

NERF

FLAG FOOTBALL GAME

For up to 12 players / Ages 5 and up

Rules ©1988 Parker Brothers, Division of Kenner Parker Toys Inc. (KPT), Beverly, MA 01915

Object

To score the most points in an agreed-upon amount of time; or to be the first team to achieve an agreed-upon number of points.

Equipment

1 NERF®Football • 1 Kicking tee • 4 Touchdown markers • 6 Pairs of flags (3 pairs of magenta, 3 pairs of blue)

Setup for up to 6 players

- Divide into two teams with an equal number of players. Pick a color and give each team member a pair of flags of that color. Tuck flags into the waistband/belt of pants/shorts, one flag over each hip, so none of the white band shows. Flags should not be tied to belt or other articles of clothing.
- Agree on the field length and width, and place touchdown markers at corners designating end zone/touchdown and out-of-bounds. Avoid choosing a field with any obstructions such as holes, a clothes line or trees.
- Agree on length of game: this could be in minutes or an agreed-upon number of points scored.
- Flip a coin: Winner chooses to kick or receive, or chooses which goal to defend.
- Kicking team places teed-up football at an agreed-upon point on the field, such as the point halfway between your goal line and mid-field.

GAME PLAY

KICK OFF:

- Kick off. The ball can touch the ground and is a live ball that is played by the receiving team. The ball is dead only when the receiver fumbles the ball, or it goes out of bounds.
- There is no blocking on the kick-off. No player on the kicking team can advance beyond the football until it is kicked off.
- When a defensive player removes one of the ball carrier's flags, he stops at that spot and immediately waves it high in the air. Play stops. The ball is downed. This is now the line of scrimmage.

To order 12 additional flags, send \$3.50
(includes postage and handling) to:

Flag Football
P.O. Box 720612
El Paso, TX 88572-0612

We would be happy to hear your comments or questions about our NERF Flag Football game. Write to our Consumer Response Department, P.O. Box 1012, Beverly MA, 01915



50 Dunham Road, Beverly, MA 01915

FIRST THROUGH FOURTH DOWN:

- A team is allowed four plays, called "downs," to score. If they haven't scored after the fourth down, the ball reverts to the opposing team.
- The downed ball is placed on the line of scrimmage.
- The offensive and defensive teams huddle and decide the next play. In the huddle the offensive team picks a new quarterback, who calls the play. All offensive positions are rotated among all team members.
- The offensive team's center may pick up the football as he hikes it to the quarterback.
- No player is allowed to cross the line of scrimmage until the ball is hiked to the quarterback.
- The defensive player assigned to the quarterback cannot rush until either **1)** he counts to three out loud ("One-NERF-Football, Two-NERF-Football, Three-NERF-Football") or **2)** the quarterback crosses the line of scrimmage.
- Two forward passes are allowed, including one after the ball carrier crosses the line of scrimmage. If it is missed, it is downed at the point where the ball was passed.
- A bad snap (hike) from center that hits the ground, or an incomplete pass, is immediately dead, and play reverts back to the preceding line of scrimmage. The down count is advanced one (e.g., second to third, third to fourth).
- A fumbled ball is immediately dead and establishes a new line of scrimmage.
- If an offensive player is flagged down in his end zone, it is considered a safety, and his team must punt on their next down, or turn the ball over if he was flagged on their last down. The line of scrimmage for a safety is the goal line.
- On the fourth down, if in the huddle the offensive team decides to punt, they must announce their intention to the defensive team when they reach the line of scrimmage. *They must punt*, or they lose possession of the ball. The punter cannot be rushed. The point where the ball was touched or fell out of bounds becomes the new line of scrimmage for the receiving team. The punt cannot be returned.

- When a defensive player intercepts a pass or a lateral pass, his team takes possession of the ball. Play continues until his flag is pulled.
- A touchdown is scored when a player carrying the ball crosses between his opponents' touchdown markers. A touchdown is worth 6 points.

CONVERSION POINT (POINT AFTER TOUCHDOWN)

- The opposition can attempt a Point after Touchdown (PAT) by running or passing from a scrimmage line set up approximately 10 feet from the defensive goal line.
- The scoring team kicks off to the new receiving team. (See KICK-OFF for details.)

ALTERNATE RULES

For 7 to 12 players

- Only the receiving team wears flags. They tuck one flag of each color into their waistbands.
- When a defensive player intercepts a pass or a lateral pass, his team gets possession of the ball. The ball is immediately downed at the point of interception. If the ball is intercepted over the touchdown line, the intercepting team's new scrimmage line is the goal line. In this game there are no touchbacks or safeties.
- After four downs the flags are switched to the new offensive team. Or, in the event of a punt, the punting team gives their flags to the receiving team *before* they punt.

RULES FOR SAFE PLAY

- No blocking, tackling, tripping, pushing, poking, stiff-arming, kneeling, hiding flag or physical contact is allowed.
- No 3- or 4-point stances.
- No jewelry (gold chains, rings, ID bracelets, etc.) should be worn.
- A fumbled ball is considered dead.
- All punts must be announced, and no rushing is allowed on punts.
- When grabbing for a flag, the defensive player must remain on his feet and may not grab the ball carrier to slow him down in order to pull off his flag.
- The Flag Football game should be played on a safe surface — a dry, grassy, unobstructed field. Do not play on asphalt, gravel, wet grass, etc.
- Proper play clothing should be worn. Players should not wear cleated shoes, any metal or wooden splints, special protective devices such as shoulder pads, helmets, etc. Glass guards must be worn over eyeglasses.
- To promote safe play, physical contact is not allowed. If unsportsmanlike behavior occurs, the team committing the foul (offense or defense) is penalized one down.

NOTE: These NERF Flag Football rules are compiled from responses to a college survey conducted by Parker Brothers.