



2026 KANSAS CITY CORPORATE CHALLENGE

COED FLAG FOOTBALL



DATES / TIMES: **Saturday, April 18th, 2026 & Sunday, April 19th, 2026**
Scheduled game times will be available on the [KCCC website](#) by 5:00 p.m. on March 20th, 2026.

LOCATION: **Mid-America Sports Complex – Baseball Fields at North of parking lot.**
20000 Johnson Drive
Shawnee, KS 66218

- Each Company may enter one coed team in the Flag Football tournament. Teams will only compete against companies in their division.
- **A team representative must check-in at event, no less than 15 minutes prior to their scheduled game time, and confirm enough participants to play. Team rosters will not be required, but only players who are registered for KCCC and who have signed the KCCC waiver will be eligible. Teams will randomly be checked for player eligibility. Make sure each participant has a photo ID available at game time in the event of a random check. Failure to show IDs at a random check will result in a forfeit, as well as any point penalties resulting from a forfeit.**
- Teams may have an unlimited number of participants for the tournament. All the players used in the tournament must be legal players from the company's participation list.
- 10 Flag belts will be provided and must be used by teams. A game ball will be provided, but teams may use their own ball. The ball is an intermediate (junior) size.
- The tournament will be 5v5, with at least 2 women playing at all times. Teams can start with 4 players (but must still have 2 women playing at all times).
- **Scheduled game time is forfeit time.** Teams must be at their field before scheduled game time.
- This is a single elimination tournament.
- Two officials will be provided for each game.
- Tournament rules will be the Official USSSA Flag Football Certified Rules for 2026 (with the following 5v5 exceptions)
- Please ask that your participants have their ID with them at all KCCC events. For more information on protests/use of illegal players, please see the KCCC Protest Policy.
- In the event of bad weather, please use the KCCC rain-out number 913-686-6030 x15 or check the [KCCC website](#).

The Game

- No contact allowed. NO BLOCKING
- A coin toss determines first possession.
- Ball must be on the ground at the snap. Any incomplete snap shall result in a dead ball. Snaps between the legs or to the side will be allowed.
- The offensive team takes possession of the ball at their 5-yard line and has three (3) plays to cross mid-field. Once a team crosses mid-field, they have three (3) plays to score a touchdown.
- If the offensive team fails to cross mid-field or score, possession of the ball changes and the opposite team starts their drive from their 5-yard line.
- All possession changes, except interceptions, start on the offensive team's 5-yard line.
- Games will consist of two 12 minutes halves with a two-minute halftime. Teams will change sides after the first half, and possession changes.
- Each time the ball is spotted a team has 25 seconds to snap the ball. Teams will receive one warning before a delay of game penalty is enforced.

Attire

- No metal cleats are allowed. Footwear for artificial turf suggested.
- Shirts must be tucked in.
- Pants or shorts with pockets or belt loops are prohibited.
- It is suggested that all players wear protective mouthpieces.
- Please do not wear jewelry. Tape may be used to cover jewelry when it is not removable.

Scoring

- Games are played to 28 points or 24 minutes (two twelve-minute halves), whichever comes first.
- Touchdown = 6 points, Extra Point= 1(5 yards out); 2 (12 yards out), Safety = 2 points.

Time-Outs

- Each team has one-60 second time out per game, in which the clock stops.

Rushing the Quarterback

- All players that rush the passer must be a minimum of 7 yards from the line of scrimmage when the ball is snapped. Any number of players can rush the QB.
- Players not rushing the QB may defend the line of scrimmage.
- Jumping up to block the pass is allowed, but if any contact is made with the quarterback during the jump or upon landing, a penalty will be assessed.
- Once the ball has been handed off the 7 yard rule is no longer in effect and all defenders are eligible to rush.
- A special marker, or the referee, will designate 7 yards from the line of scrimmage.

Running

- The quarterback CANNOT run the ball, even if the quarterback is a female.
- Only direct hand-offs behind the line of scrimmage are legal. No laterals or pitches of any kind. Offense may use multiple hand offs.
- The player who takes the hand-off can throw the ball as long as he does not pass the line of scrimmage.
- "No Running Zones" are located 5 yards before midfield and 5 yards before the end zone in each offensive direction.
- "No Running Zones" are designated to avoid short yardage power situations.
- The ball is spotted where the ball carriers belt is when the flag is pulled, not where the ball is. Ball and flags must break the plane for a 1st down and touchdown.
- A male player may not advance the ball across the line of scrimmage.

- Spinning is allowed, but players cannot leave their feet to avoid a defensive player (no diving with the ball).

Passing

- All passes must be forward and received beyond the line of scrimmage.
- Shovel passes are allowed but must be received beyond the line of scrimmage.
- QB has a 7-second pass clock. If a pass is not thrown within the 7 seconds, play is dead, loss of down, ball returns to the line of scrimmage. Once the ball is handed off the 7-second rule is no longer in effect.

Receiving

- All players are eligible to receive passes (including the QB if the ball has been handed off behind the line of scrimmage).
- Only one player is allowed in motion at a time before the snap, that player may not be moving towards the line of scrimmage at the time of the snap.
- Players must have at least one foot in bounds when making a catch.

Dead Balls

- Play is ruled "DEAD" when:
 - ✓ Offensive player's flag is pulled
 - ✓ Ball carrier steps out of bounds
 - ✓ Touchdown is scored
 - ✓ At the point of interception (interception returns are not allowed)
 - ✓ Ball carrier's knee, hand or the ball hits the ground
 - ✓ Ball carrier's flag falls out.
 - ✓ Receivers flag falls out (play is dead at the point of reception).
- There are no fumbles. Ball is spotted where it hits the ground; anytime the ball touches the ground it is dead.

Sportsmanship

- No tackling, elbowing, cheap shots, blocking or any unsportsmanlike conduct will be allowed.
- If the field monitors or referee witnesses any acts of tackling, elbowing, cheap shots, blocking, or any unsportsmanlike act, the game will be stopped and the player will be ejected from the game. Tournament directors may decide to eject players from the tournament. FOUL PLAY WILL NOT BE TOLERATED.

Coed Considerations

- Plays in Coed Flag Football are designated as either an "Open Play" or a "Closed Play".
- **Open Play** - In an open play, the offensive team may pass the ball from any player (male or female) to any player (male or female) without penalty. A female player is still the only player allowed to advance the ball across the line-of-scrimmage by rushing.
- **Closed Play** - in a closed play the offensive player must have a female player involved in the transaction of the ball beyond the line of scrimmage. A female must be one of these three individuals: the passer, the receiver, or the non-quarterback rusher. Examples of Closed Plays:
 - ✓ A completed pass from a male quarterback to a female receiver (must be beyond the line of scrimmage).
 - ✓ A completed pass from a female quarterback to a male receiver (must be beyond the line of scrimmage).
 - ✓ Quarterback hand off to female running back, she must advance beyond the line of scrimmage.

- Open/Closed Plays - The open/closed determination is set by the previous play's participants. If the previous play involves a female in a completed successful play (as a passer, receiver, or rusher) then the next play is Open. If the previous play involves a male passer AND male receiver in a completed successful play then the next play is Closed.
- If an open play is unsuccessful (did not advance ball beyond the line of scrimmage), the next play is still open.
- If a closed play is unsuccessful (did not advance ball beyond the line of scrimmage), the next play is still closed
- The referee will designate the status of each play once he/she spots the football and marks ready for play.

Overtime Procedures

- If the score is tied at the end of 24 minutes, teams move directly into overtime.
- Coin toss determines order of possession.
- Procedure for Overtime (except Championship and "If Necessary" Games-see below)
 - ✓ Each team receives one (1) play from the 5-yard line going towards the opposite end zone.
 - ✓ The team gaining the most yards on the one play is declared the winner and awarded one (1) additional point.
 - ✓ Negative yardage on a play is better than an interception, but not an incomplete pass.
 - ✓ Defensive penalties may be accepted resulting in 10 yards and the option to run an additional play if necessary. Result of following play and the 10 yards from the penalty count towards the overall possession's yardage. A penalty on the offense is deemed as negative 10 yards and loss of down.
- Procedure for Championship and "If" Necessary Games
 - ✓ Each team will get one possession per overtime period. Possession can be ended on:
 - ✓ Loss of possession on downs
 - ✓ Interception
 - ✓ Successful touchdown
 - ✓ Each team will get possession of the ball at the midline, 1st & Goal
 - ✓ Each team will receive 3 plays to score a touchdown. If the team scores, they will then attempt a 2-point conversion.
 - ✓ If the teams remain tied at the end of an overtime period, they will play an additional overtime period.
 - ✓ The order of possession will alternate with each overtime (the team that has the ball 1st in Overtime 1 will have the ball 2nd in Overtime 2).
 - ✓ All extra point conversions will be 2 points from the 12 yard mark.

Penalties

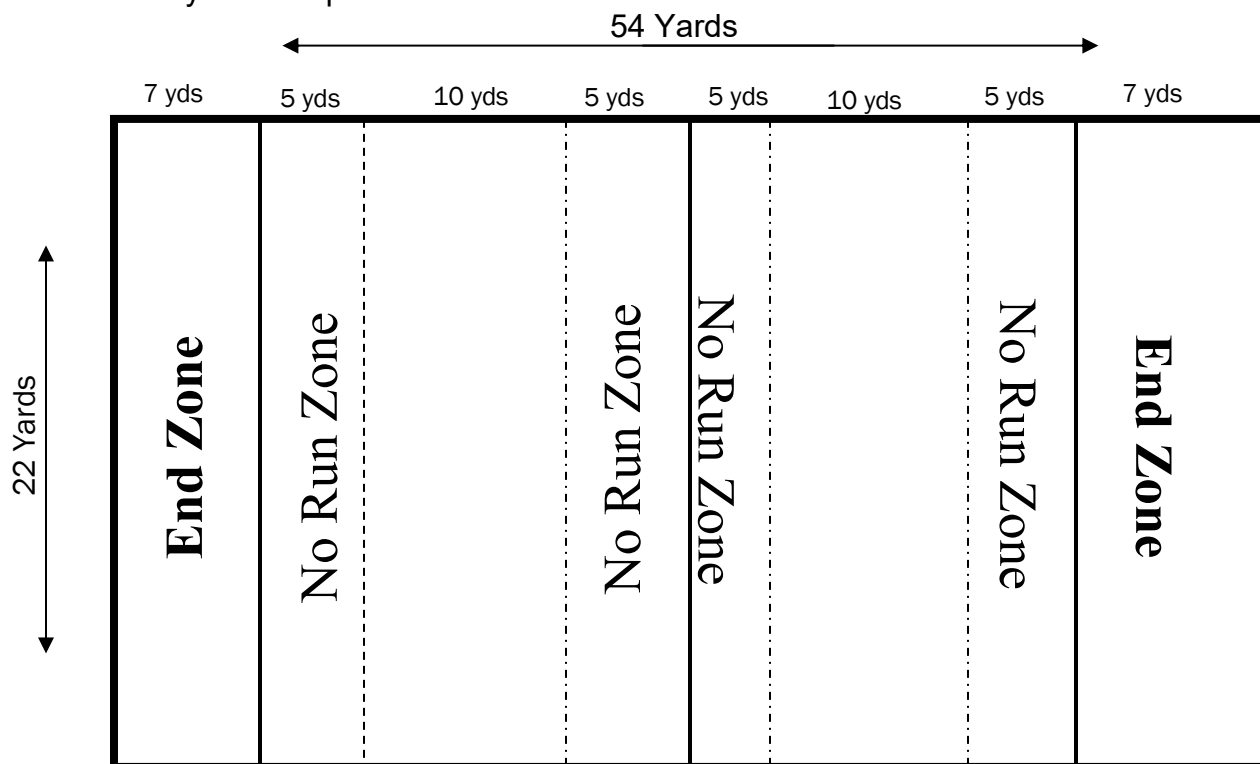
- All penalties will be called by the referee and may be declined.
 - All penalties are assessed from the original line of scrimmage.
 - DEFENSE:
 - Offsides
 - ✓ Interference
 - ✓ Illegal Contact (holding, bump and run, blocking, jumping to defend pass, etc)
 - ✓ Illegal Flag Pull (before receiver has ball)
 - ✓ Illegal Rushing (start rush from inside 7 yard marker)
 - ✓ Unsportsmanlike Conduct
 - All defensive penalties are 10 yards (from the line of scrimmage) and automatic 1st down.
- All defensive penalties will result in the next play being "open".

➤ OFFENSE:

- ✓ Illegal Motion (more than 1 person moving, false start, motion, etc.)
 - ✓ Illegal Forward Pass (pass received behind the line of scrimmage)
 - ✓ Flag Guarding
 - ✓ Jumping by the ball carrier (any player with possession of the ball cannot jump. Ball will be spotted at the spot of the jump)
 - ✓ Delay of Game - clock will stop/ 10 yards and loss of down
 - ✓ Offensive Pass Interference (illegal pick play, receiver pushing defender)
 - ✓ Unsportsmanlike Conduct
- All offensive penalties will result in the following play being the same “open/closed” determination as the immediately preceding penalized play
- All offensive penalties are 10 yards (from the line of scrimmage) and loss of down.
- Within 10 yards of goal, ball is placed $\frac{1}{2}$ the distance to the goal.
- Referees determine incidental contact, which may result from normal play.
- Only the team captain may ask the referee questions.
- Games cannot end on a defensive penalty, unless the offense declines it.

THE FIELD

- Field dimensions: 54 yards long by 22 yards wide.
- End Zone: 7 yards deep.



- Please refer to the KCCC Point System for information on points for Flag Football

For the health and safety of all KCCC participants, staff, and volunteers, we ask anyone experiencing symptoms of illness to abstain from the event.

**THIS INFORMATION IS SUBJECT TO ANY RULE INTERPRETATION CHANGES
WHICH MAY OCCUR BETWEEN NOW AND THE
2026 KANSAS CITY CORPORATE CHALLENGE.**

For more information regarding the Flag Football Tournament,
contact Scott Frankum at 913.826.3167 / scott.frankum@jocogov.org