

POWDERPUFF RULES

- **Only undergraduate students allowed to coach/play**
- **Only approved personnel allowed on the field**

Dead Ball:

1. Ball goes out of bounds
2. The ball carrier goes out of bounds
3. The ball touches the ground
4. The flag is removed from player with the ball

**Upon the flag being pulled, the flag should be raised into the air immediately and then *handed* back to the offensive player

Scoring:

Touchdown--6 points

Two-point conversion--2 points

Length of Game:

Play Off Games:

The game will be 4 quarters, 5 minutes each

There will be 2 minutes between each quarter

Halftime will be 5 minutes

One timeout per team, per half *Stops clock inside the final 2 minutes

Championship Game:

The game will be 4 quarters, 5 minutes each

There will be 2 minutes between each quarter

Halftime will be 5 minutes

One timeout per team, per half *Stops clock inside the final 2 minutes

Start of Game:

A coin toss will determine which team starts with the ball (can choose to defer)

The opposite team will start with the ball after halftime

Play:

1. There will be one first down

3. After a touchdown, the offensive team can try for a two-point conversion

4. Following a touchdown, the opposing team will start with the ball on their "20-yard line"

5. Turnover on downs will result in a turnover to the opposing team at the line of scrimmage

Players:

Max of 9 players on the field at any time

--If a team has less than 9, we will match numbers

Substitutions can happen when the ball is dead

Tackling:

1. Tackling consists of pulling the flags from the belt of the player with the ball
2. A tackler who forces an opponent to the ground should be penalized

3. The quarterback cannot be rushed until the defense has counted to “5 watermelon” out loud
4. We hold the right to hold out any player for rough play

Flags:

1. Flags must be worn on the *outside* of your clothing
2. Entire flag must be exposed
3. Flags must be in place on either side of the runner

Penalties:

5-yard penalties

1. Delay of game (refs call if they are taking way too long or stalling)
2. Offsides
3. Too many players
4. False start
5. Early rush (see rule in tackling)

10-yard penalties

1. Forcing the runner to the ground
2. Unsportsmanlike conduct
 - a. Straight-arm defense
 - b. Clipping
 - c. Running over defenders
 - d. Blocking by pushing defenders
 - e. Swearing
 - f. Disrespect to the refs or other players

Players can be ejected from competition after 2 unsportsmanlike conduct calls

For Injury Time:

1. Clock will stop for any injury
2. We hold the right to hold a player out due to injury