, whether attempting to run "through" a stationary lineman or to "bump" a wide receiver out of their intended pass pattern. Any defensive players who cause intentional or aggressive contact will be immediately penalized and subject to removal from the game.

2. Five "8-0-8 SPORTS" Count which begins as soon as the ball is snapped (not when the QB yells "Hike" or anything else):

- Defense may not pursue the quarterback behind the line of scrimmage until completing a Five 8-0-8 SPORTS count at normal speaking cadence, as determined by the referee. The count will go: "One 808 Sports, Two 808 Sports, Three 808 Sports, Four 808 Sports, Five 808 Sports, Rush!"
- After the full count is completed, any number of players may rush.
- **The 808 sports counts must be said from a player from the field, NOT from the sideline. This can be any player on the field as long as the count is clear and able to be heard by the Line of Scrimmage Referee.**

3. CHANGE OF POSSESSION IN BACKFIELD:

- **HANDOFF:** If the ball changes possession in the backfield (i.e., is handed

- off), the defense may rush immediately even if it is a fake handoff.
- The QB can never run past the line of scrimmage with the ball. The QB is defined as the player who receives the snap. If the QB hands off the ball, the QB can then receive a forward pass, but must catch the ball past the line of scrimmage.

Ball Handling

1. **COMPLETE PASS:** A forward (overhand or underhand) pass is complete in accordance with NCAA rules (one foot in bounds).
2. **STOPPAGE:** Play will stop when:
 - Ball carrier's flag (one or more) is removed;
 - Ball carrier touches the out of bounds line with any part of his/her body;
 - Ball carrier scores (Ball must break goal plane);
 - Ball touches the ground for any reason;
 - Ball carrier slips or falls, or any part of his/her body (except feet or hands) touches the ground;
 - Inadvertent whistle: If a referee inadvertently sounds his/her whistle during a play, the play is immediately stopped. If during a run, it is the offensive team's ball at the spot of the ball at the time of the whistle. If a legal pass or snap is in flight, or during a punt, the down will be replayed.
3. **LATERALS:** A lateral is an underhand/overhand toss of the ball to a fellow team member **behind** you.
 - If the lateral is behind the line of scrimmage and travels backwards, the ball may still be thrown for a forward pass;
 - A lateral behind the line of scrimmage that moves in a forward direction shall be considered a forward pass;
 - There are no laterals permitted on kick returns;
 - Fumbling a lateral ends the play.
4. **PUNTS AND KICKOFFS:** The offensive team must declare a punt, no fake punts.
 - The kicking team may not cross the line of scrimmage until the ball is kicked;
 - The receiving team may not rush or attempt to block a punt;
 - Ball is spotted at 5-yard line if the ball is kicked out of the end zone or if the receiver downs the ball in the end zone;
 - Kickoffs are kicked from the 20 yard line and can be kicked from the ground or punted, but the kicker may not kick the ball past the 20 yard line (cannot walk forward for momentum past the 20 yard line before kicking);
 - The ball may bounce off the ground and be recovered as usual;
 - Out of bounds: On a kickoff or punt, the ball must bounce at least once before going out of bounds. The ball is dead where it goes out of bounds. If it does not bounce first: Punt – 15 yard penalty assessed from where the

ball flies out of bounds or have the defense re-kick with a 5 yard penalty.
Kickoff – Receiving team may opt to take the ball on the 15 yard line or have the defense re-kick with a 5 yard penalty.

Turnovers

1. **NO FUMBLES:** A fumble is not a turnover; it is a dead ball (at the spot where the ball, in the determination of the referee, hit the ground).
2. **NO STRIPPING THE BALL:** Any attempt to strip the ball, whether by pulling on the ball, jumping over the receiver, punching the ball, or pulling on the offensive players arms or clothing while carrying the ball will be called for unsportsmanlike conduct.
3. **INTERCEPTIONS AS USUAL:** Interceptions of forward passes may be advanced by the defense. If a defensive and offensive player both appear to have possession or are struggling for it for more than 2 seconds, the reception is granted to the offense and the play will be blown dead.

PENALTIES

1. **Not using a female operative player** - The penalty for running 3 consecutive plays w/o attempting a play where a female is an operative player will be loss of down and a 5 yard penalty. The mandatory Gender Play is still required for the next play – **5 yards; loss of down.**
2. **Delay of game** - The offensive team must put the ball into play 15 seconds after referee has signaled ready for play. Referees will give a count from 5 down to zero before calling this penalty – **5 yards.**
3. **Too Many People/Men on the field** - No more than 8 players on the field at one time or no more than 5 men on the field at one time. Penalty will be assessed after discovery. Only called if a play is run with illegal participation – **5 yards; replay down. Play will be blown dead at the snap.**
4. **Off sides** - When any part of the offensive player's body is in front of the ball (line of scrimmage) or more than **5 feet** of the scrimmage line before the ball is snapped – **5 yards; play is blown dead after the snap.**
5. **Defensive encroachment** - A player is offside when any part of his/her body is beyond the line of scrimmage or in the neutral zone when the ball is snapped, when crossing the line of scrimmage before the 5 second count is over, or when making contact with an offensive player behind the line of scrimmage before the snap, or before the 5 second count is over. **5 yards; replay down.**
6. **Fast rush count:** If in the eyes or ears of the referee, the count is made too quickly, or not loud enough, 1 warning will be issued to the defense. If this occurs again – **5 yards; replay down.**
7. **False Start** - After a shift or huddle offensive players, after assuming a set position, must come to an absolute stop. They also must remain stationary in

- their position without any movement of their feet, heads or swing of their body for a period of at least one second before snap. Only one offensive player is allowed in motion at the snap. **5 yards; play is blown dead after the snap.**
8. **Illegal QB run** - the QB crosses the line of scrimmage with the ball - **5 yards; play blown dead at time of penalty.**
 9. **Intentional grounding** - A QB may throw the ball away, either in the direction of a receiver (ie. a receiver's feet) or out of bounds. However, the QB may NOT intentionally throw at a Female's feet to get rid of the gender play, and the ball must cross the line of scrimmage – **5 yards; loss of down.**
 10. **Forward lateral** - A player cannot throw/lateral the ball forward after they cross the line of scrimmage or after an interception – **5 yards from the spot of the thrown lateral. Play blown dead at time of penalty.**
 11. **Blocking** - No player may use his hands to block opponent. A player may only use his body to shield another player by having arms by his side, and do so either by not moving or by giving up ground – **5 yards from the line; replay down.**
 12. **Illegal contact/holding** – Defender/receiver may not initiate contact with a defender/receiver, nor may he use his hands or arms to hang onto or encircle the opposing player. The defender/receiver cannot extend his arms to cut off or hook a defender/receiver causing contact that impedes and restricts the defender/receiver as the play develops, nor may he maintain contact with the defender/receiver – **5 yards; replay down.**
 13. **Offensive picking** - The offensive team may not initiate a pick/block while in motion. If a catch is made after a clear pick, it will be ruled no catch – **5 yards; loss of down.**
 14. **Intentional / Aggressive Contact** – If any player on any team creates contact in a manner that seems intentional and aggressive, the play will be ended and the player immediately warned. Subsequent actions from the same player may be subject to removal from the game. – **5 yards; play blown dead at time of penalty.**
 15. **Offensive / Defensive pass interference** (when ball is in the air) - It is pass interference by either team when any player movement beyond the line of scrimmage significantly hinders the progress of an eligible player (e.g. grabbing player while running) or their chance to catch a pass, gain position, or retain position to catch the ball. If both offensive and defensive players are clearly going for the ball, any contact will be considered incidental unless prohibited as stated. Defender/Receiver may not “push off” to gain position to make a reception. Additionally, the Defender may not go over the Receiver, reach around, or grab any part of the Receiver's body or clothing. The ball must be considered catchable by the referees for a pass interference call – **15 yards from the Line of Scrimmage, if in the end zone ball is spotted at the one yd. line.**
 16. **Diving To Gain Extra Yardage** – a player with possession of the ball may not dive to gain extra yardage (e.g., into the end zone in an attempt to score a touchdown

or past midfield to get a first down). **Marked down at the spot of the dive; A second dive will be also treated as an unsportsmanlike penalty.**

17. **Flag Guarding** – Flag guarding shall result in a flag being thrown by the referee to mark the spot of the foul. Upon completion of the play, the ball shall be brought back to the spot of the foul. – **Marked down at the spot of the penalty. Play will be blown dead at time of penalty.**

18. **Failure to provide volunteer referees:**

- First Time: Team will start next game down 14-0
- Second Time: Team will forfeit that week's game.
- Third Time: Team is removed from playoff contention.
- If Late: Team will start next game down 3-0
- If more than 10 minutes late: Team will start next game down 7-0

19. **Unsportsmanlike conduct** - grabbing and holding onto the shirt, excessively rough play, tackling or pushing, abusive or insulting language to another player or referee, taunting opponent or similar theatrics before or after the touchdown.

Basically, anything deemed unsportsmanlike. **15 yards. In addition, the offending player will receive the following:**

- 1st Offense: Offending player removed for the drive (duration of offense or defense)
- 2nd Offense: Removed from the game-half, or rest of the game
- 3rd Offense – Removed for the rest of the game and the next game the team is scheduled for
- 4th Offense – Offending player is removed from the rest of the season.

Note: Based on the nature the offense, the Referee or league official may choose to increase the penalty as needed.

SPORTSMANSHIP SCORES AND UNSPORTSMANLIKE CONDUCT

The referees are responsible for determining the existence and severity of all unsportsmanlike conduct. Warnings for unsportsmanlike conduct are given as a courtesy, but are not required for extreme violations. All unsportsmanlike conduct is reported to the league commissioner and may result in additional suspensions, disqualification from playoff participation, removal from the league for the rest of the current season, or permanent removal from all 808 Sports League leagues and events.

Sportsmanship scores

A Sportsmanship score is given to every team after every game, and is a major factor in the overall league standings. Teams (and their fans) begin with a 4.0 and are deducted for policy infractions, poor attitudes, low attendance, or absence as described below. The referee is responsible for assigning Sportsmanship Points and may adjust the criteria

below if needed.

- **5.0 – Model Conduct**

- Team goes above and beyond in bringing the social spirit to the field.
- Outstanding sportsmanship and camaraderie with teammates, opponents, and staff.

- **4.5 – Good Conduct**

- Always cooperative with staff and polite to teammates and opponents.
- Rule interpretation and call discussions always polite.
- Captain has full control of players & fans.

- **4.0 – Passable Conduct, Warnings Given**

- Team complains and/or shows minor dissent.
- Minor taunting, running up the score, excessive celebration, or other actions which diminish overall fun.
- Some minor warnings for rule violations given. Firm “last warnings” given for any rules in the Sportsmanship section of the rules or mentioning “unsportsmanlike conduct penalties,” including excessive or intentional physical contact.

- **3.5 – Warnings Given, No Penalties**

- Team complains frequently, is unpleasant, or does not comply with referee requests.
- Teams alerting the league by 12pm the day of a forfeit.

- **3.0 – One Violation**

- Team verbally argues or is disrespectful, but captain helps control team.
- Firm “last warnings” were given for rules in the Sportsmanship section of the rules or mentioning “unsportsmanlike conduct penalties,” and were still broken after the warning.
- Teams who did not alert the league of a forfeit by 12pm.

- **2.0 – Two Violations or One Ejection**

- Team breaks two sportsmanship rules or penalties after last warnings, or breaks one rule two times after the last warning.
- Team has one player ejected from the game.

- **1.0 – Three or More Violations, More than One Ejection**

- Team breaks three or more sportsmanship rules or penalties after last warnings, or breaks one rule two times after the last warning.
- Captain has no control of team and/or is unwilling to assist.

- **0.0 – Game Forfeited**

- Physical confrontation, multiple ejections, or poor behavior resulting in discontinuation of game

PLAYOFFS

Regular Season:

Win – 3 points

Loss – 0 points

Tie – 1 point

Point Differential (points scored – points against) will be tracked and is capped at 14 points per game for the purpose of preliminary seeding and tie breakers.

TIE BREAKERS FOR PLAYOFFS/SEEDINGS:

1. Spirit Points
2. Head-to-head competition (among tied teams)
3. Number of wins
4. Record against other teams who are tied for playoffs (winning percentage – i.e., 0-1 is same as 0-2, but 1-3 is better than 0-1)
5. Point differential
6. If team forfeited or did not send of referee, loses tie breaker if others don't resolve seeding
7. If none of the above tie breakers resolve seeding, 808 Sports Leagues will execute a coin toss

OVERTIME (PLAYOFFS)

1. During regular season play, all ties will be scored as a tie.
2. Playoffs – Four-Downs and Out format applies from 10 paces/yards from goal line.
3. Rock/paper/scissors with the winning team deciding on first or second possession.
4. Teams will attempt to score in the same end zone.
5. If a team scores, they will have the opportunity to go for 1 or 2 on the PAT. If there are more than two rotations, teams will be forced to go for 2 points on the 3rd rotation.
6. An interception will result in a team losing its possession.
7. The game will be decided when one team scores more points in the rotation.
8. No 1st downs will be awarded.