

**ADMINISTRATIVE & OPERATIONAL PROCEDURES FOR CONDUCTING
FORT BLISS – COMMANDER’S CUP FLAG FOOTBALL LEAGUE
29 AUGUST 2022**

1. **REFERENCES:**
 - a. AR 215-1, Non-appropriated Fund Instrumentalities and, Morale, Welfare and Recreation Activities, 24 September 2010.
 - b. 2021-2022 Texas Amateur Athletic Federation (T.A.A.F.) Flag Football Rules & Officials Manual.
2. **WHAT:** Fort Bliss – Commander’s Cup Flag Football
3. **WHEN:** Coaches Meeting: 23 Aug 2022 at Soldier Activity Center at 1800
Regular Season: 29 Aug 2022 – 28 Oct 2022
Post Championship: 31 Oct – 3 Nov 2021
4. **WHERE:** Fort Bliss Finney Field & Omar Bradley Fields
5. **DIVISION:** Each MSC Command will register in the following divisions
STRUCTURE with the coordinator indicated below:

Mr. Matt Orlowski	EAST	744-5793
Mr. Chris Nazario	WEST	744-6551
6. **ELIGIBILITY:**
 - a. Active-duty military personnel, Army Reserve, and National Guard Soldiers in an active status assigned or attached to Fort Bliss.
 - b. Team rosters will be limited to 15 players, and one non-playing coach. Rosters must be submitted prior to the first scheduled game. Rosters must be in memo form with members first and last name and a contact phone number of the coach or team representative. Rosters must be signed by Commander or First Sergeant of the battery/company.
 - c. BDE/BATTALLION teams are not acceptable and will result in a forfeit. Soldiers must play for their company, and in the instance their company does not have a team, they must **contact their sports coordinator** in order to be placed on a team. If placed on another team, their Commander or First Sergeant must sign a memorandum releasing them to play for another company. The receiving company Commander or First Sergeant must sign a memorandum acknowledging that they accept the player onto their company team. To be eligible for Post Tournament play, no more than two non-company players can be placed on a team.

e. 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.

f. Military IDs will be checked against the roster prior to games. Lack of military ID will result in the player not being eligible to play that game.

7. **LEAGUE PLAY:**

Play will be conducted in accordance with the T.A.A.F. Flag-Football Rules (7 v 7) with the following exceptions:

a. Length of game will be two-20 minute halves. The only time the clock will stop during the 20 minutes of each half will be for injuries and time-outs.

b. Half-time is 3 minutes.

c. 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.

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

e. Play is dead when flags fall off of 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 ball is dead at the spot of the interception.

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

g. 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 of the above combinations, additional downs will be played, one down at a time, alternating, until a winner is decided.

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

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

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

k. 4 downs to make a first down or elect to punt.

l. PAT for 1 at the 5 yard mark; PAT for 2 at the 10 yard mark

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

n. No points will be awarded for turnovers or interceptions

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

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

8. **FORFEITS:**

a. A forfeit will be declared if a team is not prepared to play at the scheduled time. No Exceptions, except for a 10 minute grace period for the 1800 game.

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

a. 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.

9. **EQUIPMENT:**

a. **Only** rubber molded cleats are acceptable. Any shoe with removable studs will not be allowed. Turf shoes are optional **BUT** please be advised on turf field risk of injury is high.

b. Leg/arm braces must be wrapped in tape - **NO METAL SHOWING.**

c. Pockets and zippers cannot be worn by players during games. Shorts/pants that have striping, piping, or a design that camouflages a player's flag or flag belt will not be allowed.

d. **No** jewelry is allowed.

e. Game jerseys will be provided. If team provided jerseys are in question, players will be required to wear jerseys provided by MWR. Jerseys will be tucked in at all times. Sweat bands do not need to conform in reference to color (any color is legal), but all other restrictions apply (size, logos, shape and how worn). Do-Rags are not acceptable headwear.

f. Team jerseys should be of a non-offensive manner as far as logos, decorations, trim, commemorative patches, etc.

g. Teams and spectators are not allowed to use electronic communications devices to communicate with players, during the game.

10. **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

11. **POSTPONEMENTS:** Postponements will only be granted when unit duty commitments warrant. Notification must be submitted to the respective Sports Coordinator 48 hours prior to scheduled game. There is no guarantee that postponed games will be rescheduled. Inclement weather postponements will be determined by the Sports Office Representative on site.

12. **SPORTSMANSHIP:** **Swearing and abusive remarks** directed towards opponents, officials, fans or supervisors are behaviors which casts a negative atmosphere over intramural play and may lead to more serious problems. Officials will penalize such behavior and all cussing with an unsportsmanlike conduct flag and ejection.

The first unsportsmanlike conduct received by a player will result in an ejection from the game and 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 ejection from the league.

Team member, captain, coach, spectator or the entire team may be asked to leave the playing area if displaying unsportsmanlike conduct or abusive language. Any contest may be forfeited by the

official and/or supervisor 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 officials to forfeit that contest if deemed necessary to avoid a violent confrontation.

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

13. **DRINKING/SMOKING/ CHEWING TOBACCO:** Alcohol, smoking, vaping, or use of chewing tobacco is **NOT** permitted on the playing field. Any player or coach under the influence of alcohol will not be permitted to enter the playing area. Glass bottles are completely prohibited from the Sports Complex area.

14. **PETS:** Dogs are prohibited from being at all sports facilities. All owners will be asked to remove the dog promptly from the park area regardless of size. IAW USAG 190-4 sec 1-10.

15. **COACHES MEETING:** A coaches meeting will be held on 23 August 2022, at the Soldier Activity Center at 1800. This clinic is mandatory for all coaches. The season will begin on 29 Aug 2022.

17. **RESPONSIBILITIES:** During battery/company play, the manager or coach is responsible for ensuring that:

- (1) All members of the team are familiar with the contents of this MOI.
- (2) The team is fully equipped and properly attired.
- (3) The conduct of the team is in accordance with this MOI.
- (4) No illegal players are entered on roster or participate in games.

18. **PARTICIPATION POINTS:** Organizations will receive 10 points for each team that Participates in league play and completes season. Maximum of 50 points awarded.

19. **LEAGUE DIRECTORS:**

Mr. Chris Nazario West Teams 744-6551
Mr. Matt Orlowski East Teams 744-5793

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Teia R. Mack
Intramural Sports Coordinator
Fort Bliss Sports