

Area 728 Youth Football League Rules

6th Grade

Date: 7-29-2010

1. EQUIPMENT

Each player must wear shoulder pads, helmet, mouth piece, football pants which have knee, thigh and hip protective padding to all practices and games. A player must always wear his mouth piece attached to his helmet.

2. PRACTICES

As many practices as coach's desire may be held until first game. Thereafter, a maximum of two practices with two games or three practices with one game per week. No practice should last for more than two hours. No practices should be conducted in bad weather, weekends or on holidays or held in darkness.

3. GAMES

Except as modified by the League, the National Federation of High School Association rules for the current year shall be the official game rules for all interscholastic contests in which League members participate.

Rules shall apply except for the following:

A. WEIGHT LIMIT:

No player in a ball carrying position (quarterback, running backs, receivers, tight ends, punt returner, kick-off returner, etc.) can weigh more than:

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No player weighing more than above can carry the ball (or be in a ball carrying position) at any time, EXCEPT: If the ball is turned over, fumbled, intercepted, or if there is an onside kick or a bad punt that goes less than 5 yards.

Players that are too heavy to carry the ball under the guidelines for each league will be identified with a black X taped to the back of their helmet. This is to eliminate confusion over which players are eligible to carry the ball and which players are not.

B. Kicking:

No "live" kicking of field goals, extra points or punts.

C. TIME

All games will consist of 4 – 12 minute modified stop time quarters. Each team receives two (2) timeouts per half. No carry over of time outs. Modified stop time means clock should stop for: change of possession, extra point attempts, penalties, injuries, or measurements. In the last two minutes, time will be stopped for: incomplete pass, running out of bounds, after a touchdown is scored or for the moving of down markers.

D. TIE

If, at the end of the fourth quarter, the teams have identical scores the tie will be resolved by the "Ten-yard line Overtime Procedure" as outlined in the National Federation Football Rulebook.

E. Offense/Defense

National Federation of High School Association rules apply for the current year.

F. Scoring

A touchdown is scored as 6 points. Extra points are awarded as follows: If scored by pass, 2 points are awarded. If scored by run, 1 point is awarded.

4. PLAYOFFS

Will be set by the League Director. The director will notify all coaches of their placement after the last game. If teams are tied at the end of the season, point total of head to head competition decides place. If more than two teams are tied, least amount of points given up for the year decides place, if teams are still tied then coin flip shall determine seeding

5. SUSPENSIONS

Any coach or player who is suspended from a game will be suspended not only for the remainder of that game, but from the team's next game as well

6. COACHES RESPONSIBILITIES

A. Coaches are to make sure all players are equipped properly.

B. Coaches are to make sure all equipment given out to each player makes it back to the equipment director in a timely fashion.

C. Ensure each player either starts the game on offense or defense and that each player plays half the game.

D. Each coach is to make sure all paper work is collected and complete and turned in to the league president or registration director, depending on paper work being turned in.

E. Each coach is responsible for having their team ready and prepared on picture day.

F. Each coach shall keep their players parents under control during each game and will assist the referees with that control. Each coach shall meet with the parents of his players to explain the upcoming season and the rules. Rogers Youth Football has implemented a zero tolerance/gag order for yelling at or intimidating any official, coach or player. The first offense is an automatic 15 yard penalty. The second offense is ejection from the fields. Failure of the parent to leave will cause the coach to be ejected and/or the game to be forfeited.

7. Game Cancellation/Rescheduling Policy

To eliminate confusion between communities, a league-wide policy on game cancellation/rescheduling has been adopted. The guidelines are as follows:

Lightning:

Play must be suspended immediately upon seeing lightning. Players should go to their cars and wait for 15 minutes to see if the storm passes. If the lightning persists, the community league representative will determine whether to continue waiting. While every effort will be made to get the games in, delays of 30 to 45 minutes will result in cancellation and/or rescheduling of the game.

Game Cancellations:

Cancellations due to weather, field conditions, etc will remain at the discretion of the community where the game is scheduled to be played.

Official Games: A game is official after 3 quarters. If it's stopped during the 4th quarter due to weather, it will not be made up. If three full quarters are not completed, the remainder of the game will be re-scheduled. EXCEPTION: If the head coaches agree that the game is official, then it will not need to be made up. An example would be if one team was way ahead of another.

Rescheduled Games: Games can only be rescheduled with the approval of the league presidents of each community. Games must be rescheduled at least 2 weeks in advance. The coach requesting a game to be rescheduled must demonstrate that the reason for the request is valid and will make it very difficult or impossible for his team to play at the scheduled day and time. A few kids missing for tryouts for a different sport or reason to this effect WILL NOT be considered a valid reason for rescheduling a game. We have a limited time frame in which to get our season completed, and every effort will be made to play the games as scheduled.