



## FLAG FOOTBALL STAT SHEET • 7V7 • OFFENSE

## RULESET

[illegible]

## NOTES AND PENALTIES

**Yards:** measure from the line of scrimmage to where the play ended. Behind the line is negative. **Check:** team completions = receptions, passing yards = receiving yards.

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## SCORE BY HALF

| Team | 1st half | 2nd half | OT | Final |
|------|----------|----------|----|-------|
|      |          |          |    |       |
|      |          |          |    |       |

Forward passes caught by your own receiver.  
Every forward pass thrown: completions, incompletions and interceptions.  
On each completion, from the line of scrimmage to where the play ended.  
Touchdowns scored on the passer's completions.  
The passer's forward passes caught by the defense.  
Running plays: the ball carried, not thrown forward.  
From the line of scrimmage to where the carrier's flag was pulled or she went out.  
Touchdowns scored by the ball carrier on a run.  
Completed passes, counted for the receiver who caught them.  
The same number as the passing yards on that completion, run after the catch included.  
Touchdowns scored on a catch.  
Successful tries after a touchdown worth 1 point.  
Successful tries after a touchdown worth 2 points.  
Pulling the ball carrier's flag to end the play. One pull per play: there is no assist in flag.  
A flag pull on the quarterback, behind the line, while she still has the ball.  
Forward passes caught by the defense.  
Passes knocked away so they fall incomplete, without a catch.  
Optional.

**S** Interceptions returned all the way for a touchdown.  
The offense's ball carrier made dead in its own end zone, usually by a flag pull there.

- **1-point tries good:** Try values and distances depend on your ruleset. Several 5v5 rulebooks take 1 point from the 5. The college rulebook takes it from the 3.
- **2-point tries good:** Most rulebooks in our comparison take 2 points from the 10. Check yours.
- **Sacks:** Only where your ruleset lets defenders rush the passer, and from the distance it sets.
- **Safeties:** Worth 2 points in most rulebooks we compared (1 on a try). Some formats have no safeties.
- Compare the rules side by side: [breakawaydata.com/flag-football-rules](http://breakawaydata.com/flag-football-rules)



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