

NCAFA League Rules

May 2011

Game Play:

- Rusher will line up 7 yards from line of scrimmage at the second same coloured bean bag.
- Coaches allowed on field for Peewee but may not coach during play.
- When a player in possession of the ball goes to ground they are considered tagged and the play will be whistled dead.
- Offensive target pass interference is a 10 yard penalty AND loss of down.
- Tipped balls are legal and may be advanced.
- All players must try to avoid any unnecessary physical contact.
- Peewee game timing will be 2 halves with 5 plays at the end of 25 minutes.
- Bantam games will be 4 quarters with 5 plays at the end of the 2nd and 4th quarters.
- Each team will identify a maximum of 4 team captains to make decisions on the field.
- Mercy rule – games that have a 24 point difference after the start of the 2nd half will be completed but the score will not be recorded from that point on.
- **For all other rules please refer to the Canadian Rule Book for Touch Football from Football Canada.**