

## Tri-County Tackle Football League

### 5/6 Grade Rules

This is an instructional league introducing our youth to tackle football. The league will focus on teaching fundamentals, safety, and sportsmanship. Success should be measured in team and individual improvements, efforts and knowledge of the game of football, not by wins and losses.

#### **Game Field & Equipment:**

- Games will be played on a standard high school football field measuring 120 yards long and 53  $\frac{1}{3}$  yards wide. KSHSAA Hashmark ball placement will be used.
- Each team will have at least one home game per season minimum.
- Every team shall use a junior size football.
- First down markers must be used

#### **Game Play:**

- Games will be played on Wednesday evenings when possible.
- Four 10 minute quarters will be used, with a 10 minute half time.
- Game clock will run at all times until two minutes left in each half
  - At this point "traditional football clock procedures will take place"
- Game stops will be as follows:
  - injury
  - Timeouts - 3 per half
  - Officials equipment stop
  - after a score until the ball is snapped for the next offensive play
  - After a touchdown is scored, and will start back up on the next offensive play
- High School overtime will be used in a game is tied at end of regulation
- The offense will have 30 seconds to snap the ball after the ball has been set for play. Warnings shall be issued, unless the referee deems it to be habitual. Then a 10 yard penalty will be enforced.
- Fans or parents are not allowed on the field or the sidelines. The only exception to this rule will be a parent or physician tending to an injured child.

#### **Coaches:**

- One coach from each team will be allowed on the field during play.
- A maximum of five (5) coaches will be allowed per team.

#### **Players:**

- Each team will must play eleven kids as KSHSAA rules would state
- Any participating town that has equal to or greater that 30 registered players is required to split and form 2 teams while maintaining the age rules of the league
- Playing time is at coaches discretion, but every player must play in every game they are suited up for.

### **Offensive and defensive play**

- Offensive and Defensive rules not listed otherwise will follow KSHSAA rules
- Defensive line rule - All defensive lineman aligned head up or inside an offensive player with their hand on the ground must be on the line of scrimmage and in a 3/4 point stance. All 2 point standing defenders must be at least four yards from the line of scrimmage or outside the last hand on the ground offensive player
- All defensive blitz's into an interior gap between tight end to tight end must come from at least 4 yards away from the line of scrimmage

### **Kick offs:**

- Kick offs will only occur to start the game and start the second half
  - Kickoffs are non contact plays
  - Possession will begin from the spot of the kickoff is caught or touched down
  - Clock will not run during kickoffs, and will begin on the following offensive play
- After a score is made, The ball will be placed on the appropriate 30 yard line and will be ready to play at the point with 30 seconds to call the offensive play without a kickoff occurring.

### **Punts:**

- Punts will not be live.
- Neither team will make contact or movement until the ball has been punted.
- Receiving must have eight men within 5 yards of the line of scrimmage.
- Any violation of these rules by either team will result in a five-yard penalty.
- The ball will be placed where the receiving team gains possession.
- The punting team will not pursue the punt down field
- Any punt that hits the back of the line shall be deemed a dead ball and turn over on downs

### **Scoring:**

- Touchdowns 6 points
- All PAT Attempts will be worth 2 points
- Kicked PAT 1 point - no rushing or block attempts will be allowed
  - Kicking team will have a rush free snap, hold, and kick
- No Fields goals will be allowed

### **Other:**

- Mercy Rule - If a team is winning by 28 points a running clock will begin (even within the last 2 mins of either half and after a score) The clock will only stop with the use of timeouts or at an official stoppage.
- Crowd control of fans and parents are the responsibility of Rec Directors or team sponsors of the home team.
- Also the home team has the responsibility to contact emergency personnel of their town to inform them of a youth tackle game that evening, and have an AED on-site for the game.

- Hosting team is responsible to provide At least 3 officials, one being certified

### **Game Schedule**

- A league to generate a schedule that works best for everyone, and is fair and even.
- We will play a regular season followed by single placement playoff game
  - 1 seed vs 2 seed
  - 3 seed vs 4 seed
  - 5 seed vs 6 seed
- Post season play will be determined by win percentage, head-to-head, and then by points allowed.
- If a tie still remains, then a coin flip will determine the teams that play in the championship game.
- The top seed team will be the host for the championship game.
- 3rd and 5th place game locations can vary based on scheduling

### **Jamboree - Team Certification and Weigh in:**

- A players weight and age will be determined before the start of the season and before the first game at an official Jamboree all participants must currently be enrolled in either 5th or 6th grade:
  - The Jamboree will consist of team representatives from at least two competing towns.
  - Locations will vary but will be set up based on the following:
    - Louisburg and Osawatomie - 3 teams
    - Garnett, Central Heights, and Ottawa - 3 teams
  - Jamboree will be scheduled for the first week of September
    - Jamborees will consist of non scoring scrimmage sessions between towns
    - Official age (grade) and weight certification
  - Rosters will need to be shared with name, and number, and grade following the jamboree.
- Each team shall mark all 5th graders with a sticker (located at bottom, center, on the back side of the helmet). provided by Area Rec Directors
  - **must be three 5th graders on the field at all times**
- Each player that weighs **equal to less than 125 pounds** will be marked with an additional sticker provided by Area Rec Directors to indicate that this player is able to be considered a ball carrier (Located Front, center, on the front of the helmet).
  - No Player weighing in excess of 125.0 pounds (at the time of weigh-in at the beginning of the season) can play in the backfield, carry/receive the ball, or play any other ball carrying or receiving position (TE, RB, FB, WR, QB) (Player over 125.0 pounds must play traditional offensive line position (on offense).
  - No weight restriction on ball carrier following a turnover and the defensive player now become the ball carrier

- All players must be fully suited for weigh-ins: football pants with pads, shoulder pads, jersey, helmet with mouthpiece (socks must be worn, but no cleats on the scale at the time of weigh in).
- If a player is not able to attend the Jamboree said player will not be able to be considered a ball carrier until that player has an official weigh in at a game with two or more coaches/directors present.