

**ADMINISTRATIVE & OPERATIONAL PROCEDURES FOR CONDUCTING
FORT BLISS – SPRING FLAG FOOTBALL LEAGUE 12 APR – 17 MAY 2025**

REFERENCES: AR 215-1 Military Morale, Welfare, and Recreation Programs and Non-Appropriated Fund Instrumentalities (24 September 2010)

TAAF Flag Football Rules

WHAT: Fort Bliss – Spring Flag Football League

WHEN: 12 APR – 17 MAY 2025

WHERE: Stout Field – 2930 Cassidy Rd.

LEAGUE STRUCTURE: Depending on number of teams registered, the league will consist of four Saturday matches. The fifth Saturday will consist of a single elimination playoff between the top teams. Games will be played Saturdays starting at 0800.

ELIGIBILITY: Open to the Fort Bliss and El Paso communities 18 years and older. Players must present ID prior to their scheduled games. Lack of proper ID will result in player being ineligible to play in tournament.

Team rosters will be limited to 15 players, and one non-playing coach. Rosters must be typed and turned into the League Director prior to first scheduled game. The roster must consist of a team captain POC (email address, contact number), First/Last name of each player, and t-shirt size of each player.

Players cannot play with multiple teams. Once they play for a team, they cannot change teams. This will result in a forfeit for the second team.

REGISTRATION: **Registration:** IMLeagues.com through 4 April 2025.

\$20 – Active Duty / Retirees / Family Members / DOD/DA Civilian
\$30 – All others

Registration fees are per player. 10 player minimum per roster

All teams must be registered and paid by 4 April 2025. Teams can register and pay at the Sports Office, located at Soto Physical

Fitness Center (20751 Constitution Ave.). Registration includes a shirt. Top 2 teams will receive individual medals and a team trophy.

LEAGUE PLAY:

Play will be conducted in accordance with the TAAF Flag Football Rules (8 v 8) with the following exceptions:

Games will be played 7v7.

The length of game will be two-18 minute halves, followed by a 7-Play Period. The only time the clock will stop during the 20 minutes of each half will be for injuries and time-outs.

Half-time is 3 minutes.

Each team will be allowed two 30-second time outs each half and will not carry over to the second half. During overtime teams will be allowed one timeout each.

Each period and alternating possession following a TD, will begin on the 20-yard line.

Play is dead when flags fall off the player in possession with the ball. If a player on offense does not have flags and is involved in a play, the ball is dead with no yards gained and a loss of downs is assessed. If a defensive player does not have flags and intercepts the ball, the interception counts, and the play is dead at the spot of the interception.

The punt returning team will only play with 3 players in the back field to return the protected punt.

Tiebreaker: Ball will be placed on the 40-yard line and each team will have 4 consecutive plays unless terminated by an interception, in which to score the most points or gain the most yards. If no team scores, the team that gains the most additional positive yardage shall be the winner. Positive yardage is defined as yardage gained while on offense only and must be in advance of the 40-yard line. If after 4 consecutive downs each, the two teams remain tied in all the above combinations, additional downs will be played, one down at a time, alternating, until a winner is decided.

If a team is winning by 17 or more points by the 18-minute mark or at any time during the 7-play period the score differential becomes 17 or more points, the game will be officially called.

A team can start the game with a minimum of 5 players.

First down is the line to gain (20 yard and 40 yard).

PAT for 1 at the 5-yard mark; PAT for 2 at the 10-yard mark

Interception on a PAT can be returned for 1 or 2 points.

Holding penalty by the last defender will put the ball on the 1-yard line for the next play.

There will be an unsportsmanlike warning/penalty for players who throw opponents flags on the ground. Players need to hand the opponents flags back.

FORFEITS:

If a team is not prepared to play at their scheduled time, the game clock will start and run continuously until the team is adequately prepared to play. If by the start of the second half the team is not adequately prepared to start playing, the aforementioned team will forfeit the game. There will be a 10-minute grace period for the first scheduled game only.

Forfeiture of two games during league play will result in disqualification from the league play and the Championship Tournament. Players from disqualified teams are then not eligible to participate with any other teams.

EQUIPMENT:

No metal cleats or screw-ins of any kind. Rubber molded cleats or artificial turf shoes are acceptable.

Leg/arm braces must be wrapped in tape (No metal showing).

No pockets. No zippers. The use of military issued shorts are acceptable. Military uniforms/boots are not allowed. Shorts/pants that have striping, piping, or a design that camouflages a player's flag or flag belt will not be allowed.

No jewelry is allowed. NO EXCEPTIONS.

Players must have coordinated jerseys. If jerseys are in question players will be required to wear jerseys provided by MWR.

PROTESTS:

A protest concerning **eligibility** must be submitted in writing to the League Coordinator by 1300 hours the following working day. A ruling will be decided before the team's next scheduled game.

SPORTSMANSHIP:

Swearing and abusive remarks: Whether directed towards opponents, team members, officials, fans or supervisors or indirect frustration about self-performance are behaviors which cast a negative atmosphere and may lead to more serious problems. Officials may penalize such behavior and all cussing with an unsportsmanlike conduct flag.

A player or coach being ejected from a game will result with a warning being filed. The second ejection in the season will result in a meeting with the Sports Director for a possible suspension. The third ejection will result in an automatic expulsion from the league. **Player or coach that has been ejected must leave facility to include the parking lot.**

A player, coach, spectator or the entire team may be asked to leave the playing area if displaying unsportsmanlike conduct. Any contest may be forfeited by the administrator or official of the activity when a team, a team participant, captain or coach exhibits unsportsmanlike conduct or disruptive behavior during the contest. Team captains or coaches may be warned prior to forfeiting the contests. However, it will be at the discretion of the administrators to forfeit that contest if deemed necessary to avoid a violent confrontation. Players/Coaches ejected for a first offense may be suspended indefinitely from participating in sports activities, depending on the severity of the offense.

Taunting is a 15-yard penalty from the POI/LOS. If it is called on defense, it is an automatic first down.

ALCOHOL/TOBACCO:

Alcohol, smoking, vaping, or use of chewing tobacco is not permitted on the court or in the facility. Any player or coach under the influence of alcohol will not be permitted to enter the playing area.

AWARDS:

- (1) Team trophy for Champion and Runner Up
- (2) Individual team medals
- (3) Most Valuable Player

PETS:

Pets are prohibited from all sports facilities IAW USAG 190-4 Sec. 1-10.

RESPONSIBILITIES:

During league play, the manager or coach is responsible for ensuring that:

- (1) All members of the team are familiar with the MOI.
- (2) The team is fully equipped and properly attired.
- (3) No illegal players participate in games.
- (5) Team roster is submitted prior to the first game.

LEAGUE

ADMINISTRATORS:

Anna Sutton / 744-5793
Jade Salas / 744-5798

LEAGUE DIRECTOR:

Paul Fernandez, 744-5792

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Matthew Orłowski
Sports Coordinator
USAG Fort Bliss MWR