## Salem 2nd Grade

## 2<sup>nd</sup> Grade Flag Football

Salem Parks & Recreation will offer a 2<sup>nd</sup> grade intro to (flag) football league. This league will be for boys and girls going into the 2<sup>nd</sup> grade. The league will be set up with a goal of teaching football skills and philosophy. Teams will play games twice a week, Wednesday and Fridays evenings. Prior to each game a skills work out will take place for 10 minutes. Workouts will be focused on catching, throwing and flag pulling.

Coaches will be assigned 8 to 10 players to their team. Coaches will work on skills and drills with team. Team may practice prior to playing dates. Playing dates are Wednesday, September 15<sup>th</sup> to October 15th. Each session will have skill work outs with league coordinator/refs. The first session on the 15<sup>th</sup> will be a 1 hour skill work out. Starting the second session and forward teams will split the hour into a warm up session and then a game segment.

- 1. All games will be held at Loafer View Complex field #3 & #4. Same game time each week, 5:30 to 6:30 p.m.
- 2. It is important that we strive to teach the game and not to win at all cost.
- 3. All participants should have the opportunity to play and play many positions.
- 4. Each game day teams will Warm up for 15 minutes and play one 40 minute scrimmage.
- 5. 8 players on the field per team.
- 6. No (defensive) rush of the QB. The QB may not run the ball, he must pass it or (pitch) hand it off.
- 7. Coaches will strive to teach sportsmanship and safe play. Blocking should be done in front of the body. No tackling.
- 8. The playing field is marked with 3 first down lines. Teams will have 4 plays to achieve a first down.
- 9. Kickoffs will be done from the mid field mark. On punt plays there are no fakes. Neither team can leave the line of scrimmage until the ball is kicked.
- 10. In the event that a player loses his flag without being touched the defense must touch him anywhere on the body.
- 11. Flag guarding will result in the player being rules down. A ball carrier may spin once, and then must run 5 steps before spinning again. Consecutive spins will result in the play being blown dead.

12.	Offensive set:

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<u>Sept. 23</u>	<u>Sept. 28</u>	<u>Sept. 30</u>	
F3 Tan vs. Grey	F3 Columbia vs. Tan	F3 Tan vs. Navy	
F4 Navy vs. Columbia	F4 Grey vs. Navy	F4 Grey vs. Columbia	
Oct. 5 <sup>th</sup>	Oct. 7 <sup>th</sup>	<u>Oct. 12<sup>th</sup></u>	
F3 Columbia vs. Tan	F3 Tan vs. Navy	F3 Tan vs. Grey	
F4 Grey vs. Navy	F4 Grey vs. Columbia	F4 Navy vs. Columbia	
<u>Oct. 14<sup>th</sup></u>	<u>Oct. 19<sup>th</sup></u>	<u>Oct. 26<sup>th</sup></u>	
F3 Tan vs. Navy	F3 Tan vs. Grey	F3 Columbia vs. Tan	
F4 Grey vs. Columbia	F4 Navy vs. Columbia	F4 Grey vs. Navy	