

WHO

- ☑ Teams are composed of 4 (*min*)-7 (*max*) players (only 4 play at a time).
- ☑ Guys 9th grade to adult are invited to play.
- ☑ At least two non-CBC players must be on each team.

Register online at
www.calvaryrapids.org
by Wed. Nov. 9

WHAT TO LOOK FOR IN OUR FLAG FOOTBALL TOURNEY...

- ☑ *4-7 man teams*
- ☑ *4 game guarantee*
- ☑ *Championship round*
- ☑ *Tickets to a Badgers Game for winning team*
- ☑ *Free snacks and beverages*



Calvary Baptist Church

469 Airport Avenue
Wisconsin Rapids, WI 54494

Our Service Times:

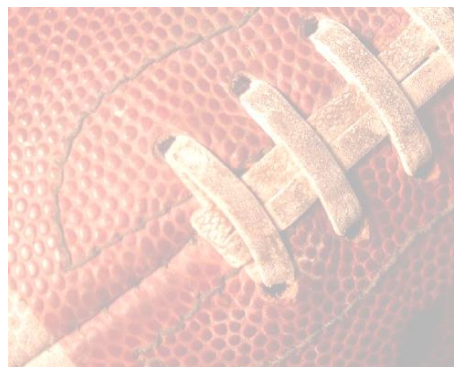
Sunday Morning
8:00 and 10:45 am

Adult Bible Fellowships and Sunday
School for all ages
at 9:15 am

Sunday Evening at 6:00 pm

If you have other questions,
please call Tony Clementi at:
715.323.1751

Or email: office@calvaryrapids.org



Flag Football Tournament



Saturday, Nov. 12
at **Witter Field**



Cost \$11 per player
Registration - 8:00 AM
Tourney starts - 9:00 AM

SCHEDULE

Registration - 8:00 AM

Tournament begins at 9:00 AM

*(Break during day for brief Bible study)

Best 4 game record determines bracket seeding.

Break 15 min. for drinks and brief rest

Team prizes awarded directly following finals.

GAME REGULATIONS

Start of Game / First Downs

1. A coin flip will start each game. Winner will take the ball or defer.
2. Offense begins on own 5 yard line.
3. A first down is obtained by getting to or crossing the midfield line in 3 plays or less.
4. Teams not there at start time, forfeit.

Time Limit/Scoring

1. Games will consist of two 10 minute halves (running clock).
2. Play clock will allow 10 seconds after ball is spotted to run a play.
3. Touchdown is worth (7) points. Safety is worth (2) points.
4. Mercy rule – a lead by 28 points or more.

Blocking

- Blocking is only allowed at the line of scrimmage.
- All blocks must be above the waist and below shoulder.
- No crack backs.

Tackling/Flag Guarding

1. A tackle takes place by a defender removing the ball carrier's flag without physically grasping the ball carrier.

NOTE: To prevent injury, it will be the runner's responsibility to avoid contact with the tackler.

2. Flag guarding, stiff arming and continuous spinning by ball carrier will be called down at the point of the infraction and penalized 5 yds.

NOTE: If a flag accidentally falls off, the ball carrier will be called down when touched by a defender.

Change of Possession/Fumbles

1. All drives and change of possession start at the ten yard line.
Exception – interception for a touchdown.
2. Fumbles are considered dead balls at the point in which the ball hits the ground and possession is maintained by the offensive team.

Penalties

1. Offsides, holding illegal procedure, too many men, delay of game, flag guarding, stiff arming, etc., are all 5 yard penalties.
2. Major penalties – pass interference, illegal block, and un-sportsmanlike conduct are 10 yard penalties. An automatic first down will be given if the penalty is on the defensive team.
3. Flagrant penalties – unnecessary roughness, fighting and verbal abuse will not be tolerated – could be

cause for an automatic ejection from the game or tournament.

Overtime

Each team will get 3 plays from the midfield line in which to score.

The team using the fewest number of plays will be declared the winner.

Misc. Game Regulations

1. QB is not allowed past line of scrimmage.
2. QB must touch the ball every play.
3. Each team must have a captain assigned to report scores etc.
4. Only 1 run every 3 downs.
5. Center must snap ball between the legs.
6. ONLY rubber cleats are allowed.
7. Clothing must be tucked in underneath the flags.
8. HIV/Aids protection – no visible cuts or blood. Prepare accordingly.
9. All players are eligible receivers.

STANDARDS

- Vulgarity or cursing can cause ejection/forfeit. *
- Absolutely no fighting, automatic forfeit, no appeal. *
- No alcohol, tobacco or illegal drugs will be allowed.

* Tournament organizers will decide on penalties using their best judgment.

**We hope you enjoy
the tournament!**