

Game Rules

***** 4th Grade *****

1. Four (10 Minute) quarters; 7 Minute Halftime
2. Clock will not run during an extra point/try or during a punt exchange.
3. Clock will start on snap of ball after exchange of possession. Ex. After TD, after punt exchange, after time out.
4. 3 timeouts per team per half.
5. We will use a 45 second play clock. The referee will help speed play calls (aka play clock) so that a team will not slow play. Also, this should give each team more chances to run more plays. *Please help in speeding up your play calls!!*
6. If you play a 5th grader in the 4th grade game, you will forfeit that game.
7. **NO TIES!!** Tie breaker play as per high school rules.
8. **2 coaches from each team may be on the field while teams are playing. When huddle is broke coaches need to be back behind the farthest player from line of scrimmage.**
9. No more than 4 coaches for each team on sidelines at any time. No other persons will be on the sidelines to coach. You will be allowed to have 2 water carriers/ball handlers (suggested younger than adult) on the sidelines. They will not be counted as part of the 4 coaches. No one other than the head coach may confer with the referees at any time. If there is a problem with sideline personnel, that person is subject to ejection from game.
10. If a safety is scored, the team scoring the safety will score 2 points and will start their possession at the 50-yard line.
11. **NO KICKOFFS!!**
 - a. Ball will be spotted on the 35-yard line to start each half and following a touchdown.
12. **NO PUNTS!!**
 - a. A 30-yard punt exchange will apply if ball is outside the 40-yard line of receiving team. If ball is inside the 40-yard line, half the distance to the goal will be marked for the punt exchange.
13. **Defensive Line Blitz Rule**
 - a. **NO** defensive player in a standup position (example: linebackers, safeties, cornerbacks) may **BLITZ** between offensive tackles. Only down lineman in a 3 or 4-point stance, on the line of scrimmage, may cross the line of scrimmage at the snap of the ball. No more than 4 defensive down lineman between offensive tackles. These 4 down lineman may cross the line of scrimmage at the snap of the ball. Any other players may cross the line of scrimmage after a football move has been made. (Example: handoff, pitch or pass setup by quarterback).
14. **Goal Line Rule**
 - a. The 5 yard line and inside the 5 yard line, the defense may play in a goal line defense. No limit on down lineman between tackles, or down lineman that can cross line of scrimmage. Still no stand up blitz. This same goal line rule will apply on 4th down tries of 1 yard or less.
15. All extra points will be run as a 2 point conversion. 1 pt. for run and 2 pts. for pass. No kicks will be allowed.
16. Pee Wee football allowed.

***** 5th Grade *****

1. Four (7 Minute) Quarters; 7 Minute Halftime
2. Clock will not run during an extra point/try or during a punt exchange.
3. Clock will start on snap of ball after exchange of possession. Junior High clock rules will be used during game. Ex. After TD, after punt exchange, after time out.
4. 3 timeouts per team per half.
5. We will use a 30 second play clock.
6. If you play a 6th grader in the 5th grade game, you will forfeit that game.
7. **NO TIES!!** Tie breaker play as per high school rules.
8. **No coaches on the field while teams are playing.**
9. No more than 4 coaches for each team on sidelines at any time. No other persons will be on the sidelines to coach. You will be allowed to have 2 water carriers/ball handlers (suggested younger than adult) on the sidelines. They will not be counted as part of the 4 coaches. No one other than the head coach may confer with the referees at any time. If there is a problem with sideline personnel, that person is subject to ejection from game.
10. If a safety is scored, the team scoring the safety will score 2 points and will start their possession at the 50-yard line.
11. **NO KICKOFFS!!**
 - a. Ball will be spotted on the 35-yard line to start each half and following a touchdown.
12. **NO PUNTS!!**

A 30-yard punt exchange will apply if ball is outside the 40-yard line of receiving team. If ball is inside the 40-yard line, half the distance to the goal will be marked for the punt exchange.
13. **Defensive Line Blitz Rule**
 - a. **NO** defensive player in a standup position (example: linebackers, safeties, cornerbacks) may **BLITZ** between offensive tackles. Only down lineman in a 3 or 4-point stance, on the line of scrimmage, may cross the line of scrimmage at the snap of the ball. No more than 4 defensive down lineman between offensive tackles. These 4 down lineman may cross the line of scrimmage at the snap of the ball. Any other players may cross the line of scrimmage after a football move has been made. (Example: handoff, pitch or pass setup by quarterback).
14. **Goal Line Rule**
 - a. The 5 yard line and inside the 5 yard line, the defense may play in a goal line defense. No limit on down lineman between tackles, or down lineman that can cross line of scrimmage. Still no stand up blitz. This same goal line rule will apply on 4th down tries of 1 yard or less.
15. All extra points will be run as a 2 point conversion. 1 pt. for run and 2 pts. for pass. No kicks will be allowed.
16. Junior Ball football allowed.

***** 6th Grade *****

1. Four (7 Minute) Quarters; 7 Minute Halftime
2. Clock will not run during an extra point/try or during a punt exchange.
3. Clock will start on snap of ball after exchange of possession. Ex. After TD, after punt exchange, after time out.
4. 3 timeouts per team per half.
5. We will use a 30 second play clock.
6. **NO TIES!!** Tie breaker play as per high school rules.
7. **No coaches on the field while teams are playing.**
8. No more than 4 coaches for each team on sidelines at any time. No other persons will be on the sidelines to coach. You will be allowed to have 2 water carriers/ball handlers (suggested younger than adult) on the sidelines. They will not be counted as part of the 4 coaches. No one other than the head coach may confer with the referees at any time. If there is a problem with sideline personnel, that person is subject to ejection from game.
9. If a safety is scored, the team scoring the safety will score 2 points and the team scored upon will kick the ball off from the 40-yard line.
10. Kickoffs will be from the 40-yard line. Live ball played as a regular football kickoff.
11. All extra points will be run as a 2 point conversion. 1 pt. for run and 2 pts. for pass. No kicks will be allowed.
12. All field goals will be live with normal protection provided to the holder/kicker. The defense may rush the kick and no extra protection provided to the holder/kicker that is not afforded to them on a regular field goal.
(Example: If the ball is over snapped or under snapped, the holder must immediately place the ball for the field goal attempt. He will not be given additional time to go and grab the ball and get into position for the attempt to be made. If the ball is over snapped, then the holder now will become a ball carrier.)
13. If the field goal attempt is tried and missed, the ball will be spotted at the previous line of scrimmage, ball will turned over on downs, and a change of possession will take place.
14. Punts
 - a. No Rush, no return.
 - b. The ball must be downed by receiving team or become dead by rule.
 - c. A maximum of 4 players may be back to receive a punt; all other players on receiving team must be at line of scrimmage.
 - d. Players at the line of scrimmage may extend arms and jump in an effort to block punt, but may not have any help from other players to jump up in an effort to block punt.
 - e. The clock will not run during the punt.
15. Defensive Line Blitz Rule
 - a. NO defensive player in a standup position (example: linebackers, safeties, cornerbacks) may BLITZ between offensive tackles. Only down lineman in a 3 or 4-point stance, on the line of scrimmage, may cross the line of scrimmage at the snap of the ball. No more than 4 defensive down lineman between offensive tackles. These 4 down lineman may cross the line of scrimmage at the snap of the ball. Any other players may cross the line of scrimmage after a football move has been made. (Example: handoff, pitch or pass setup by quarterback).
16. Goal Line Rule
The 5 yard line and inside the 5 yard line, the defense may play in a goal line defense. No limit on down lineman between tackles, or down lineman that can cross line of scrimmage. Still no stand up blitz. This same goal line rule will apply on 4th down tries of 1 yard or less.
17. Junior Ball football allowed.