

FLAG FOOTBALL (EIGHT-MAN, MODIFIED) FORMAT

1. *Type of Competition*

Each installation will conduct an event for the eligible units at their installation for the Camp Commander's Cup (CC Cup) competition. Teams participating in these events will be formed in accordance with the current version of the reference and the rules listed below. The top eight teams overall in each respective CC Cup competition will also receive the right to advance to play in the Combined CG Cup competitions.

2. *Rules*

The United States Flag and Touch Football League (USFTL) will apply as modified by these bylaws or the tournament director.

3. *Team Size*

The team size will be limited to 20 players, plus a coach. A coach who participates as a player shall count against the 20- player limit.

4. *Awards*

a. One team award for the first and second place teams of the CC Cup and Combined CG Cup competition.

b. One individual award for each member of the first and second place teams, to include the coach of the Combined CG Cup competition. Awards will not exceed 21 per team.

5. *Officials*

The following applies for officials and scorekeepers for each game:

- a. During all tournament games, there will be three officials.
- b. Time and score will be kept on the field by the officials.
- c. Each team will provide one person to the game officials during different halves of the game for the management of the down marker .

6. *Bylaws*

For the purpose of this competition, the following modifications or clarifications will be made to the USFTL rules:

a. All games will have two 20- minute halves with a running clock. The last two minutes of each half will be played with a stop/regulation clock. Halftime will be five minutes.

b. The field will be 80 yards in length with 10-yard end zones (total 100 yards) and 40 yards in width. The field of play will have four 20-yard zones of play. Zone lines will be marked at 20 yards from each goal line and the center zone line will be 40 yards from each goal line. Team areas will be clearly marked and between the 20-yard lines.

c. The game will be played with eight players on the field with four out of the eight players on the line.

d. Goal posts will not be used. The kicking of field goals or extra points will not be allowed.

e. Successful extra point tries after scoring a touchdown will be scored as one point from the 3- yard line and two points from the 10-yard line. The 3-yard line and 10-yard line will be one yard wide and clearly marked on the field.

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f. Free kicks (kickoffs) will occur from the kicking team's 20-yard line. The receiving team will line up behind the 40-yard line.

g. Tie games will be decided by the penetration rule. The team penetrating, or advancing the ball into their opponent's territory, after the completion of a series of eight plays (four consecutive plays per team), shall be declared the winner, unless other scores have been made by either team during the overtime period. In case a touchdown is scored, play shall resume after the try for point by a scrimmage at the center of the field and the series shall be completed, unless that play was the last of the series.

(1) The ball will be placed on the 40-yard line at the start of the overtime and after each score.

(2) A coin toss at the start of the first overtime will determine the options in the overtime period. The home team captain will call the toss. If additional overtime periods are played, field captains will alternate choices.

(3) Each team will run four consecutive offensive plays.

(4) If a pass is intercepted, the defense may return the ball for yardage and possible score. If deflagged on the defensive side of the line of scrimmage, the ball will be placed back on the line of scrimmage, and the offense will continue with its remaining downs. If the defense returns the ball to the offensive side of the line of scrimmage and is deflagged, the ball will be placed at the spot of deflag. If the defense scores, the ball shall be placed on the 40-yard line and the offense must score a touchdown on its remaining downs.

h. There will be no three or four stances authorized. Individuals who are caught violating this rule will be charged with the appropriate penalty.

i. Scrimmage kicks must be announced in advance. Failure to make the appropriate announcement will result in the appropriate penalty.

j. In the cases that a runner loses their flag either accidentally, inadvertently (not removed by grabbing or pulling), or on purpose the play continues. The deflagging reverts to a two-hand touch of the runner between the shoulders and the knees.

k. Marine Corps Community Services will not furnish any uniform items other than jerseys.

l. Shorts with pockets are not authorized.

m. Shirt tails must be tucked in.

n. Shoes with metal cleats are the only type of footwear that will not be authorized to be worn by the participating players.