2018 P.C.R.P.D./OPTIMIST YOUTH FLAG FOOTBALL
JUNIOR LEAGUE (6-7 YEAR OLDS) ROSTERS AND SCHEDULE (Original 9/7/2018)

BOBCATS
Javian Aviles
Maez Brown
Gwendolyn Collier
Clyde Colvin
Rylie Morris
Aaron Pacheco Jr
Jackson Raburn
Gunner Snyder

FROGS
Brady Brooks
Eric Johnson
Asiyah Khan
Landon Napper
Levi Napper
Avery Pierce
Fabian Salazar
Jankarlo Santiago

RABBITS
Jayden Baptiste
Jorden Baptiste
Chase Burley
Brylynn Choate
Zakee Grayson
Aiden Judah
Slate Schiebel

TURTLES
Audry Contreras
Luke Erikson
Chace Johnson
Hunter Johnson
Milik Lewis
Noah Steed
Landon Tomer

Saturday, September 15:
8:30a  Field 2  RABBITS vs TURTLES
9:45a  Field 2  BOBCATS vs FROGS

Saturday, September 22:
8:30a  Field 2  TURTLES vs FROGS
9:45a  Field 2  RABBITS vs BOBCATS

Saturday, September 29 – PUNT-PASS-KICK:
8:30a  Field 2  TURTLES vs BOBCATS
9:45a  Field 2  RABBITS vs FROGS

Saturday, October 6:
8:30a  Field 2  FROGS vs BOBCATS
9:45a  Field 2  TURTLES vs RABBITS

Saturday, October 13 – TEAM PHOTO DAY:
9:15a  Field 2  FROGS vs TURTLES
10:30a Field 2  BOBCATS vs RABBITS

Saturday, October 20:
8:30a  Field 2  BOBCATS vs TURTLES
9:45a  Field 2  FROGS vs RABBITS

Saturday, October 27:
8:30a  Field 2  BOBCATS vs FROGS
9:45a  Field 2  RABBITS vs TURTLES

Tuesday, October 30:
6:00p  Field 2  RABBITS vs BOBCATS
7:15p  Field 2  TURTLES vs FROGS

No tournament for Junior League.

September 29: Punt-Pass-Kick Competition for ages 6-15

October 13: Note some adjusted game times for Photo Day
Games on Photo Day will start when team photo is completed.
2018 P.C.R.P.D./OPTIMIST YOUTH FLAG FOOTBALL RULES

1. MAIN REASON WE ARE HERE: The main rule is that all players enjoy their game and want to come back next week. **FUN IS THE REASON!**

2. NUMBER OF PLAYERS: Each team will normally have up to 11 rostered players and will play the following numbers on the field: Munchkin: 5-7; Junior, Senior, Premier: 7-8; Elite: 5-7. 5 players needed to start, no more than a 1 player advantage on the field. Play equal numbers - no 7v8 allowed.

3. SUBSTITUTIONS: Referees will sub according to consecutive player numbers after every four plays.

4. GAME PLAYING TIME: Munchkin games last about 40 minutes, all others last about 50 minutes. Rather than a clock, game length is determined by both teams having an equal number of possessions during the game. Teams do not switch directions at half time. The team kicking off will have the ball last. Ties are ties in regular season.

5. ILLEGAL EQUIPMENT: No helmets, hard padding, or any other equipment that could cause injury is allowed. No watches or jewelry are allowed. Football/soccer cleats are encouraged but not required. Black shorts are required. Shirts tucked in at all times.

6. COACHES/CAPTAINS: No coaches are allowed - each team will be assigned an official to carry out subs, help with penalties, and make sure rule #7 is carried out. Captains are determined according to jersey numbers and rotate weekly (#0 & #5 this week, #1 & #6 next week, etc...)

7. PLAYER INVOLVEMENT: All players must carry or catch the ball in every game. No player is to dominate the game by constantly carrying or catching the ball.

8. LEGAL BLOCKING: The only way to "block" is to set up a non-moving screen. A legal screen is one where the screener has only his/her feet on the ground and is set in a non-moving position.

9. LEGAL TACKLING: The only way to "tackle" the ball carrier/receiver is to remove one of his/her flags. No pushing the player out of bounds or to the ground is allowed. If one of the ball carrier's flags comes off before the person is "tackled", a one hand touch on the hip will be considered a "tackle".

10. ILLEGAL CHARGING: Players cannot charge through or over set screens or opponents trying to pull a flag.

11. AVOIDING DE-FLAGGING: Players cannot hurdle or jump over an opponent trying to pull a flag. Players cannot guard their flags with their hands or arms. Flag belts must be worn properly at all times.

12. FUMBLES: Fumbles may only be recovered by the receiving or offensive team on a kick-off, punt, or snap from center. If the ball is fumbled anytime after initial control is established by the ball carrier, then the ball is down where it hits the ground.

13. PLAYER IN MOTION PLAY: Senior, Premier and Elite Leagues may use a player in motion only if the player is moving parallel to or away from the line of scrimmage when the ball is snapped. No player in motion may be used for Munchkin or Junior Leagues.

14. FIRST DOWNS: First downs are acquired by advancing the ball into a new zone. If a team is driven back into a previous zone, the team must advance through two zones to acquire a first down.

15. SCORING: Six points are awarded for a touchdown, one point is awarded for a running extra point, two points are awarded for a passing extra point, and two points are awarded for a safety.

16. PENALTIES: Normal football rules apply to fouls such as holding, pushing, interference, unsportsmanlike conduct. In addition, penalties for other fouls listed above are assessed.

17. TOURNAMENT: No tournament play for any age group – season is completed at the end of the 8 game regular season.

18. THE SECOND MOST IMPORTANT RULE OF ALL: **SEE RULE #1 ABOVE!**

revised 8/1/18