



## Budweiser Sports League

# Coed Football

### GENERAL RULES AND REGULATIONS

### Updated – 03/09/08

Participants must be 21 years of age.

\*\* The head coach is responsible for making all players aware of every rule prior to any participation by a player in any game or any portion of a game or activity.

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**ROSTER/WAIVER.** The number of players permitted on the team roster is 25. The Budweiser Sports League roster has room for 20 players. The league coordinator will provide a supplemental roster for teams carrying more than 20 players. Every player **MUST** sign before he or she will be allowed to play any game. Players may be dropped, but **NO NEW PLAYERS** may be added to the roster after the third game of the season.

\*\*\*The league provides no medical insurance of any form.

The Budweiser Sports League **ONLY** recognizes players who have filled out the roster/ waiver form. No other players are eligible. If there is any question regarding a player's eligibility, the league reserves the right to request a signature match by that player.

“The Budweiser Sports League reserves the right to allow whomever it chooses and to refuse whomever it chooses for participation in its leagues.”

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**Playing Field:** The playing field dimensions will be 60 yards long, broken into three 15-yard zones that represent the 1st down yardage markers. The width of the playing field is approximately 35 yards wide, with two 10-yard end zones. There should be approximately 16 cones per field. All games will be officiated by two officials.

**Players:** Every player must be at least 21 years old to play in the league, no exceptions. I.D.'s may be checked and available at all games.

**Teams:** Each team will field 7 players at a time. The minimum number of females playing at any one time is 3. You may play with 6 players to avoid forfeit. When playing with 6 players you may not use more than 4 males. If the team does not have the amount of players necessary to begin the game, the opposing captain has two options. Option 1-he/she can elect to win by forfeit, Option 2-allow the team to get enough players to start the game. Once the decision is made the team is allowed the entire first half to get enough players and the clock continues to run. This is an official game and the scores and standings will be recorded.

**Length of Game:** Every game shall consist of two 24-minute halves, with a 3-minute half time. The game clock runs continuously except for penalties and for the last 2 minutes of each half or anytime the official feels the clock should be stopped. Game times will run every hour and fifteen minutes. 9:00 AM, 10:15 AM, 11:30 AM, 12:45 PM, Etc....

**Last 2 Minutes of each half:** During the last two minutes of each half the clock will stop for any incomplete pass, running out of bounds, a team score, a penalty or a called time out. If the situation presents itself, a team can declare they are "taking a knee" to run out the clock. In this case the quarterback must take the snap and touch his knee to the ground immediately. There are NO FAKES. The defense cannot attempt to strip or punch the ball loose. There is no mercy rule so the last 2 minutes of each game will be played out as the rules state.

**League Standings:** The standings will be based on a "wins vs. losses" basis. If there should be the need for a "Tie Breaker" system this is how it will be determined: The first "Tie Breaker" in the league standings is head to head competition. The second "Tie Breaker" in league standings is figured as follows: A team's total points scored in the season minus the total points scored against the team which will give you a total score. That highest total score between the team(s) decides the winner in the standings. This is only used when head to head does not break the tie.

**Time Outs:** Each team is allowed 2 time outs per half to be used at any point in the half. Timeouts not used in the first half cannot be carried over and used in the second half.

**Player's Equipment:** No metal spikes are allowed. Removable cleats must not have any metal exposed. Every team member should be in a "like color" shirt. If both teams have the same color shirts, the league will provide "pullover" for one of the teams. A full size regulation football must be used in all games. Examples are: Wilson NCAA footballs 1001, 1005, the 1205, the Wilson NFL ball or competing brands that are the equivalent of these. The ball must be properly inflated to the referee's satisfaction.

**Forfeit Rule:** There is no grace period for any team for any of the scheduled start times. Game time is "forfeit time". A team must have a minimum of 5 players to start an official game. A team in its entirety (a minimum of 5 players) has the choice at game time to allow the other team to get the remainder of its players there or they can elect to take the game time forfeit. If they choose to allow the other team time to get their players there ten (10) minutes will be given to that team. At this point the game will begin and the teams will take the field and play at the completion of ten (10) minutes the team that is short players must have at least 5 players present to continue playing or the game will be considered a forfeit. If the team in its' entirety chooses to play then it is an official game and the game score will be posted accordingly.

A forfeit is a 17 - 0 loss.

**Coin Toss:** Every game will start with a coin toss. They will have four options. Option 1-Offense, Option 2-Defense, Option 3-Direction, Option 4-Defer.

**Mercy Rule:** If at the 2 minute warning, or after, one team goes ahead of the other team by 17 points, or more, the game will be called. If a team is ahead by 5 touchdowns with 5 minutes or less to play, the game is over.

**Start of the Game:** The team electing possession of the ball to start the game will begin on offense at their 15-yard line.

\*\* 4 players are required on the line of scrimmage for offense at the snap of the ball.

**A Tackle:** A tackle is defined as a two-hand touch between the shoulder and the knees. The ball carrier may not leave their feet to advance the ball. Defense may leave their feet to tag. Remember, better that a referee should miss a tag than to call one he didn't see because he was blocked from view -- even if it appeared the player may have been tagged. Refs are going by their best judgment on a lot of these calls and harassing them may get you ejected. Only the coach or captain can maturely question the referee's judgment without repercussions. The official's ruling is final. If he doesn't see it, it didn't happen.

**First Downs:** Will be achieved by the yardage as marked on the field of play. If you go for a 1st down on 4th down and do not make it the ball is turned over to the other team at the spot of the ball. There will be no punting! On 4th down, if a team decides NOT to go for the 1st down, they must advise the official that they will turn the ball over to the defense. The opposing team is then awarded the ball on their 15-yard line and they take possession from there. The only exception would be if you are inside the opposing team's 15-yard line and do not score in the 4 downs allotted, then the opposing team still gets the ball at their 15-yard line to start their next possession. On 4th down you have 5 seconds to make your decision on whether or not you are going to go for the 1st down or turn it over to the other team. If there is a delay in your decision the clock will stop, you will be charged a time out and penalized 5 yards from the current spot of the ball.

**Fumble:** There are NO FUMBLES allowed in the league. Anytime the ball touches the ground it is dead and down at the spot.

**Lateral:** Laterals are legal at any time. They do not count as a forward pass. Any lateral hitting the ground is dead at the spot. If the defense intercepts a lateral, that team is allowed to advance the intercepted lateral.

**Receivers:** Receivers only need one foot down on the ground, in bounds, for a legal reception. Receivers cannot leave the field of play and remain eligible.

**Quarterbacks:** The Quarterback may receive the ball and is allowed to shuffle his/her feet or drop back in the pocket. Any attempt by the quarterback to roll out or advance the ball will allow the rusher to suspend their count and attack the QB.

**Delayed Rush:** Defensive rush must delay crossing the line of scrimmage for a count of 5 seconds, unless the quarterback moves towards the line of scrimmage or runs outside of the pocket. The count must be loud enough for the official to hear and must be understood. The count is "1-one thousand, 2-one thousand, 3-one thousand, 4-one thousand, 5-one thousand" Go. If the official cannot clearly hear the "one thousand" part of the count or feels the count was too fast, there will be a penalty. (Option to Offense: Either 5 yards and repeats the down OR results of the play).

**Offensive Blocking:** THIS IS A “NO CONTACT” SPORT. Absolutely “No Blocking” is allowed (physical or interference style). If there is offensive blocking behind the line of scrimmage the defense will have the option of either the results of the play and the down counts OR a penalty which results in the loss of 5 yards and replay the down. If there is offensive blocking beyond the line of scrimmage, the play is dead at the spot of the ball or block (whichever is the worse spot) and the penalty to the offense is a loss of 5 yards and the down counts (no option to defense). The offense is instructed that they should stand still until the ball carrier passes them. If they move and get into any defensive player’s way, they could be flagged for blocking.

**Defensive Blocking (Checking):** THIS IS A “NO CONTACT” SPORT. If the defense is flagged for blocking the offense has the option to take the result of the play or 5-yards from the line of scrimmage and repeat the down.

**Points:** All MALE touchdowns are worth 6 points. All \*\*\*FEMALE touchdowns are worth 7 points. Extra points will be 1 (from the 3-yard line) or 2 (from the 10-yard line) run or pass. NOTE: If the defense intercepts the pass on an extra point, they may try and return it for the same points that the offense was going for. (\*\*\*Female may be the QB, receiver or runner).

**Forced Female Play:** Offense may not run 3 consecutive non-female plays. If the offense runs 2 non-female plays consecutively, the next play is a “Forced Female Play.” Extra points are included in the rotation. To be considered a “Female Play” a female must run the ball, attempt a forward pass or is the intended receiver. If a male quarterback is sacked during a “Female Play,” the down counts and the next play will still be a “Female Play.” If there is a female quarterback and she attempts a forward pass behind the line of scrimmage, this will count as a “Female Play. Penalty for running or passing 3 consecutive non-female plays are loss of down and the next play must be a “Female Play.”

**Defensive Pass Interference:** Ball is dead marked at spot of foul and automatic 1st down. If there is pass interference in the end zone the ball will be placed at the one yard line and it will be first and goal from there.

**Overtime Rules:** A coin toss will determine who gets the ball first. If you win the coin toss you can choose to start on offense or defense. Both teams will get an offensive possession. The ball will be placed at the 15-yard line going in. You have four downs to score and the same scoring rules apply for points in overtime. The only way you can receive a 1st down, is on a penalty where first down rules apply. Girl touchdowns are worth 7 points Male touchdowns are worth 6 and you can choose to go for 1 or 2 points on the conversion. When the possession changes the second team must match or better the score of the team that had the first possession. If the score is tied at the end of the first overtime then we have a second overtime with the only change being both teams must go for two points on their extra point try, beginning with the second overtime. At least one team must score to win.

## **TIE BREAKER**

\* 1st tie breaker head to head

\* 2nd tie breaker point differential (example team scored 100 pts and gave up 50 pts their differential is +50).

**Playoffs:** Playoffs will be determined based on the number of teams in the league each season. Playoff seeding will be based on final league standings. A league Champion will be crowned based on the final league standings and then a Bud-Bowl Champion will be crowned at the end of the playoffs. A team trophy will be awarded to the “League Champions” and team trophies will also be awarded to the “Bud Bowl Champions” and the Bud Bowl “2nd Place Finisher”.

**28.** A scorecard must be signed by the captain of the winning team. Any disputes must be resolved at the end of the game prior to scores being posted on the website.

**29.** If two or more players are ejected from the same team, the game will immediately be forfeited by that team.

**30.** Any individual player may not play on more than 2 rosters at the same level for example.... a player who chooses to play on Team A on the Competitive Level and also on Team B on the Competitive Level can play for both teams during the regular season but must designate only one (1) team during the playoffs on either the Competitive Level or Recreational Level

**31.** No team can have more than 2 players on their existing roster if these players play on more than one (1) roster. These 2 players may be in any combination Man and Woman, (2) women, or two (2) men.

This rule applies only to the Co-Ed football side and not to the Men’s on any level, it was instituted to promote play and participation and not give any team an unfair advantage.

## **FORFEIT RULE**

If your team forfeits two (2) games in a given session, you will have to forfeit the rest of your games for that session. You will not be entitled to a refund.

Enjoy a great season and play with “Good Sportsmanship” in mind!!!

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## **CONDUCT-**

There will be zero tolerance for unsportsmanlike conduct. Anyone who engages in unsportsmanlike conduct, as defined below, will be told to sit out for 4 plays and if punches are thrown could be disqualified for that game by the game Official. The same rules apply for any verbal assault on a referee. The player’s chances for resuming play the next game or for the rest of the season will be reviewed by the Bud-Sports League Commissioners.

Coaches are alerted to the fact that they should not bring potential problem players onto their team. These players tend to show themselves more than once during the course of a season and will adversely affect your team’s chances for success. This is meant to be a friendly league. We will let “no one player or one team” jeopardize our good-natured, recreation pursuits in this league, our use of fields and insurance privileges.

Unsportsmanlike conduct is any conduct that is not contingent to the game. Any participant of a fight will unquestionably be expelled from the game. It will be up to the BudSports Commissioners as to whether or not that player is to return the following week, or any game thereafter. If a precipitator can be determined, he will be ejected. If not, both players will be automatically ejected. Any player ejected from a game is to leave the field property entirely or the team will suffer a forfeit. A referee and league officials can hold a team accountable (in the form of forfeit) for any unsuitable actions taken by the player after he is ejected.

A major responsibility of the referees is to watch out for cheap shots. This will lead to an automatic ejection. Anyone developing a reputation for committing cheap shots or any chronic conduct violation will be monitored closely by the league and will probably not finish the season.

The only players allowed to question the call of an official is be the coach or the designated captain. All else are subject to ejection for all or part of a game at the ref's discretion. The preface of any confrontation with a referee must be to ask for an explanation of a rule or a call -- not to chastise the official.

Harassing verbal confrontation will also not be tolerated. It will be up to the official whether or not language is fight provoking and if action need be taken. Any player abusive in this manner may be asked by the official to sit out the remainder of the half. If this persists, he may then be asked to leave the game by the official. Trash talking is discouraged as it could be considered fight-provoking behavior.

Appeals may be made to league management. Appeals may be made of rulings only, not an official's on-field call. Do not call league officials to complain of a particular call by a referee (other than a rule interpretation). All calls by officials are final and will not be overturned by league management.

Requests to amend a rule may also be made to league officials and will be decided by a vote of all coaches. No rules will be amended on game day.

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## **NOTICE:**

Every year we have captains' meeting prior to our season beginning. It is imperative that a team captain or responsible party be at this meeting to completely understand the intent of our leagues and, when applicable, to vote on rule changes that other players in the league may be interested in enforcing.

Rule changes must be fair for all participants including the officials who work 4 to 5 games per day.