

5/6 Grade Tackle Football 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 field 35 yards wide and 100 yards long. Or to the outside of the far **HASHMARK** on multiple use fields
- 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 5 minute half time.
- Game clock will run at all times until two minutes left in each half
 - Clock only stops for injury, timeouts, equipments, after a score until the ball is snapped for the next offensive play, and officials needs
 - At two minutes in each half "Football time rules will apply"
- 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 32 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.

KSHSAA Rules

- Offensive and Defensive rules not listed otherwise will follow KSHSAA rules
- Defensive line rule - All defensive lineman 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.

- All defensive blitz's 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
- 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
- P.A.T. Run 1 point
- P.A.T. Pass 2 Points
- Kicked PAT 2 Points - no defensive pressure will be allowed
- No Fields goals will be allowed

Other:

- Mercy Rule - If a team is winning by 28 points in the first half we will continue the half with regular clock rules. If a team is still winning by 28 points at any time in the second half, we will have a running clock (except for those instances mentioned earlier)
- Crowd control of fans and parents are the respective coaching staffs duty

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 a championship game between the top 2 teams from each division.
- Divisions will be created based upon a North and South geographic basis, which will result in as minimal travel as possible for teams in said division. Schedules may include one scheduled game per season with a team from the other division, which will be determined when scheduling to help balance the schedule as much as possible.
- Post season play will be determined by record, 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.

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:
 - The Jamboree will consist of team representatives from at least two competing towns.
 - Locations can will vary but will be set up based on the following:
 - Louisburg and Osawatomie - 3 teams
 - Garnett and Lacygne - 3 teams
 - Fort Scott, Uniontown, and Mound City - 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 prior to jamboree.
- Each team shall mark all 5th graders with a sticker 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.
 - 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 (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: football pants with pads, shoulder pads, jersey, helmet with mouthpiece (socks must be worn, but no cleats on the scale).
 - 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.