

# City of Edinburg Parks & Recreation Department

## Youth Tackle Football League

**Revised 8-21-17**

### **VOLUNTEERS:**

1. **MANDATORY - ALL COACHES** must following the City of Edinburg Volunteer guidelines. As per City of Edinburg volunteer policy, **ALL COACHES** will be required to complete a volunteer application.

**ALL VOLUNTEER COACHES** will be subject to a criminal background check and police record check. If the checks are clear then you can coach. If any red flags appear, you will not be able to coach.

**Players ages/grade will be determined by September 1 of current year. The 6th grade league will only be for 11-12 years old that are in sixth grade only. NO seventh graders or 13 years old will be allowed to play in the league.**

### **7 - 8 Years Old** Weight Limit Rules

There will be a 100lb limit for all QB's, RB's, WR's, and DB's.

TE/LB 101-110lbs

There will be NO weight limit for OL, DL.

#### Offense:

1. Any offense can be run. Single reverses and half back pass are accepted. NO trick plays.
2. All Skilled positions will be required to wear weight requirement sticker on helmet.
3. Name and jersey number must be turned in to officials and Recreation employees prior to season and before.
4. 80 yard playing field
5. TE can catch the ball.
6. No crack back at the snap of the ball

#### Defense:

1. Any defense can be run for the exception of no nose guards will be allowed and all down linemen must start head up. Once the ball is snapped the defense player must make contact then they may shoot the gap. Linebackers and secondary must wait for the snap of the ball as well.
2. Rules 2 and 3 from the offense will apply.

### **9 – 10 Years Old** Weight Limit Rules

There will be a 125lb limit for all QB's, RB's, WR's, and DB's.

TE/LB 126-149lbs

There will be NO weight limit for OL, DL

#### Offense:

1. Any offense can be run. Linemen and TE can be on a 2 or 3 point stand (NO trick plays) (single reverses halfback pass, are accepted)
2. There will be no rush on PUNT by the defense
3. TE can catch the ball
4. No crack back at the snap of the ball

#### Defense:

1. Any defense can be run, nose guards and only 5 down linemen must line up head up over the offensive center, guard, tackles or TE and must make contact then, may shoot the gaps once the ball is snapped. The linebackers and secondary must also wait for snap of the ball before a blitz. Exception, if offense has an overload set up.
2. Rules 2 and 3 from the offense will apply.
3. Defensive Tackles have to be on 3 point stand. DE can be either 2 or 3 point stand.
4. All LB have to be 5 yards from the line of scrimmage.
5. DBs must line up 5 yards of line of scrimmage.

### **6<sup>th</sup> Grade** Weight Limit Rules

There will be a 130 lb limit for all QB's, RB's, WR's, and DB's.

TE/LB 131-149lbs

There will be NO weight limit for OL, DL

Offense:

1. Any offense can be run. Linemen and TE can be on a 2 or 3 point stand (NO trick plays) (single reverses halfback pass, are accepted)
2. All skilled positions will be required to wear weight requirement sticker on helmet if player is not wearing sticker and is involved in a play, it will be a 15 yard penalty, loss of down and player will leave until approved and cleared to play for any skilled position.
3. Name and jersey number must be turned in to officials and parks employees prior to season and before the start of each game notifying who is skill and who is not.
4. There will be no rush on PUNT by the defense
5. TE can catch the ball
6. No crack-back at the snap of the ball.
- 7.

Defense:

1. Any defense can be run, nose guards and only 5 down linemen must line up head up over the offensive center, guard, tackles or TE and must make contact then. May shoot the gaps once the ball is snapped. The linebackers and secondary must also wait for snap of the ball before a blitz. If the offense has an overload setup, defense is not required to line up over the offensive linemen.
2. Rules 2 and 3 from the offense will apply.
3. Defensive Tackles have to be on 3 point stand. DE can be either 2 or 3 point stand.
4. All LB have to be 5 yards from the line of scrimmage.
5. DBs must line up 5 yards of line of scrimmage.

#### **Extra Points:**

- Run or pass from 3 yard line is 1 point
- Run or pass from 5 yard line is 2 points
- Kicking extra point is 2 points. Ball is set at 3 yard line and Defense can rush in.
- Field goal is 3 points, blocked field goal, can be returned for a touchdown.
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Fumbles, interceptions and blocked kicks can be run back by defense for points that were being tried for.

If player that has possession of the ball at that said time of a returned interception or fumble and knee has touched the ground, the ball is downed at that spot.

- A. For ***Tackle Football***, each team is allowed a maximum of 11 “legal” players on the field at the snap of the ball. If at the snap of the ball there are 12 or more, the team will be penalized: Too many players on the field (5).

**Example:** If team A has 12 players on the field at the snap of the ball, Team A will be called for the infraction.

- B. In ***Tackle Football***, a team cannot break the huddle with more than 11 players otherwise they will be penalized: Breaking the huddle with too many players (5).

**Example:** If team A has 13 players in the huddle and 12 or 13 head to the LOS prior to 2 running off the field, Team A will be called for the infraction.

#### **KICKOFF**

1<sup>st</sup> Line will be OL, DL, and TE.

2<sup>nd</sup> & 3<sup>rd</sup> Line will be ONLY QB's, RB's & DB's.

#### **DRAFT**

- Each team will have 6 protectants.
- The rest of the team roster will come from the draft.
- Coaches cannot drop players.
- Each player must play 10 minutes. Coaches will be warned then suspended for one game starting with the Head Coach then Assistant Coach.

## Player's Uniform

### General Rule

- A. In order for a player to be eligible to participate in an official EPRD game they must be wearing an "Approved Uniform" which is defined as *any uniform that is in compliance with all applicable rules in this Section*.
- B. All participating players of a team (age bracket – i.e. "Rookies") will wear the same uniform (style & color) from the helmet (if applicable) down to the socks. Each team of an organization may be styled or colored differently, but the players within a team must be the same.
- C. Padding (*required*) **must** include official Football Shoulder Pads, Hip Pads, Butt Pad, Thigh Pads and Knee Pads. Non-compliance of this rule is penalized with that player not eligible to play until the rule is satisfied.
- D. Hard metal or any other hard substance on a player's clothing or person is prohibited. Non-compliance of this rule is penalized with that player not eligible to play until the rule is satisfied.

### Socks

Socks (*required*) **must** be of one color or scheme. A team for example may not have some kids wearing white socks and some red socks and some no socks. But they may have all the kids wearing for example 1 red and 1 white. Non-compliance of this rule is penalized with that player not eligible to play until the rule is satisfied. If there are not enough "legal" players available to play the game, the game is Forfeit [2.4.24C].

- A. A player cannot play a game in an unnumbered jersey. That would be non-compliant with the "Approved Uniform" requirement. If a player is not in compliance and is discovered on the field, the offending team is penalized: Illegal Substitution (5).
- B. None of the items (A, C, E or F) can be overridden by anyone but by an agreement of both Head Coaches during a regular season game only. The "White Hat" should be informed that the decision was mutual to avoid a penalty. **If item (E) is overridden and the player may receive a "forward pass", they must be declared first. Otherwise if they are thrown at the offending team is penalized: Illegal Receiver (5).**

### Cold Weather Attire

Players may wear gloves, sweatshirts and performance compression apparel (i.e. Under Armor), but nothing that sticks out from their jersey that could be grabbed during a play. Hand warmers may be worn.

### Towels

Towels may be worn in Tackle and then only by the Quarterback and Center. The towels must be of an appropriate size to the size of the player.

### Stickers on Helmets

As long as the stickers are appropriate for youth. It is up to the individual organizations to determine how stickers will be given out.

### Illegal Substances

Adhesive material, paint, grease or any other slippery substance applied to equipment or on a player's person, clothing or attachment that affects the ball or an opponent is prohibited and will be penalized: Unsportsmanlike Conduct (15), the player will be given a Level 1 ejection long enough to clean up and the incident will be reported to the supervisor.

### Footballs

The use of an unauthorized ball during a game will be penalized: Illegal Equipment (5) and the ball will be removed from play. If the offending team does not have an authorized game ball then they must use an authorized game ball from their opponent. If neither team has an authorized game ball and cannot borrow one, 1) a non-authorized ball will be authorized for that game and 2) there can be no Protest about the ball from either team.

### **Eyewear**

Eyewear (glasses or goggles) when worn must be of athletic-approved construction (in other words they cannot be glass) and may be of any color. A player with “glass” glasses is required to take the eyewear off or they cannot play in the game. If a team drops below the minimum number of “legal” players the game will be declared a Forfeit

### **Mouth Pieces**

- A. A child on the field of play must always have an “Approved Mouth Piece” readily visible otherwise they will not be allowed to play. Approved means *the mouth piece can be of any color, but must be usable and safe;* Not all chewed up so it basically is protecting nothing. Tackle players do not have to have it attached to the helmet.
- B. Mouth pieces should be checked during pre-game certification for usability and safety. If it is determined to be unusable it should be replaced.
- C. At the snap of the ball an Illegal Equipment penalty will be called if a player does not have their mouth piece in. The first violation will be Illegal Equipment (warning). The second and subsequent violations will be penalized: Illegal Equipment (time out). Once there are no time outs left, violations will be penalized: Illegal Equipment (5). It does not have to be the same player.

### **Visors**

If a team sees a player on the field with a dark visor, they are to get the attention of the referees and point that player out. The “White Hat” should stop the game and request to see the doctor’s excuse for this player. If the required letter cannot be provided, the Referee will eject player a Level 1 Ejection until the visor is removed. If a legitimate letter is produced, the Referee will inform the other head coach.

If a visor of color is required for medical reasons, the head coach must have a letter from the player’s doctor. The letter should be on the doctor’s letterhead, states the child’s name, the doctor’s name, phone number, the reason for the dark shield and be signed by the doctor. Anything less will not be accepted. If a letter is not available the player may not play with the colored shield until the letter is produced.

### **Additional Equipment for Tackle Football Players**

Rib pads and back protectors may be worn as long as they are totally covered. Wrist bands and Wrist Coaches may be worn as well.

#### **A. Sideline Personnel**

1. Persons who are directly involved in the game, including but not limited to: football players, cheerleaders, coaches, team managers, medical and athletic training staff members, board members and game operations staff members (i.e. chain and or marker crews). Children not of the roster of the current game are not authorized on the sideline.

**Example:** A coaches’ child who either doesn’t play or plays on another team is NOT allowed on the sideline.  
**Exception – if a coaches’ child is very young and would have no supervision when their parent is coaching.**

**Example:** Younger or older players cannot be water boys for a game they are not authorized to play in.

### **Coin Flip**

#### **Team Captains**

A. Each team may have up to 4 captains for the flip of the coin (1 of which will do the talking). One coach may be on the field with them. During the regular season (regardless of the importance of the game) the rest of the players must stand along the sideline with the remaining coaches.

B. Any team not in compliance with this rule will result in an Unsportsmanlike Conduct (15) penalty being called which will be marched off prior to the first play of the game.

**Weather** - An officially scheduled game may not be postponed for any reason other than safety conditions bad/severe weather.

- A. A decision to postpone a game due to weather may not be made prior to the day in which the game is to be played

except by, Parks and Recreation or School District.

B. A game will be played in the rain except when there is lightning present in the nearby area or it has rained so hard that there are pools of standing water on the field (anywhere endzone to endzone) making the field unsafe.

C. If a game is in progress and lightning presents itself, the game will be suspended and all the spectators, coaches, players and cheerleaders should take shelter if possible. All games are to be resumed only if lightning has not been observed in the area for 15 continual minutes. Delays will be for a maximum of 30 minutes. If the game cannot be resumed after that, the current game will be postponed. Later games may be able to be played at their normally scheduled time.

D. If there is standing pools of water on the field (anywhere endzone to endzone) the game will be suspend for a maximum of 30 minutes for it to drain or be removed somehow. If a field can be reduced to at least a Non- Standard sized field (per the rules) the game must continue. If after 30 minutes the field is unplayable the game will be postponed. Later games may be able to be played at their normally scheduled time.

E. Delayed games will resume from the point the game in progress was halted. No coach or his team is to leave the Home Team's Facility or assume a game is cancelled during any delay because of lightning or pools of water. Any team that leaves during a suspended game and is not present when play is resumed will Forfeit [2.4.24E] the game.

### **Postponed Games**

A. Postponed, not played or "Make up Games" will be rescheduled by EPRD sometime throughout the season. Make up days will be week nights.

B. Games postponed prior to the start of the 3<sup>rd</sup> quarter (prior to the first play of the 2<sup>nd</sup> half) will be played in their entirety. Games postponed in the 3<sup>rd</sup> quarter will play one half; in the 4<sup>th</sup> quarter will play just one quarter; in OT play just the OT.

C. If the game is postponed and the mercy rule was in effect the game will stand as an officially played game with the score as is regardless of the quarter. If for some reason a game completes regulation play and the score is tie and the game cannot continue (darkness, weather etc), the teams will only play Overtime when being made up.

### **Playing Time & Intermissions**

#### **Length of Periods and Intermissions**

A. The total playing time in a game shall be 32 minutes for 7-8 years old and 40 minutes for 9-10 years & 6<sup>th</sup> Grade, divided into 4 periods of  
8 minutes for 7-8 years old and 10 minutes for 9-10 years old and 6<sup>th</sup> Grade; with 1-minute intermissions between the 1<sup>st</sup> and 2<sup>nd</sup> periods (first half) and between the 3<sup>rd</sup> and 4<sup>th</sup> periods (second half).

B. No period shall end until the ball is dead and the referee declares the period ended.

C. The intermission between halves should be 10 minutes, unless altered before the game by mutual agreement of the administrators of both organizations and relayed to the "White Hat".

D. There will be a fifteen (15) minutes grace period from the scheduled start of the game before a match is considered a forfeit.

#### **Play Clock**

When a referee places the ball and signals "Ready for Play" the play clock shall begin

1. 7-8 years old is a 35 second clock
2. 9-10 years old is a 35 second clock
3. 6<sup>th</sup> Grade is a 25 second clock

#### **When Clock Stops/Starts on Signal**

The clock will stop for each of these items until the referee gives the signal to start again:

1. For a referee's timeout or injury time out. [stop clock, remove injury, start clock]
2. At the referees discretion. [stop clock, deal with situation, start clock]
3. To complete a penalty. [stop clock, walk off penalty, start clock]

4. For an inadvertent whistle.
5. For a head coaches conference or challenge.
6. For a measurement.

[stop clock, explain, place ball, start clock]  
 [stop clock, discuss, place ball, start clock]  
 [stop clock, measure, place ball, start clock]

### **When Clock Stops/Starts on Snap**

The game clock will stop and not start until the snap of the ball:

1. Time out called by a team
2. Change of possession
3. Touchdown/Field Goal or Safety stops the clock.
4. Out of bounds or incomplete pass within the last two minutes of each half
5. At the end of each period

### **When Clock Starts on Kickoffs**

When the ball is free-kicked, the game clock shall be started when the ball is “legally” touched in the field of play or crosses the goal line after being “legally” touched by Team B in its end zone and subsequently stopped when the ball is dead by rule.

### **When Clock doesn't Run**

The game clock shall not run during an extra point attempt, during an extension of a period or during Overtime.

### **When Clock Starts on Change of Possession after a score**

The Game clock will start when the extra point try of a Touchdown is declared dead or once a Field Goal try or safety is declared dead. Play clock will start once ball is placed and ready for play.

### **Mercy Rule (Running Clock)**

The following will stop the clock when the Mercy rule is invoked: 30 point lead.

1. Injury – until referee starts the clock
2. Referee's time out (includes a challenge) – until referee starts the clock
3. Time Out by either team – until snap of the ball
4. Penalty – until referee starts the clock
5. Change of Possession – until snap of the ball
6. A Score in Tackle - Once an extra point try, Field Goal try or safety is declared dead, the game clock will start.  
The Play clock will not start until the ball is placed and ready for play.
7. **The clock will NOT stop if a team winning with the mercy rule invoked spikes the ball, throws it or runs out of bounds to try and stop the clock in the last 2-minutes of a half**

### **Timeouts**

#### **How Timeouts are Charged**

- A. The referee shall declare a timeout when he suspends play for any reason.
- B. Each timeout shall be charged to one of the teams or designated as a referee's timeout. When a team's timeouts are exhausted and it requests a timeout, the referee should acknowledge the request but inform the coach he has no timeouts left.

#### **Timeout**

“White Hat” shall declare a referee's timeout:

1. When there is a touchdown, touchback or safety.
2. When an injury timeout is allowed for one or more players or a referee.
3. When the clock is stopped to complete a penalty.
4. When a live ball goes out of bounds or is declared out of bounds.
5. When an inadvertent whistle is sounded.
6. When there is a possible first down measurement.
7. When a delay is caused by both teams.
8. When there is a sideline infraction.
9. When the ball is in possession of a referee.
10. When there is mandatory equipment or an illegal equipment violation.
11. When the play clock was interrupted by circumstances beyond the control of either team.
12. When a head coaches conference or challenge is requested.
13. When a discretionary timeout is declared.

### “White Hat’s” Discretionary Timeout

The “White Hat” may suspend the game temporarily when conditions warrant such action. The “White Hat” may declare and charge themselves with a timeout for any contingency not elsewhere covered by the rules.

### Injury Timeout

A. When a player is hurt on the field:

1. All players on the field should take a knee at least 10 yards away from the downed player.
2. All coaches and players on the sideline should lower their voice and stand without horseplay in respect.
3. All spectators should lower their voice in respect.
4. All music should stop and there should be no announcements unrelated to the injury.

B. It is the “White Hat’s” discretion to keep the kids on a knee on the field or release them to the sideline.

C. If a player lies down, takes a knee or cannot take themselves off the field on their own the referee should call an Injury Time Out; otherwise they should not. If an Injury Time Out is called, that player must leave the game for at least 1 play unless either team is charged with a Time Out.

### Equipment Timeout

A. A coach shall not be permitted to delay the game while making equipment repair or adjustments. A timeout is used if available or the player must leave the field to be attended to and the game continues even if the team falls below 11 “legal” players.

### Mercy Rule Timeouts

A. Time Outs are not allowed to be used by the winning team once the Mercy Rule is in effect and the game is in the 4<sup>th</sup> quarter except for the following reasons:

1. The (winning team) wishes to do substitution and they are obviously back up type players; or
2. The discretion of the “White Hat”
- 3.

The procedure for a winning team to use a Time Out once the Mercy Rule is in effect is to:

- a) Call a Time Out
- b) The referees should signal a Time Out
- c) The head coach and the “White Hat” should come together; the head coach should explain what their intent is.
- d) If the “White Hat” concurs that the Time Out is justified within the guidelines above it will

B. At NO TIME during this justification process can the winning team’s coaches coach the players on the field. There shall be NO warning. If caught, the team will be penalized: Unsportsmanlike Conduct (15), 10 seconds will be run off the clock and no timeouts will granted when requested for the winning team regardless of the reason.

### Scoring

Touchdown	6-points
Field Goal	3-points
Safety	2-points

A. Interceptions

1. Can be returned for a touchdown during regulation play **Tackle Football**.
2. Can be returned for a touchdown in Overtime.

B. Fumbles

1. A defensive fumble recovery can be advanced for a touchdown in **Tackle Football**. For example: if team A fumbles a hand off and team B recovers, it may be returned by team B for a touchdown knee can not touch thr ground. If so ball is down at spot

C. Blocked Field Goal (not Extra Point Attempt)

1. A blocked field goal recovered by the offense or defense may be advanced for a touchdown.

- A. Running for the “Point after Touchdown” (PAT) – 1 point
- B. Blocked (PAT) taken into the endzone (PAT) - 1 point
- C. Passing for the “Point after Touchdown” (PAT) – 2 points
- D. Kicking for the ‘Point after Touchdown” (PAT) – 2 points

D. A defensive score on a PAT is worth the same amount of points as the TRY unless it is a ‘blocked PAT’ which makes it worth 1-point.

### **Forfeit Scores**

If the game has not started, there is no score, or the offended team is losing, the offended team will be awarded a 1-point victory; otherwise if the game has started and the offended team is winning, the score stays as is.

### **Safety**

A. The team scoring the Safety will receive 2-points and possession of the ball:

B. A Safety is scored when:

**Tackle** - A team loses possession of the ball out of their own end zone, either to the sides or the back.

**Tackle** - When the ball carrier touches the ground with his body, other than hands or feet while in his own end zone. i.e. falls or is tackled.

### **Mercy Rule**

A. When a team has a 30+ point margin on another team, regardless at what point in the game it is, the Mercy Rule is invoked. Once the Mercy Rule is invoked it cannot be turned off unless the losing team decreases the point margin to 14 or less by the end of the 3<sup>rd</sup> quarter. Once the Mercy Rule is turned off, it cannot be invoked again. In addition, if a 50+ point margin is reached, regardless at what point in the game it is, the game will end.

### **Overtime**

A. All games will be played to a conclusion through the Overtime Procedure. Overtime is not resolved by yardage and it is not “sudden death”, rather it continues until one team scores more than the other.

B. A Captain and a coach from each team will be called to mid-field for a coin toss. The coin toss winner has the choice of taking the ball first or going on defense first. The team who goes on defense first chooses which goal to defend. After the initial OT period, there will not be another coin flip, but rather the team that lost the coin flip now decides to defer or take the ball. For each subsequent OT period from this point on that choice.

C. For **Tackle Football** – the referee places the ball on the (25) yard line in the 1st OT, (15) yard line in the 2<sup>nd</sup> OT and (5) yard line in the 3<sup>rd</sup> OT and any subsequent OT periods. The offense takes over from there 1<sup>st</sup> down. Depending on the spot of the ball a second or third 1<sup>st</sup> down may or may not be able to be earned.

D. A Fumble recovered by the defense in **Tackle Football** ends the offensive series and cannot be advanced.

E. Interceptions in **Tackle Football** by the defense cannot be advanced, but ends the offensive series.

F. If the offense scores they will also attempt a PAT.

G. Regardless if the offense scores or not, the team who was on defense first, now becomes the offense, and the team that was on offense, is now on defense and the procedure is repeated.

H. The team scoring more points than the other wins. If neither team scores, or both score the same amount of points, the whole process is repeated.

I. Each team receives (1) time out per overtime period (cannot be carried forward).

J. If a team is forced to forfeit in overtime, the opposing team is granted 1-point to break the tie.

### **Examples:**

Team A scores a TD and is allowed a PAT try and scores 1-pt. Team B scores a TD and is allowed a PAT try and scores 1-pt. This forces another OT period.

Team A scores a TD and is allowed a PAT try and scores 1-pt. Team B scores a TD and is allowed a PAT try and does not score. Team A wins.

Team A scores a TD and is allowed a PAT try and does not score. Team B scores a TD and is allowed a PAT try and scores 1-pt. Team B wins.

### **Special Teams**

#### **Standard Kickoffs**

A. 7-8 years old, 9-10 years old & 6<sup>th</sup> grade

1. 7-8 years old & 9-10 years old grade kickoffs will be done from the 50 yard line unless there was a penalty that modifies the placement of the ball.
2. 6<sup>th</sup> grade All other kickoffs will be done from the 40 yard line unless there was a penalty that modifies the placement of the ball.
3. When the ball is free kicked, at least 4 Team A players must be on each side of the kicker.
4. Where the ball is caught, stops rolling or goes out of bounds, is where the opposing team gains
5. If the ball goes out of bounds, the receiving team's coach may choose to take the ball at his own 40 yard line or have the kicking team re-kick. There is no penalty associated with this.
6. Once the coach has placed all their players they need to leave the field. If the coach is caught on the field but away from the play there is no infraction. If the coach is caught on the field and the play goes their way the coach will be called for (Interference (5 yards) + automatic first down) [Live Ball foul].
7. The NCAA rules are followed for kickoffs for all other issues.

#### **Onside Kickoffs**

A. 9 -10 Years Old 6<sup>th</sup> Grade

1. If Team A does not kick the ball at least 10 yards and none of the Team B players interfere with it, a penalty will be enforced against Team A.
2. If Team A does not kick the ball at least 10 yards and interferes with the ball, a penalty will be enforced against Team A.
3. If Team A does not kick the ball at least 10 yards but a Team B player interferes with it, the ball is considered live and anyone has the ability to recover and advance the ball.
4. If Team A kicks the ball and it bounces off of a Team B player, the ball is considered live and anyone has the ability to recover and advance the ball.

#### **Punting**

1. On 4th down the offense does NOT have to declare their intent to "punt" or "go for it". They may:
  - a. Declare that they wish to punt to utilize the "conventional punt" rules; or kick
2. "Conventional" Punt
  - a. Once a team declares their intent to punt they cannot change their mind unless they call a Time Out.
  - b. There are no "fake" punts allowed. If the ball is fumbled it may be picked up and either kicked or the punter may run. A pass is not allowed. If the referee believes the ball was fumbled on purpose to fake a punt they may penalize a team for Illegal Procedure.
  - c. The offense must be in a "legal" formation and the players in proper stances.
  - d. Once the punter has possession of the ball, the punt play becomes "live" which is defined *as anybody can rush, the offensive line can block, the gunners can leave down field and the punt may be returned.*
  - e. Movement by the offense is still penalized as normal.

f. The punt is a timed down and the punting team must deal with a 25-second clock just as if it was a normal non-punting play or they will be penalized: Delay of Game (5). Unless the clock was stopped for one of the reasons in Playing Time & Intermissions or a Timeout, the game clock should continue to run. If the game clock was stopped it will start once the punter takes possession of the ball.

3. “Quick Kick” – A team may quick kick on any down including 4<sup>th</sup> down. The concept behind a quick kick is that the offense sets up in a normal formation to run a normal play, snaps the ball and then someone kicks the ball.

### **Fair Catch**

A. A fair catch of a scrimmage kick is a catch beyond the neutral zone by a player of Team B who has made a valid signal during a scrimmage kick that is untouched beyond the neutral zone.

B. A fair catch of a free kick is a catch by a player of Team B who has made a valid signal during an untouched free kick.

C. A valid or invalid fair catch signal deprives the receiving team of the opportunity to advance the ball, and the ball is declared dead at the spot of the catch or recovery or at the spot of the signal if the catch precedes the signal. Exception: If the receiver shades his eyes from the sun, the ball is live and may be advanced. A valid signal is a signal given by a player of Team B who has obviously signaled his intention by extending one hand only clearly above his head and waving that hand from side to side of his body more than once.

D. An invalid signal is any signal by a player of Team B that does not meet the requirements of a valid signal.

### **Miscellaneous**

#### **Blood Rule**

If the referees discover a player who is bleeding, has an open wound or has an excessive amount of blood on their uniform the clock will stop after the play is over. The player needs to leave the field until the wound is covered. This is an Official’s Time Out. If the uniform is covered in excessive blood it needs to be replaced for the player may re-enter the game.

### **Challenges**

provides a head coach a “Challenge” defined as a Referee’s Time Out to discuss with the “White Hat” **rules**

**a head coach believes has been misunderstood or misapplied.** This “Challenge” also applies to questioning the validity of a player or coach on the opponents sideline after pre-game certification.

#### **Rule Challenges**

A. A “White Hat” only has to listen to a “challenge” if the challenging team has their EPRD Football Handbook. The referees or the opposing team does not have to provide one.

B. In order to “Challenge”, a head coach or any member of his coaching staff (not Team Managers) must get the attention of the sideline referee letting him know that they would like to “Challenge” the play.

C. The sideline referee should blow his whistle and should communicate with the “White Hat” that there is a “Challenge”. The clock should stop and the “White Hat” and the opposing head coach should approach the challenging head coach in the middle of the field.

D. The challenging coach should find the rule in the EPRD book and show the “White Hat”.

#### **Dead Ball**

The ball is considered dead when:

- When the ball carrier touches the ground with his body, other than hands or feet
- When the ball carrier’s flags have been pulled or fall off
- If a ball carrier is missing their flags (ball is dead at the spot they take possession of the ball)
- Following a touchdown, safety or touchback
- When the ball goes out-of-bounds for any reason
- If a lateral pass touches the ground
- If a forward pass strikes the ground
- When the ball hits the ground as a result of a handoff being dropped
- When the ball hits the ground after being stripped

- When the quarterback takes the snap from under center and drops the snap.

### **Blocking**

- A blocker must be on his feet at all times while blocking. All linemen, may be in a 3- point stance or otherwise spring from a coiled or crouching start. (2-point stance acceptable) and await the snap.
- Cross body and roll blocking is prohibited and will be penalized: Unnecessary Roughness (15).
- Lineman may use their hands to block. The lineman must have their arms straight out in front of them. Allowed areas for contact are the shoulders, arms and chest of the defensive player. Hands to the head area will be penalized: Unnecessary Roughness (15).
- Butting, elbowing, knee blocking or hands to the face are prohibited and will be penalized: Unnecessary Roughness (15).
- Blocking a player from behind is prohibited and will be penalized: Illegal Block (5).
- There will be no interlocking blocking which will be penalized: Illegal Block (5).

### **Block Below the Waist (Cut Block)**

- A block below the waist is allowed within 5 yards of the Center in any direction. Outside that radius a block below the waist is illegal. The exception is against the runner.
- During a down in which there is a free kick or scrimmage kick from a scrimmage kick formation; all players are prohibited from blocking below the waist, except against the runner. This is not true if a quick kick is done from a standard formation.
- After any change of team possession, all players are prohibited from blocking below the waist, except against the runner.

### **Block in the Back (Clip)**

A block in the back is never allowed except in the “Tackle Box” which is defined as 5 yards laterally from the Center and three yards longitudinally in each direction. Basically this is 3 yards in front of the offensive line, 3 yards behind the offensive line, 5 yards to the left of the Center and 5 yards to the right of the Center.

### **Conduct**

#### **Game Ejections**

- The “White Hat” has the authority to eject a player, cheerleader, sideline volunteer or spectator from a game if they are exhibiting any form of unsportsmanlike conduct. The “White Hat” has some latitude when dealing with an individual. After conferencing with his assistants, the “White Hat” will determine the level of ejection for the individual, tell both head coaches and notate it on his own paperwork.
- Players in the Game
  - When a player is ejected they may remain on the sideline but must remove their equipment (if level 2, 3 or 4). If the player fails to comply the “White Hat” has the right to initiate the following 3-step process of compliance:
    - Give 1 warning that said player must now leave the sideline now. If the player doesn’t leave;
    - The offending team will be penalized: Unsportsmanlike Conduct (15). If the player doesn’t leave;
    - the game will be Forfeit
- Coach/Team Manager Ejections
  - When a sideline volunteer is ejected they must leave the sideline and are prohibited from any further contact, direct or indirect, with the team during the “cool down” period or remainder of the game (if level 2, 3, or 4). They are not allowed in the stands either, but may stay in the facility. If the volunteer fails to comply the “White Hat” has the right to initiate the following 3-step process of compliance:
    - Give 1 warning that said volunteer must now leave the sideline now. If the volunteer doesn’t leave;
    - The offending team will be penalized: Unsportsmanlike Conduct (15). If the volunteer doesn’t leave;
    - the game will be Forfeit

### **Tripping**

Tripping is defined as intentionally using the lower leg or foot to obstruct an opponent below the knees. This is prohibited and will be penalized: Unsportsmanlike Conduct (5).

### **Unsportsmanlike Acts**

- A. There shall be no unsportsmanlike conduct or any act that interferes with orderly game administration on the part of players, substitutes, coaches, authorized attendants or any other persons subject to the rules, before the game, between periods or after the game.
- B. Specifically prohibited acts and conduct include: No player, substitute, coach or other person subject to the rules shall use abusive, threatening or obscene language or gestures, or engage in such acts that provoke ill will or are demeaning to an opponent, to game officials or to the image of the game, including but not limited to:
1. Pointing the finger(s), hand(s), arm(s) or ball at an opponent, or imitating the slashing of the throat.
  2. Taunting, baiting or ridiculing an opponent verbally.
  3. Inciting an opponent or spectators in any other way, such as simulating the firing of a weapon or placing a hand by the ear to request recognition.
  4. Any delayed, excessive, prolonged or choreographed act by which a player (or players) attempts to focus attention upon himself (or themselves).
  5. Obviously altering stride as an unopposed runner approaches the opponent's goal line, or diving into the end zone when unopposed.
  6. Removal of a player's helmet before he is in the team area (Exceptions: Team, media or injury timeouts; equipment adjustment; through play; between periods; and during a measurement for a first down).
  7. Punching one's own chest or crossing one's arms in front of the chest while standing over a prone player.
  8. Going into the stands to interact with spectators, or bowing at the waist after a good play. C.

If committed while the ball is alive, these fouls are treated as dead-ball fouls.

### **Contacting a Referee**

Intentionally contacting a game referee physically during the game by persons subject to the rules is a foul. This will be penalized as a dead-ball foul (15 from the succeeding spot) and Level 4 Ejection. If the person is found guilty of physically attacking a referee they will be charged with a Level \_\_ Offense by way of an Executive Grievance. In addition the referee may file charges.

Any Rule listed in this section supersedes any Rule in other Chapters.

### **SPORTSMANSHIP**

1. Any player/coach/spectator involved in a fight will be automatically ejected from the game and will be suspended for a minimum of one game. If the incident is serious, the player/coach will be suspended additional games or removed/ejected for the remainder of the season upon discretion of the Superintendent of Recreation, regardless if its regular season games or tournament games.
2. Vulgar language, obscene gestures, threats and physical violence - regardless which player(s)/coach(es), spectator(s) or volunteer(s) started it will result in a minimum suspension of one game to removal from league play or a maximum of life suspension from any Edinburg Parks and Recreation Department league, regardless if its regular season games or tournament games.
3. Every coach, player or spectator is responsible for his/her own conduct on and off the playing field. Coaches are responsible for their team player's parent's conduct on and off the playing field. Unsportsmanlike conduct by coaches, spectators, or participants will not be tolerated, regardless if its practice, regular season games or tournament games. Individuals may be suspended due to unsportsmanlike conduct at the discretion of the Superintendent of Recreation.
4. Any coach, player or spectator that is ejected from the game or facility has one minute to leave the park and two minutes to leave school/city grounds and will be suspended for one game, regardless if its regular season games or tournament games. Should a player, coach or spectator be ejected on a second occasion, the offender(s) will automatically be suspended for the remainder of the season. The league supervisors/officials have the authority to eject any player, coach or spectator at any time for unsportsmanlike conduct. Failure to adhere to the rule, the Edinburg Police Department will be notified and the game will be determined a forfeit for that team.

5. Any assault or physical violence directed toward a league official and/or staff will result in a five (5) year to life suspension from further participation of any program sponsored by the Edinburg Parks and Recreation Department.
6. If the program monitor or referee witnesses any act of tackling, elbowing, cheap shots, blocking, or any other unsportsmanlike act, the game will be stopped and the player will be given a warning then ejection from the game.
7. Taunting or “trash talking” to opposing player(s) or coaches will not be allowed. Profanity by any player/coach will NOT be tolerated. Referee has the right to determine language which is offensive. The referee will give one warning to each team and if the taunting or “trash talking” continues the player/coach will be ejected from the game.
8. When a warning is given to the head coach or assistant coach, the warning pertains to both coaches.
9. Any player/coach that is ejected from the game will have to sit out one game. If player/coach is ejected a second time, player/coach will be removed from the league. If player is removed from league, player will not receive a refund. If coach is removed from league, coach will not be able to coach any youth league in Edinburg for one year.
10. Referees will determine incidental contact which may result from normal play.
11. If a parent or parents are getting out of line, the game official will call time during the game and warn all the parents that are on the sideline that 1.) if parent(s) cannot keep their comments to themselves or behave in an appropriate manner, that they will be asked to leave the park. 2.) If the parent(s) does not want to leave the park, then the police department will be called to escort them out. 3.) If the official(s) feels that continuing the game poses a threat to their safety, the game will end at that moment and whichever team is winning at that point will receive the win or the loss. If the teams are tied, it will be considered a tie.
12. Tournament Play: Any player, coach or spectator that is ejected from the game or facility will not be able to play or enter the park for the remainder of the tournament.