

2026 NRV MINI FLAG FOOTBALL SCHEDULE

1 AUBURN RAVENS

2 AUBURN SEAHAWKS

3 EAST MONT COLTS

4 FLOYD COUNTY CHIEFS

5 FLOYD COUNTY EAGLES

SAT SEPT 12

4 – 5 11:30AM FP

TUES SEPT 15

2 – 3 6:00PM CP

SAT SEPT 19

3 – 1 10:00AM TP

TUES SEPT 22

5 – 3 6:00PM CP

1 – 2 6:00PM TP

SAT SEPT 26

2 – 5 11:30AM FP

3 – 4 12:30PM FP

TUES SEPT 29

4 – 2 6:00PM TP*

5 – 1 6:00PM TP**

SAT OCT 3

3 – 2 10:00AM TP

4 – 1 11:00AM TP

TUES OCT 6

1 – 3 6:00PM CP

THURS OCT 8

2 – 1 6:00PM TP

SAT OCT 10

1 – 4 11:30AM FP

3 – 5 12:30PM FP

TUES OCT 13

5 – 2 6:00PM TP

4 – 3 6:00PM CP

SAT OCT 17

2 – 4 11:30AM FP

1 – 5 12:30PM FP

FIELD GUIDE:

CP - Creed Park, 4390 Riffe Street, Elliston, VA 24087

FP – Floyd Rec Park, 210 Park Drive, Floyd, VA 24091

TP – Teel Park, 3621 Riner Road, Riner, VA 24149

*Teel Park – flag field near Field 4/Shelter 3

** Teel Park – flag field behind Fields 1 & 2 behind Riner fire station

MINI FLAG GAME RULES:

7 v 7 format** Coaches are QB. Player will snap the ball. (Traditional or Lateral)

**Teams may play matchup based on number of players available, i.e. 5v5, 6v6, etc.

Two 20-minute halves with a 5-minute halftime. *Clock is continuous.*

All coaches and/or parks and rec staff members will call any penalties.

Any Offense and Defense formations/plays allowed. *Show good sportsmanship.*

All snaps have to be in shotgun position.

Spacing in formations and sharing the ball among players are highly encouraged.

Teams may run the ball anywhere on the field.

Defenders may NOT rush the passer unless there is a legal handoff executed in the backfield.

One coach for each team is permitted on the field pre and post snap to help their players, but post snap at a safe distance to plays completion.

If the ball falls to, or touches the ground during the initial center to quarterback exchange, the play is ruled a 'Do Over' with no loss of down, once per down. On a second consecutive occurrence, the down is consumed.

Defenders **MUST** line up at least five yards from the line of scrimmage prior to the snap. If the ball is spotted on or inside the 5-yard line, the distance is reduced to three (3) yards.

The offensive team takes possession of the ball at its 5-yard line and has four (4) downs to cross midfield. Once a team crosses midfield, it has three (3) downs to score a touchdown.

If the offensive team fails to cross midfield, on 3 downs, and elect to "punt" on 4th down, possession of the ball changes and the opposition starts its drive from its own 5-yard line. If the offensive team goes for it on 4th down and does not cross midfield, the opposing team will start its possession from the spot.

Offensive Teams **MUST** declare 4th down intent; "Play or Punt", when asked by the coach and prior to the 'Ready for Play'. If the declaration is "Punt" the ball changes possession and will be placed at the opposing Team's 5-yard line, 1st down, with **NO** option to change the declaration.

If the offense fails to score, after crossing midfield the ball changes possession and the new offensive Team starts at its 5-yard line

Teams change sides after the first half. Possession changes to the team that started the game on defense.

No Fumbles. Once the ball hits the ground, it is a dead ball and possession is given back to the offense at the spot of the fumble.

The purpose of the league is to provide a recreational experience in flag football for the participants. The objectives are to furnish instruction in the rules of the game and techniques of play, to stress sportsmanship throughout the season, and to provide a recreational activity for participants. **The local recreation departments strongly encourage all coaches to play all kids equally.**

All NRV Football Leagues are instructional leagues design to give all kids of all abilities playing time to learn and develop their football skills. It is the responsibility of the head coach to ensure that all participants play in games. Failure to meet this requirement can result in disciplinary actions from local recreation department.

