

KIWANIS YOUTH FOOTBALL RULES 2008

1. Referees: League will provide officials.
2. Protest: NONE, we live with the mistakes. The Code of Conduct will be enforced.
3. Clock: 4-10 minute quarters
Clock runs continuously.
Exceptions: (1) Change of possessions/touchdowns
(2) Punts
(3) Timeouts
(4) Injuries
(5) End of Quarters
(6) Penalties in the last 2 min. of half or game

SCOREBOARD OPERATOR GUIDE

Watch for the official's signal for notice to start or stop the clock.

The clock does not stop when a touchdown is made unless it is in the last 2 minutes of a half. The clock will stop when the extra point attempt ends.

When a team decides to punt, the clock will run and then stop when the official places the ball at the new possession yard line. (use your own judgement if the official is distracted and does not place the ball quickly after the punt decision is made)

4. Timeouts:
 - a. Five (5) per half for grades 3 and 4
 - b. Four (4) per half for grades 5 and 6
 - c. Timeouts will be two (2) min. in length.
5. Huddle Rules:
 - a. Time Limits:
 - i. 45 seconds for 3rd and 4th
 - ii. 35 seconds for 5th and 6th
 - b. Violation of time limits:
 - i. A time out will be charged, if no timeouts – 5 yard penalty

If a team has not broken the huddle in the allotted amount of time, the violation will be imposed.

6. Penalties:
 - a. Holding 10 yards.
 - b. Clipping 15 yards.
 - c. Personal foul 15 yards.
 - d. Face Mask 15 yards.
 - e. off-sides 5 yards.
 - f. Mouthpiece out 5 yards.
 - g. Too many time outs will result in loss of down.
 - h. Hitting, cursing, or un-sportsman like conduct will not be tolerated.
Coaches will handle first situation, second occurrence will result in ejection from game.
7. Field Length: 100 yards long
Field Width: from sideline to other side hash mark.
8. Field Coaches:
 - a. 3rd and 4th grades are allowed two (2) coaches on the field.
 - b. 5th and 6th grades are allowed two (2) coaches on the field.
 - c. No parents/guardians allowed on the field, unless they are league approved head/assistant coach; a maximum of four (4) approved coaches in the game.
 - d. Coaches must be behind the last player on the field when the ball is snapped and coaches are not allowed to touch players during live action.

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9. Scoring:

Extra Points: 1-point from the two (2) yard line, 2-points from the five (5) yard line

No Overtimes. A tie is a tie. **EXCEPTION:** Playoff and championship games

10. Start of Games:

- a. Coin toss will determine offense and defense.
- b. **No kick offs:** Spot the ball on the opponent's 30 yard line to start play for all grades.
- c. Second half will reverse first half. **No coin** tosses in second half.
- d. No change of possessions at quarters.
 - i. Only change ends at quarters.

11. Advancing the Ball:

When a first down is made, the ball will be placed on the nearest five yard line.

12. Punts:

- a. Teams will not punt. Signal the ref of the intention to punt or not to punt on 4th down. If the punt option is chosen, the ball will be advanced 30 yards or half the distance to the goal or no less than the 20 yard line.

13. Playing rules:

- a. No more than five (5) players on front line, on defense. All other players must be three (3) yards or more off the ball when snapped. When the ball is on the three (3) yard line or less, all other players must be one (1) yard off the ball. Violation will be an off-sides call. **This rule will be strictly in forced.**
- b. Only eight (8) players on the line in offense.
- c. Offensive line shall line up in the T-N-T formation; no greater than one yard split. Defensive line shall set head up on center and tackles.
- d. No center sneaks. This is considered a forward hand off and will result in loss of down.
- e. No quarterback sneaks. **EXCEPTION:** QB sneak is allowed from the three (3) yard line in.

14. If 1st down occurs within the 10, place ball at downed point.

15. If stopped on 4th down within the 20, possession changes and the ball is placed on the 20.

16. All other standard High School rules apply, unless changed by a league written rule.

17. Equipment:

- a. Footballs:
 - i. 3rd and 4th will use K2 balls.
 - ii. 5th and 6th will use TDJ balls.

Players must have mouthpieces in before the ball is snapped. First

Violation will be a warning; second violation will be a 5-yard penalty.

18. All AFC teams and the Batesville NFC teams shall use BHS terminology and playbook. Southside NFC teams shall use SHS terminology and playbook.

The **POWER I** formation is **NOT ALLOWED**.

The purpose of this league is to teach the fundamentals of football; build skills and develop a love of the game. The most important rule is: **Kids come first!!!!!!**