

# FURY FLAG FOOTBALL

## IMPORTANT PHONE NUMBERS:

STEVE NOSKIN 631 433 0459 DENNIS FIELDS 631 258 7604 MANDY COHEN 631 877 5800

## BEFORE GAME:

1. ASSEMBLE TEAM AT FIELD PLAYING 10 MINUTES BEFORE START TIME
2. HAVE PLAYERS TUCK IN SHIRTS, PLACE FLAGS ON THE HIPS, REMOVE ALL JEWELRY, INSERT MOUTH GUARDS (MANDATORY), REMOVE MIDDLE STRAP. PLACE FLAGS CORRECTLY IN SOCKET.
3. COIN TOSS AT 5 MINUTES BEFORE GAME. WINNER CAN TAKE BALL IN FIRST OR SECOND HALF; OTHER TEAM ELECTS WHAT SIDE OF THE FIELD THE GAME STARTS AT. IF TEAM IS MISSING, THE TEAM PRESENT WILL GET OPTION OF PLAYING DEFENSE OR TO RECEIVE. BALL IS PLACED ON THE 5 YARD LINE.
4. LENGTH OF HALVES: 20 MINUTES (GRADES K – 2), 22 MINUTES (GRADES 3 – 6) & 25 MINUTES (GRADES 7 – HS), IF TIME ALLOWS.
5. ONE T.O. PER HALF, TIME PERMITTING
6. NO O.T. IN REGULAR SEASON
7. GRADES 4 – HS: OFFENSE: COACH MUST BE MOVING OFF FIELD, **DEFENSIVE: NEVER ON FIELD**
8. THERE WILL BE 1 OR 2 REFS DEPENDING ON GRADE
9. COACHES KEEP THE SCORE & REPORT TO COMMISSIONER OR NOSKIN FOR STANDINGS
10. IF THERE'S A QUESTION ON A RULE INTERPRETATION, STOP GAME & REF SHOULD LOCATE DENNIS, IF AVAILABLE, TO SORT OUT ISSUE.
11. EXHIBIT GREAT SPORTSMANSHIP AT ALL TIMES!! AGGRESSIVE PLAY WILL BE PENALIZED. REPEAT AGGRESSIVE PLAY WILL RESULT IN EJECTION & POSSIBLE SUSPENSION (REVIEWED CASE BY CASE).
12. NEW MERCY RULE!!! LEADING TEAM: 25 POINT LEAD OR MORE: NO PASSING ON OFFENSE OR RUSHING ON DEFENSE. **NO** INTERCEPTIONS!! IF THEY DO, JUST NEXT DOWN FOR OFFENSE! LOSING TEAM GETS A 4<sup>TH</sup> DOWN!
13. THANKS TO THE COHEN FAMILY FOR HARD WORK. IF YOU ARE SHORT UNIFORMS, CONTACT MANDY COHEN
14. YOU CAN CHANGE GAMES WITHIN YOUR DIVISION, CONTACT COMMISSIONER OR STEVE NOSKIN ONLY. OTHER CHANGES, CONTACT STEVE NOSKIN.
15. **NO DOGS ALLOWED!!! CLEAN UP AREA AFTER EVERY GAME: INFORM ALL FAMILIES!!!**
16. 4 FIELDS; 3 AT PAUMANOK & 1 AT VANDERBILT
17. GAMES ARE PLAYED IN THE RAIN &/SNOW; NOT LIGHTNING/THUNDER

## DEFENSE:

1. 10 YARD RUSH LINE, AS MANY RUSHERS AS DESIRED IS OK!
2. EACH DEFENSIVE PENALTY IS YARDGAE + AUTOMATIC FIRST DOWN. (PENANALTIES OF 10 YDS ARE ROUGHING THE PASSER, TAUNTING, STRIPPING; ALL OTHERS ARE 5 YDS).
3. RUSHER HAS THE RIGHT OF WAY; CAN NOT BE IMPEDED BY THE OFFENSE

4. DEEFNDER CAN DIVE TO GET FLAG, BUT ANY CONTACT IS A PENALTY
5. RUSHER CAN HAVE HANDS STRAIGHT UP TO BLOCK PASS, IF QB HITS RUSHER ON HIS FOLLOW THRU, THERE'S NO PENALTY. IF RUSHER HITS QB, IT'S A PENALTY.

OFFENSE:

1. CAN USE OWN FOOTBALL OR ONE PROVIDED BY LEAGUE
2. 6 VS 6 OR 5 VS 5
3. 30 SECONDS TO SNAP BALL (REF WILL HAVE TIME) FROM WHEN BALL IS PLACED DOWN AT THE LOS; 7 SECONDS TO THROW PASS (COUNTED OUT), 1 MAN IN MOTION (NOT TOWARDS LINE)
4. NO: LATERALS, RECEIVING PASS BEHIND LOS, JUMPING, BLOCKING, SCREENING, RUNNING NEAR BALL CARRIER (MUST STOP)!
5. CENTER MUST RELEASE BALL TOTALLY & THEN CAN GET FOOTBALL BACK, CENTER CAN HIKE FROM UNDER LEGS OR FROM THE SIDE; HE/SHE MUST BE BEHIND LOS. SHOT GUN SNAPS ARE OK!!
6. CAN NOT IMPEDE RUSHER
7. PASS CAN BE HANDED OFF DOWNFIELD AS LONG AS THE PLAYER IS BEHIND RECEIVER OR RUNNER
8. CLOCK STOPS IN LAST MINUTE OF GAME, IF TIME ALLOWS
9. EACH OFFENSIVE PENALTY IS LOSS OF DOWN (10 YDS FOR FLAG GUARDING, CHARGING, JUMPING OR ROUGHNESS; OTHERS ARE 5 YDS).
10. MUST PASS WITHIN 5 YDS OF MIDFIELD & TD.
11. 1 FOOT IN BOUNDS IS OK, EXCEPT YOU NEED 2 FEET & BALL TO GET PAST MID FIELD & TD. THE BALL IS SPOTTED WHERE THE FRONT FOOT IS WHEN FLAG IS PULLED, NOT BALL, EXCEPT ABOVE.
12. IT IS NOT FLAG GUARDING WHEN A RUNNER IS RUNNING NORMALLY; DON'T BE YELLING IT OUT.
13. RETRIEVE BALL QUICKLY & PLACE AT LOS. SOME TEAMS USE HURRY-UP OFFENSE. WILL NEED HELP FROM THE OFFENSE RETRIEVING BALL.
14. OFFENSIVE COACH MUST BE MOVING TOWARD SIDELINE WHEN BALL IS BEING SNAPPED.

AFTER GAME:

1. LINE UP TO SHAKE HANDS (EXHIBIT GOOD SPORTSMANSHIP)
2. CLEAN UP FIELD SPECTATOR SIDE ALSO
3. THANK REFS ASSIGNED TO GAME
4. REPORT GAME RESULT TO COMMISSIONER OR STEVE NOSKIN

Number of REFS: ref shirt, bring cones, stop watch, coin, penalty indicator, whistle, RULES

- 1 Should be on rush line lining up rusher
- 2 One on rush line the other on LOS
- 3 PLAYER SHOULD NOT WEAR SHORTS THE SAME COLOR AS FLAGS; NO METAL CLEATS

SITUATION: OFFENSE OBTAINS 1<sup>ST</sup> DOWN, BUT BEFORE THE PLAY IS OVER, THEY CAUSE A PENALTY.

RESULT: FROM THE POINT OF THE PENALTY, YARDAGE IS WALKED OFF AND IT BECOMES 2<sup>ND</sup> DOWN (RULE: LOSS OF DOWN WITH ALL OFFENSIVE PENALTIES)