



FOOTBALL

ELEMENTARY OFFICIATING FACT SHEET

Quick reference for P-BVUSD game format, timing, possession, and key football procedures

1 GENERAL GAME FORMAT

P-BVUSD elementary flag football uses a running-clock format with district-specific possession and safety rules.

GAME
Two 16-minute halves

CLOCK Running
clock*

TIMEOUTS 2
per half

TIE GAME
Tie stands - no overtime

*Final two minutes of 2nd half use a regulation clock. Clock stoppage after scores and penalty enforcement is at the referee's discretion.

2 ELEMENTARY FOOTBALL FORMAT

- The elementary season consists of six (6) league games with no playoffs.
- Teams are **5th-6th grade boys or coed**; girls are eligible.
- Suggested roster size is **14-16 players**. All players must receive meaningful playing time.
- **No kickoffs**: possession begins at the 30-yard line at the start of each half and after each score.
- **Punts**: no rushing is allowed.
- **Safety**: scoring team receives possession on its own 40-yard line.

KEY PLAY RULES

- **Catch**: control + at least one foot in bounds.
- **Hurdling**: prohibited over a player with at least one foot on the ground.
- **End zone**: offense may not dive into the end zone; defense may dive to pull a flag.
- **Spinning**: legal unless the runner uses hands to block/push away a defender's hand - **flag guarding**.
- **Lost flags**: a defensive tag stops the runner. A player gaining possession without flags may also be stopped by a tag.

BLOCKING

Standing blocks only. Offensive blockers keep forearms and hands folded against the body. Forearm follow-through is not a penalty if the forearms remain parallel to the chest.

FLAG BELTS

Belts must be clipped normally. No looping, twisting, or manipulating the belt for advantage.

HUDDLES

If a huddle is used, every player on the field must participate.

OFFICIAL'S QUICK COMPARE

LEGAL / NO CALL	CALL / RULE ISSUE	QUICK REMINDERS
Spin by itself Defender dives for flag Catch: control + 1 foot in bounds Legal block follow-through	Hurdling Offensive end-zone dive Flag guarding Manipulated flag belt	Start at 30 - no kickoffs No rush on punts Lost flags = tag Safety = own 40 No overtime
INADVERTENT WHISTLE		RULING
During a legal snap, pass, or kick		Replay the down.
While a player has possession		Team may accept the play where it ended OR replay the down.