

# **Southwest Kansas Youth 8-Man Football League Rules:**

**“It’s all About the Kids and their developmental gain in the sport of Football.”**

## **Section 1: Rules**

1. The current rules governing Kansas State High School Football shall apply in this league with exceptions of the variation of rules set fourth by the league.
2. Each team will be allowed three-time outs per half. Teams will not be able to carry over times-outs.
3. Only four coaches and a water boy will be allowed on the sideline. No parents, siblings, or friends are allowed on the sideline. This is for the entire game including time-outs, half time, ect. All spectators must stay in designated areas. Please make sure parents are aware of this!
4. Please encourage participants and/or spectators to park in the designated parking areas and to obey the **No Parking** signs.
5. Players may play up or down on the discretion and judgment of a coach, with an agreement from both teams before game day.
  - IF player from upper team is allowed to move down they **MAY NOT** play a key position on the field. (i.e. Quarterback, Running back)

## **Section 2: Equipment**

1. Cleats are allowed but **NO METAL!!** The child will not be allowed to play until the metal-cleated shoes are replaced. No exceptions!
2. The official ball is the Junior Size ball.
3. Gloves may be worn.
4. Coaches shall check their players Equipment before each practice and game.

## **Section 3: Practices**

1. Each team will be allowed up to three 1-½ hour practices per week or 2 two-hour practices prior to the season beginning. During season each team is allowed a total of 2 two-hour practices a week.
2. Make sure the players get plenty of water and watch for signs of heat exhaustion at all practices and games.

## **Section 4: Players**

1. Team members must consist of players who either reside within the city limits, or attend school in the sponsoring communities.
2. A player from outside the school or community may participate provided there is not an opportunity for them to participate on a team where they reside or go to school.

## **Section 4: Playing Field & Box Size**

1. The playing field will be 80 yards long and 40 yards wide.
2. The “Box” is 1 ½ yards on each side of the line of scrimmage and 6 yards on each side of the ball.

## Section 5: Playing Time

1. Every player will play in each half.

## Section 6: Game Officials

1. No game will start with less than two game officials.
2. Official time will be handled by the scorekeeper.
3. White Hat Official must be 18 yrs old and above. The other two need to be high school or above
4. All officials **MUST** be certified by KSHSAA, USA Football or be part of the DCCC officiating program.

## Section 7: Kickoff, Punting, Ect.

1. Punting.... If a team is going to punt, the team must announce to the referee they are planning on doing so. After such announcement no fake punting will be allowed. Both teams must remain on the line, this is a free punt. There is no rushing the punter.
2. Punters will stand five yards behind the line, and they must be allowed to receive the snap. If the snap is fumbled the punter can pick it up and kick it. If the punt comes in contact with anyone on the line, the ball is ruled dead at the dead ball spot.
3. No more than two receivers back on returns. All other players must be on the line of scrimmage.
4. All players receiving the punt must be allowed to catch the ball. When the receiving team controls the punt the play is dead. If the punt is not caught the ball will be placed at the farthest point from the original line of scrimmage that the ball is controlled by the receiving team or goes out of bounds.
5. The ball will be placed on the 20 yard line on the change of possession after a score in the 3<sup>rd</sup>/4<sup>th</sup> division, there will be no kickoffs.
6. The 5<sup>th</sup>/6<sup>th</sup> division will have live kickoffs following KSHSAA guidelines.
7. Extra points will consist of running or passing plays only in the 3<sup>rd</sup>/4<sup>th</sup> division. Beginning 2013, the 5<sup>th</sup>/6<sup>th</sup> grade division is able to kick extra points according to the following section 8 rules.

## Section 8: Field Goals and Extra Point Kicks

### Extra Point Kicks

1. **Declaration** - Must be declared and no faking is allowed.
2. **Free Kick Line** - Neither team may cross the line of scrimmage. However, the defense may attempt to block the kick from their side of the line of scrimmage.
3. **Long Snap** - Ball must be snapped, held, and kicked. The ball may touch the ground or roll/bounce back to the holder, but the holder may not get up from his spot to retrieve an errant snap.

## Field Goals

1. **Declaration** - Must be declared and no faking is allowed.
2. **Free Kick Line** - Neither team may cross the line of scrimmage. However, the defense may attempt to block the kick from their side of the line of scrimmage. If blocked, the ball cannot be placed any closer to the kicking team's goal than the original line of scrimmage.
3. **Long Snap** - Ball must be snapped, held, and kicked. The ball may touch the ground or roll/bounce back to the holder, but the holder may not get up from his spot to retrieve an errant snap.
4. **Misses** - On a missed field goal, the defensive team will take possession at their 20 yard line, or the original line of scrimmage, whichever is most beneficial to the defensive team.

### Section 9: Scoring

The scoring method is as follows:

Touchdowns	6 points
Field Goals	3 points
Extra Points	2 points (running/passing)
Extra Points	1 point (kicking)
Safety	2 points

### Section10: Game Times

1. 3<sup>rd</sup>/4<sup>th</sup> grade will play four 6 min quarters.
2. 5<sup>th</sup>/6<sup>th</sup> grade will play four 8 min quarters.
3. Clock will stop asper KSHAA rules.
4. If a team is ahead by 20 or more points, the clock will run unless a time out is called, an injury has occurred, or a Touch Down has been scored.
5. Teams will receive a one-min rest between quarters and up to 10 min half as agreed upon by coaches before half.
6. If there is a tie at the end of regulation, each team will have 4 plays to score from the 10-yard line. Each team will receive an additional time out. If the game is still tied the score will stand as is.
7. The play clock is 30 seconds; the head official will keep this on the field. (Make sure coaches and officials are aware of this rule to avoid long huddle times while clock is running.)

## Section 11: Offenses and Defenses

1. Each coach is allowed to run his or her own plays.
2. All teams will be allowed to run standard 8-man defenses. Pertaining to only 3<sup>rd</sup> & 4<sup>th</sup> Grade, NO more than 4 players inside the box at all times.
3. Blitzing is **NOT** allowed in the 3<sup>rd</sup>/4<sup>th</sup> grade division. Penalty for this will be unsportsmanlike conduct.
4. **ONLY** in 3<sup>rd</sup> & 4<sup>th</sup> League, On Direct Snap, IF ball is fumbled, ball becomes dead with a loss of down.
5. All eligible ball carriers, i.e. backs, ends, receivers, quarterbacks and kick returners must weigh in at least 1 week prior to the start of the season and will be weighed in full uniform including helmet and all pads. This weight will be sent to all coaches along with a roster for each team.
  - a. A player over the weight limit may line up at tight end but still not carry the ball or as an eligible receiver. An infraction will result in a 15 yard UNSPORTSMANLIKE CONDUCT penalty and automatic ejection of the head coach.
  - b. Weight Limit Regulations:

3 <sup>rd</sup> /4 <sup>th</sup> Grade	115 pounds
5 <sup>th</sup> /6 <sup>th</sup> Grade	145 pounds

## Section 12: Coaches

1. Southwest Kansas Youth 8-Man Football League encourages good sportsmanship, caring, honesty, respect and responsibility at all events. These are qualities that are taught from our coaches.
2. ALL Coaches **MUST** be Certified according to KSHAA rules as a Head Coach or complete the USA Football "Tackle Certification". This certification must be kept current by recertifying at least every two years. All certificates of completion **MUST** be sent to the appointed board member who files league documentation.
3. If certificates of completion are not completed and delivered to the team administrator, the uncertified coach **cannot be involved in practices or game activity** until it is current.
4. Coaches are to show good sportsmanship toward officials and other teams at all times.
5. Coaches are to control their team and parents with regards to sportsmanship.
6. Home teams are responsible to provide all working employees for the game to take place.
7. Each team is allowed a maximum of 4 coaches. No other dad, brothers or friends are allowed to be on the sideline with the team. In the 3<sup>rd</sup>/4<sup>th</sup> grade division only two coaches are allowed on the field with the teams.
8. The town's football director or representative must be present at all games.
9. Coaches/ Players/Parents/or Spectators who are ejected or asked to leave a game for any reason will NOT be allowed to coach or stand side line on their team's next game.

### **Section 13: Coach, Player and Spectator Conduct**

1. A Coach, Player or Spectator who exhibits inappropriate behavior will be removed for the rest of the game and suspended for one additional game for a first offense. A second offense will draw a PERMANENT BAN from all SKYFL games/activities. This is to be carried out according to the Chain of Command and communicated to the rules committee.
2. Reinstatement of a banned coach must go through the rules committee. An appeal must be made by the offending coach followed by a decision in Executive Session.

### **Game Day Chain Of Command**

1. Head Official is first in Chain Of Command followed by the Site Director.
2. All Game Day conflicts will be resolved using this Chain of Command.

### **League Dues**

1. All participating teams are required to submit \$200 for league dues prior to the first official day of practice.
2. These dues will be for game officials and awards for the championship games.

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