

## **Halton Flag Rules Cont.**

• Games start from the 45yrd line to add that buffer space to get a safety if caught behind the 50 or if the ball is snapped overhead past the 55 or a player steps out at the 55. Found that last spring it was too quick for safeties to occur so we played this way in the fall.

-Interceptions can be run back for a point or if you are flagged during run back the ball is put onto that spot in the field of play to start offense

• Interceptions not returned for a TD will result in the teams starting on offense from where they returned the interception to. All divisions can advance interceptions now Tyke is added

• Converts that are intercepted can be returned for 1 or 2 points depending on what the offense went for. All divisions can advance converts now Tyke is added

• With the exception of Tykes all divisions can rush the passer

• No game ends in a tie play the overtime rules

• If a flag should fall off on a wide open run with no defenders around them the play should not be blown dead but rather become one hand touch.

• Bantam coaches are not allowed in the huddle, call plays in from the sidelines. Peeewe should start to implement this as well and by end of season should be at this point.