



**Official 1st-6th grade  
Tackle Rule Book**

**2017**

# **GYFL 2017 Official Rule Book**

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## **SECTION I**

### **EXECUTIVE COMMITTEE**

**Adam Sherman – GCHS Varsity Head Coach**

**Chad Butler – Commissioner (Board)**

**Ricky Gardner – Vice Commissioner (Board)**

**Mandi Cobb – Treasurer (Board)**

**Jason Gardner – Sponsorships (Board)**

**Mike Morrell – Officiating (Board)**

## **Section II-Coaches**

### **Part A. Head Coaches**

- Rule 1:** The GYFL Board will assign all head coaches and assistant coaches on an annual basis.
- Rule 2:** Head coaches will name one assistant coach prior to the season and this name will be submitted to the Board. **All coaches and volunteers that are in contact with any participants in the GYFL must complete an application and have a background check on file.**
- Rule 3:** The maximum number of coaching personnel allowed on or along the sideline during a game is four (4). This includes the head coach, all assistants and statistics personnel. One of 4 coaches must fill the dedicated role of team equipment manager. They are responsible for making sure that all players are properly outfitted before game time with all necessary safety equipment. Any player without proper equipment must obtain equipment before start time or will not be allowed to participate in the game. During the course of a game, any team that has a player participating without proper gear will be given one warning. As a result of the warning, the player found improperly equipped will be removed from the game. This will be documented at time of occurrence and will be reported to the GYFL Board. A second violation will result Head Coach being suspended for two games. A third violation will result in the head coach of that team being relieved of his responsibility and suspended from the league.

### **Part B. Assistant Coaches**

- Rule 1:** Qualified assistant coaches shall have the first option on any head coaching vacancy that may occur, with the approval of the GYFL Board. However, they do not necessarily have to come from the team which the vacancy occurred.

### **Part C. Conduct**

- Rule 1:** No person (coach or fan) may scout or otherwise interfere with another team's practice session unless authorized by the head coach of the team being scouted.
- Rule 2:** An on-field coach will be allowed for the 3<sup>rd</sup> and 4<sup>th</sup> grade teams during games for the duration of the season. One coach at a time will be allowed on the field for the entire season for the 3<sup>rd</sup> and 4<sup>th</sup> grade ... on offense, defense & special teams. This can be the same coach or different coaches for offense, defense & special teams.
- Rule 3:** Coaches and players will meet in the center of the field and shake hands upon the completion of each game.
- Rule 4:** **There shall be no verbal or physical abuse of ANYONE on or off the field.**
- Rule 5:** **THE GYFL BOARD MAY REPLACE ANY COACH WHOSE CONDUCT HAS BEEN DETERMINED TO BE UNBECOMING TO THE IMAGE OF THE GYFL.**

## **Section III-Player Eligibility**

- Rule 1** Participation in the GYFL Tackle Leagues is limited to 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>, 5<sup>th</sup> and 6<sup>th</sup> grade students. Eligibility is limited to 5 years.
- Rule 2** 4<sup>th</sup> – 6<sup>th</sup> grade players must adhere to the GIS & MIS Athletic Code of Conduct.

## SECTION IV WEIGHT REQUIREMENTS

The following is a break down for running weight, striper weights, and maximum weights per division. Any player over the maximum weight is **NOT ELIGIBLE TO PARTICIPATE IN THAT DIVISION** for safety reasons he or she must play in a higher division.

**\*\*\* You are not required to be weighed in wearing your equipment. \*\*\***

	<b>Maximum Running Weight</b>		<b>Single Striper Weight</b>		<b>Maximum Weight</b>
1 <sup>st</sup> /2 <sup>nd</sup> grade	75 lbs		75 to 145 lbs		Over 145 lbs
3 <sup>rd</sup> /4 <sup>th</sup> Grade	100 lbs		100.01 to 165 lbs		Over 165 lbs
5 <sup>th</sup> /6 <sup>th</sup> Grade	120 lbs		120.01 to 185 lbs		Over 185 lbs

Helmet Striping Requirements – All players exceeding the ball carrying weight at the official weigh-in shall have their helmets marked with a two-inch wide stripe four inches long. Stripe shall be of a distinctive contrasting color so the game official can distinguish them as ineligible ball carriers.

### Single Striper:

- a. OFFENSE - A single striper is not eligible to carry or receive the football at any time. A single striper may only play in the offensive center, guard or tackle positions.
- b. DEFENSE – A single striper may play ANY defensive position. In the event possession is gained by a player over the ball carrying weight, the ball is to be blown dead immediately. Any player over the maximum weight limit may only play on the offensive side of the ball as stated above.

Players over ball carrying weight **ARE** allowed to kick, punt, and hold for PAT's and field goals, but may not advance the ball at any time.

Players over the maximum weight limit must play Offensive line only. i.e. Center, guard, tackle. No player over the maximum limit will be allowed to play any defensive position.

**A TEAM WITH A SINGLE STRIPER WHO IS DETERMINED TO BE PLAYING IN AN INELIGIBLE POSITION WILL BE PENALIZED 5 YARDS BY THE OFFICIALS, SECOND OCCURANCE WILL BE A TWO GAME SUSPENSION OF THE HEAD COACH.**

**FAILURE TO PROPERLY STRIPE A PLAYER (NO STRIPES ON HELMET) SHALL RESULT IN A TWO GAME SUSPENSION OF THE HEAD COACH AND BOARD MEETING TO BE REINSTATED.**

## **Section V-Player Registration (applies to Greenfield only)**

- Rule 1** The Commissioner shall supervise registrations and the camp.
- Rule 2** There is a \$60.00 fee per player to participate in flag, \$85.00 fee per player to participate in tackle for the 2017 season.

## **Section VI - Weigh-ins**

- Rule 1** **Official Pre-Season Weigh-in:** This will be held on Equipment Day. All players will be weighed-in. Each weigh-in will be supervised by persons selected by the Board of Directors.
- Rule 2** **Official Game Day Weigh-ins:** These will be held before the beginning of each game and will be supervised by head/primary coaches of the opposing teams or league officials. A list of players that are near the ball carrying weight limit will be created at the beginning of the season using the official pre-season weigh-in weights and this will be provided to each head coach. These players will be weighed before every game. Other players may also be weighed at a coach's discretion. Also, the licensed officials or the Player Safety Coach can request the weigh-in of any particular player if a situation occurs where it is deemed necessary.
- Rule 3** For players who exceed the ball carrier weight limit at the Pre-Season Weigh-in, they are still eligible to be ball carriers if they weigh-in within the ball carrier weight limits at the Game Weigh-ins.

## **Section VII-Team Selection (applies to Greenfield only)**

- Rule 1** The Board of Directors and High School staff will be in charge of adequate assignment of the teams at all levels. This will be based on several different views of participants. i.e. camp or combine performance, height, weight, and previous years performance.

## **Section VIII-Practice (applies to Greenfield only)**

- Rule 1** No player will participate without a signed liability/medical waiver.
- Rule 2** Only league members wearing authorized equipment will participate in contact practices.
- Rule 3** There shall be no more than one (1) practice per day of no more than 2 hours in length.
- Rule 4** All practice sessions must be scheduled keeping safety in mind (dusk hours, lightning, etc.).
- Rule 5** Coaches will be mindful of hot weather and give their players a sufficient number of water breaks.
- Rule 6** A maximum of three (3) football events per week after school starts. A week is defined as Monday through Sunday. A football event is defined as a game or practice. For example: 2 practices and 1 Game is considered 3 events. No practices will be held on Sundays or Fridays (other than All-Stars). Penalty for a violation will be Head Coach Suspended for remaining of the season.
- Rule 7** Practices may be cancelled due to inclement weather... this includes the obvious such as thunderstorms but also high heat-index days. This should follow the GCSC closing guidelines. If school activities are canceled due to weather, so are GYFL activities.
- Rule 8** Teams are allowed to get together for special events and conduct football-related activities (NO PADS). These team-building events do not count as official practices and player attendance is optional.
- Rule 9** Practices shall be held at the GYFL fields.

## **Section IX-Season Schedule**

- Rule 1** The Board will establish specific schedules for league and playoff games.
- Rule 2** The GYFL Board shall make the final decision concerning postponement/cancellation of games due to bad weather.

- Rule 3** Games postponed due to bad weather may be rescheduled at the discretion of the GYFL Board.
- Rule 4** To determine team seeds for post-season play, any ties in the regular season standings will be decided first by head-to-head competition and second by points scored against. The last tie breaker is a ratio of points scored against and points scored. All teams will make the playoffs which will be a single-elimination format.
- Rule 5** All games that end in a tie shall be decided by the IHSAA Tie-Breaker Rule. See overtime explanation in Section X – Game Rules.

## **Section X-Game Rules**

- Rule 1** All games will be played under IHSAA rules with exceptions noted in this section.
- Rule 2** Game Times
- A) All Game times and locations will be determined by the GYFL Board.
  - B) Weeknight games will begin at 5:30 pm allowing for plenty of daylight for late season games. If played on the GCHS field or opposing fields we will relate to the start times of that facility.
- Rule 3** Teams should be at the field no later than thirty (30) minutes prior to the start of their game. Players need ample time to properly warm-up and prepare for game activities.
- Rule 4** All tackle games consist of four 12 minute quarters with a running clock as determined by the GYFL Board. The clock will stop for injuries, time-outs (team & official) and after a score & will restart with the kick-off (when receiving team touches the ball or at snap of first play from scrimmage if no successful kick).
- Rule 5** The offense will have a maximum of 40 seconds in the huddle to get a play called (huddle must break within 40 sec). The 3<sup>rd</sup>/4<sup>th</sup> grade offensive coaches must work from pre-diagrammed plays ... no on-the-fly play-calling allowed. Teams will be given 2 warnings when the 45 seconds is exceeded, the officials will stop the clock and re-start it with the snap of the ball. After 2 warnings, a 5 yard delay of game penalty will be assessed.
- Rule 6** Three 2-minute time-outs per half are allowed for each team. Teams will be required to use one of their time-outs for injuries occurring in the final 2 minutes of the game.
- Rule 7** Every player will have a starting position, either on offense or defense. However, it is the head coach's discretion to limit a player's game time due to poor practice attendance or disciplinary reasons. It is also the Head Coach's responsibility to improve each and every player on his a team and spread playing time across all players.
- Rule 8** All players exceeding the weight limit (120 lbs for 5<sup>th</sup>/6<sup>th</sup> and 100 lbs for 3<sup>rd</sup>/4<sup>th</sup>) at the official weigh-in shall have their helmets marked SEE SECTION IV WEIGHT REQUIREMENTS.
- Rule 9** Offensive backs, tight ends and receivers cannot exceed the weight limit as determined at the official weigh-in: 120lbs for 5<sup>th</sup>/6<sup>th</sup> and 100lbs for 3<sup>rd</sup>/4<sup>th</sup>.
- Rule 10** A striper player may never advance the ball. On punt returns, kick returns and offensive fumble recoveries, the ball will be called down if controlled by a striper player and cannot be advanced.
- Rule 11** Motion will be allowed before the ball is snapped by GYFL teams.
- Rule 12** Only the offensive formations provided by the GYFL Board will be used by GYFL teams. Other organizations can use the offensive formations set forth by their leagues.
- Rule 13** The football must be hiked to the QB ... either under center or in shotgun formation. No wildcat offenses will be allowed in the GYFL or from other organizations.
- Rule 14** All Leagues will run a 4-2-5 defense with the following rules:
- A) NO defensive lineman will line up in the center/guard/tackle/tight-end gaps.

- B) Defensive tackles will be in a 3-pt or 4-pt stance ... and will be heads-up on the guards at all times in the 3<sup>rd</sup>/4<sup>th</sup> grade league and in the 5<sup>th</sup>/6<sup>th</sup> grade league.
- C) Defensive ends will be in a 3-pt stance or 4pt stance ... and will be heads-up or on outside shoulder of the furthest offensive lineman (OT or TE) at all times in the 3<sup>rd</sup>/4<sup>th</sup> grade league and 5<sup>th</sup>/6<sup>th</sup> grade league.
- D) **Inside Linebackers will be 5 yards off the line of scrimmage. OLB are free to roam as DB. No show of blitzing until the ball is snapped**
- E) Cornerbacks will be a minimum of 7 yards from the defensive end.
- F) The safety will be 8-12 yards from the line of scrimmage.
- G) No linebacker or defensive back blitzing. There will be no false-start calls against the defensive backs or linebackers. These positions are allowed to move pre-snap, but must move back into position before the ball is snapped and hold to the defensive formation. If they do not return to their position, an illegal formation call will be assessed against the defense. At the time of the snap, linebackers must be lined up a minimum of 5 yards off the line of scrimmage, the free safety a minimum of 8 yards off the line of scrimmage.
- H) Exception to the 4-2-5 defense – In 5<sup>th</sup>/6<sup>th</sup> league games, teams can line up using a 5-3 defense with 5 linemen, 3 linebackers and 3 defensive backs. The defensive tackles & defensive ends will have the same positioning as the 4-2-5. The nose tackle will be heads-up on the center.

**Rule 15** The goal-line defense can be used when the offense is on or inside the 5 yard line and will run a variation of the 4-2-5 described above with these modifications:

- A) Linebackers will be 3 yards off the line of scrimmage with no blitzing.
- B) Cornerbacks can be on the line of scrimmage AND must be a minimum of 5 yards from the defensive end.
- C) The safety can be 5 yards off the line of scrimmage. There are no false starts against safeties if they stay 5 yards off the ball. They are allowed to move back or laterally before the snap of the ball.

**Rule 16** Anytime a team is behind by a margin of 14 points, the leading team must replace their entire offensive backfield (FB, HB) with the exception of the Starting quarterback. The Starting quarterback cannot run the ball with a 14 point lead. They must hand-off or pass the ball and cannot advance past the line of scrimmage. If the team changes the entire backfield (FB, HB, QB) then the second string QB can advance the ball. Advancing past the line of scrimmage will result in 5 yard penalty from the previous line of scrimmage and a loss of down. This does not include the tight end or receivers. If the opposing team closes the point gap to 13 or below the starting QB can be put back in and advance the ball.

**Rule 17** Overtime: we will use this simplified version of the IHSAA Tie-Breaker Rule

- A) Coin flip – winner will choose to go on offense or defense first.
- B) Each team will have a full set of downs from their opponent's 10 yard line.
- C) After scoring a TD, the offensive will have the option of going for a 2-point conversion or a PAT. Both are worth 2 points. The ball will be placed on the 3 yard line for PATs and the 5 yard line for 2-point conversions.

**Rule 18** Coin flip at beginning of game: The winner of the coin flip will select to receive or kick. The loser of the coin flip will select which goal to defend. The 2<sup>nd</sup> half will start with the teams reversing roles of kicking/receiving and defending goals.

**Rule 19** The kicking team will kick the ball from their 40 yard line. The receiving team will have their front line of players line up on the 50 yard line.

**Rule 20** Kick-offs: re-kick if the ball travels less than 15 yards in the air. After 2 unsuccessful attempts, the ball will be placed on the 50 yard line.

**Rule 21** Kick-offs: successful kick-offs that go out-of-bounds & are not touched by the receiving team will be placed on the 50 yard line.



**Rule 22a** 3<sup>rd</sup>/4<sup>th</sup> League PAT/2-point conversion/field goals:

- After scoring a touchdown, the offense has its choice of going for a 2-point conversion or PAT. Both will be worth 2 points.
- The ball will be placed on the 3 yard line for PATs with the kicking block on the 8 yard line.
- **There will be no rushing by the defense. The team can either hike the ball or the ball can be placed on the ground next to the kicking block when the ball is placed on the kicking block by the placeholder, all offensive & defensive linemen will remain stationary.**
- Field goal attempts will have the same structure as PATs.
- For 2-point conversion plays, the ball will be placed on the 5 yard line.

**Rule 23b** 5<sup>th</sup>/6<sup>th</sup> League PAT/2-point conversion:

- All teams must attempt PATs in the first 3 quarters of the game. PATs or 2-point conversions will be allowed in the 4<sup>th</sup> quarter.
- The ball will be placed on the 3 yard line for PATs with the kicking block on the 8 yard line.
- The ball will be hiked and placed on the kicking block by the holder. The placeholder will use a normal cadence to start the play. Upon the hike, the defense can rush in attempting to block the kick but avoiding contact with the placeholder or the kicker.
- The penalty for defensive contact with the placeholder or kicker will be two-fold: 1) The 2-point PAT is good. 2) A 15 yard penalty will be assessed on the kick-off.
- Field goal attempts will have the same structure as PATs.
- For 2-point conversion plays, the ball will be placed on the 5 yard line.

**Rule 24** No fake punts, field goals or PATs allowed.

**Rule 25** A punt must be from 8 yards behind the line of scrimmage. If violated, a 5 yard penalty will be enforced from the line of scrimmage and the team will be forced to re-punt the ball.

**Rule 26** No rushing during a punt: At the snap, offense and defense will hold their positions ... the players will then release when the ball is kicked.

**Rule 27** Coaches are allowed on the field only for (5<sup>th</sup> and 6<sup>th</sup> league) 1) injuries ... 2) time-outs ... 3) between quarters.

**Rule 28** On-field coaches (3<sup>rd</sup>/4<sup>th</sup> league) are not allowed to talk or coach their players after the ball snaps i.e. *THEY'RE GOING RIGHT... WATCH 14.... IT'S GOING TO BE A PASS...* let them play and learn. A 5 yard penalty will be assessed and the down will be replayed if a violation occurs. The penalty can be declined and 5 yards will be added to the end of the play if the team not in violation of the rule elects to let the play stand.

**Rule 29** Any coach that receives an unsportsmanlike conduct penalty will be required to meet with the GYFL Board before being allowed to coach in the GYFL.

**Rule 30** Any player ejected from a game for unsportsmanlike conduct must meet with their parents and the GYFL Board for disciplinary action before the next game. Suspension for one game will be the primary disciplinary action ... but this will be decided at the meeting and it will depend on the severity of the player's conduct.

**Rule 31** Each team will supply the parents to run the chains / down marker. No person running chains or down marker is to communicate with either team and/or coaching staff. No person of ANY GYFL coaching staff will be permitted to run the chains.

**Rule 32** There is to be no filming except at your own game.

**Rule 33** A team will forfeit a game if they cannot field 11 players. However, games will still be played with a 10-on-10 or 9-on-9 format.

## **Section XI-Game Penalties**

**Penalty 1** **Illegal Snap:** 5 yards / hiking the ball to a player other than the QB ... dead ball foul

**Penalty 2** **Rushing during a Punt:** No contact = 5 Yards. Contact = 10 yards + automatic 1<sup>st</sup> down.

- Penalty 3** **Rushing during a Field Goal Attempt (3<sup>rd</sup>/4<sup>th</sup> league):** No contact = 5 Yards. Contact = 10 yards + automatic 1<sup>st</sup> down.
- Penalty 4** **Rushing during a PAT (3<sup>rd</sup>/4<sup>th</sup> league):** half the distance to the goal line + re-kick.
- Penalty 5** **Illegal Defensive Contact with Kicker/Placeholder (5<sup>th</sup>/6<sup>th</sup> league):** the 2-point PAT is good + 15 yards assessed on the kick-off.
- Penalty 6** **Illegal Offensive Formation:** 5 yards
- Penalty 7** **Illegal Defensive Formation:** 5 yards / DT, DE, NT lining up in a gap. Blitzing by LB, CB, S.
- Penalty 8** **False Start:** 5 yards ... dead ball foul
- Penalty 9** **Delay of Game:** 5 yards
- Penalty 10** **Offsides / Encroachment:** 5 yards (even if defense backs out of neutral zone before snap of ball)
- Penalty 11** **Offsides / Encroachment with Contact:** 5 yards ... dead ball foul
- Penalty 12** **Offensive Holding:** 10 yards
- Penalty 13** **Block in the Back:** 10 yards from point of the foul (above waist)
- Penalty 14** **Clipping:** 15 yards from point of the foul (high engagement with defender by one blocker and low engagement below waist by another blocker)
- Penalty 15** **Defensive Pass Interference / Defensive Holding of Receiver:** 15 yards + automatic 1<sup>st</sup> down
- Penalty 16** **Offensive Pass Interference:** 15 yards + loss of down
- Penalty 17** **Illegal Forward Pass:** 5 yards + loss of down / pass thrown to avoid loss of yardage (no eligible receivers nearby) or passing beyond the neutral zone/line of scrimmage.
- Penalty 18** **Personal Foul:** 15 yards + automatic 1<sup>st</sup> down or loss of down / grabbing facemask/chinstrap/edge of helmet, horse-collar, tripping, spearing, chop-blocking (while defender is engaged), roughing the QB, late hit, helmet-to-helmet hit, leading with the crown of the helmet, unnecessary roughness.
- Penalty 19** **Unsportsmanlike Conduct:** 15 yards + automatic 1<sup>st</sup> down or loss of down / spiking the ball, taunting, swearing, hot-dogging, arguing with referee, physical contact with referee. If a player or coach receives two Unsportsmanlike Conduct penalties, they will be ejected for the duration of the game.
- Penalty 20** **Leading with Helmet:** No player is allowed to target or lead with the helmet when tackling or running. This applies to both defense and offense. If a player “spears” at the point of tackle (leading with their helmet), a 15 yard penalty and automatic 1<sup>st</sup> down will result if it is a defensive penalty. If an offensive player “spears” (leads with the helmet when blocking or running), it will result in a 15 yard penalty and loss of down. The second occurrence by a player in the same game will result in removal from the game.

## **Section XII-Equipment**

- Rule 1** Only rubber or molded plastic shoes will be worn. Screw on cleats will not be allowed.
- Rule 2** Wearing improper equipment during a game will result in a warning and expulsion from a game until corrected. Additional infractions will result in fifteen (15) yard penalties and expulsion from the game until corrected.
- Rule 3** All Players must wear a mouthpiece (full: four (4) teeth on both sides of center).
- Rule 4** The official ball sizes are Pee Wee for the Flag, 1<sup>st</sup>/2<sup>nd</sup> grade & 3<sup>rd</sup>/4<sup>th</sup> Leagues and Junior for the 5<sup>th</sup>/6<sup>th</sup> League.

## **Section XIII-Parental Permission**

- Rule 1** A signed Medical and Liability Release and Concussion awareness form must be on file prior to any player participating in practice or a game. NO EXCEPTIONS any Head Coach violating this rule will be removed from the league.

## **Section XIV - Game Officials**

- Rule 1** The Director of Officiating shall be in charge of all officials at the games.
- Rule 2** Official time will be kept by the official timekeeper (one of the on-field officials).
- Rule 3** If during a game, a coach/official is having a problem with the crowd, an official's timeout will be called and a league official will be summoned. Coaches will not be charged for this timeout. If the fan persists or is belligerent, the police will be called and that person or persons will be escorted off the premises.

## **Section XV-Concessions**

- Rule 1** Any concessions, donations and/or admissions fees will be determined and supervised by the Commissioner and Board.

## **Section XVI-2<sup>nd</sup> Grade Rules**

**The following rules have been designed to provide a safe and fair playing environment for the 1<sup>st</sup>/2<sup>nd</sup> grade teams. Any rules not specifically defined below will follow the rules for 3<sup>rd</sup>-6<sup>th</sup> Grade teams defined above.**

**Maximum running weight limit in 1<sup>st</sup>/2<sup>nd</sup> grade is 75 lbs, helmet must be striped by coaches if over 75 lbs. There is a Maximum Weight of 145lbs and those players must play offensive line...**

Helmet Striping Requirements – All players exceeding the ball carrying weight at the official weigh-in shall have their helmets marked with a two-inch wide stripe four inches long. Stripe shall be of a distinctive contrasting color so the game official can distinguish them as ineligible ball carriers.

### **Single Striper:**

- a. OFFENSE - A single striper is not eligible to carry or receive the football at any time. A single striper may only play in the offensive center, guard or tackle positions.
- b. DEFENSE – A single striper may play ANY defensive position. In the event possession is gained by a player over the ball carrying weight, the ball is to be blown dead immediately. Any player over the maximum weight limit may only play on the offensive side of the ball as stated above.

Players over ball carrying weight **ARE** allowed to kick, punt, and hold for PAT's and field goals, but may not advance the ball at any time.

**Players over the maximum weight limit must play Offensive line only. i.e. Center, guard, tackle. No player over the maximum limit will be allowed to play any defensive position.**

**A TEAM WITH A SINGLE STRIPER WHO IS DETERMINED TO BE PLAYING IN AN INELIGIBLE POSITION WILL BE PENALIZED 5 YARDS BY THE OFFICIALS, SECOND OCCURANCE WILL BE A TWO GAME SUSPENSION OF THE HEAD COACH.**

**FAILURE TO PROPERLY STRIPE A PLAYER (NO STRIPES ON HELMET) SHALL RESULT IN A TWO GAME SUSPENSION OF THE HEAD COACH AND BOARD MEETING TO BE REINSTATED.**

KICKOFF RULE – There will be NO kickoff for 1<sup>st</sup>/2<sup>nd</sup> Grade. The ball will be placed on the 35 yd line at the beginning of each half and after all touchdowns.

PUNT RULE - There will be NO punt in 1<sup>st</sup>/2<sup>nd</sup> Grade. Rather, there will be a 20yd walk off rule. The offensive coach must declare that the offensive team intends to punt. In no case, may the ball be placed inside the 20 yard line on a declared punt. For example, if the offensive team has the ball on the defending team's 25 yard line and elects to punt – the ball would be placed on the 20 yard line (not the 5 yard line).

SAFETY RULE - In the event a safety occurs in 1<sup>st</sup>/2<sup>nd</sup> Grade, the ball shall be placed on nearest 45 yd line (i.e. the 45 yard line of the defending team).

DEFENSIVE ALIGNMENT RULES:

- a) There will be NO noseguard allowed on defense on ANY down, including Goal Line or 4<sup>th</sup> down situations.
- b) Interior Defensive Linemen (excluding Defensive Ends) must line up in a 3 or 4 point stance position (i.e. they may not be standing)
- c) Interior Defensive Linemen must align HEAD UP on the offensive guards and/or tackles, as applicable. There will be NO lining up in “A”, “B” or “C” gaps EXCEPT on 4<sup>th</sup> down or Goal Line situation (inside 10 yd line). Defensive players may “shoot” the gaps upon the snap of the ball in all situations.
- d) Defensive Ends may line up either Head Up or in an Outside Shade position.
- e) Linebackers must line up behind the defensive line and give 1 yard of daylight. They may blitz upon the snap of the ball, but cannot “walk up” into a gap prior to the snap.
- f) GOAL LINE / 4<sup>th</sup> DOWN RULE – Interior defensive lineman may line up in the gaps (“A”, “B”, “C” gap) in a goal line (inside the 10 yd line) or 4<sup>th</sup> down situation. There is still NO noseguard permitted.