



# Football Playing Rules

Adopted April, 2006

## **RULE 12: PLAYING RULES**

- A. All games will be played according to the National High School Athletic Federation and the Florida High School Activities Association (FHSAA) rules, with the following exceptions:
1. Quarters will be ten (10) minutes for Varsity Division and Junior Varsity Division, and eight (8) minutes Midgets, Super Midgets and Flyweight games.
  2. The following ball sizes will be used (brand must be Wilson):
    - (1) Flyweight, Super Midget and Midget Division: Wilson K-2
    - (2) Junior Varsity Division: Wilson TDJ
    - (3) Varsity Division: Wilson TDY.
  3. All night games preceding a school day will begin no later than 7:30 p.m., except in extreme circumstances as determined by the WCYFC President as being in the best interests of the Conference.
  4. No game will begin after 10:00 p.m.
  5. All games should start as close to the scheduled time as possible. A reasonable amount of time will be allowed for proper player warm-ups, official's instructions and introduction of team captains.
  6. In all divisions, two (2) points will be scored for kicking the "point after touchdown" and one point (1) for running or passing a "point after touchdown."
- B. Along with standard on-field officials, each game will have one official to run the official scoreboard clock, if such official is available.
- C. All teams will refrain from running up scores. Coaches and Trustees are under an obligation to promote sportsmanship and fair play to take reasonable steps to avoid running up the scores and, thereby, demoralizing and embarrassing the opposing team.
1. When there is a point spread of thirty (30) points or more, the following rules will go into effect:
    - (a) There will be a mandatory continuous clock, except for time-outs, official time-outs, and injury time-outs. The team leading by thirty

(30) points or more is prohibited from calling a time-out during the last two minutes of any game.

(b) When the point spread falls below thirty (30) points, normal time keeping will resume.

D. All member organizations are charged with the responsibility to ensure that all coaches are familiar with and understand these and all other applicable rules.

E. At the conclusion of every WCYFC football game, in the event of a tie score, following a 2 minute time out, the teams shall compete in a "Kansas Tie Breaker" as described in the National Federation of High Schools (NFHS) rules on page 71 of the 2001 rule book ("The 10 yard line overtime procedure, also known as Kansas Tie Breaker").

### **RULE 18: STOPPING, SHORTENING, OR POSTPONING GAMES**

A. All games must be played to completion, except under such conditions or circumstances where the safety and welfare of the players may be adversely affected. Both Head Coaches must agree to any shortening of a game.

B. A game may be postponed for good cause, providing the visiting team is given at least four (4) hours notice and there is agreement by both teams.

1. In the event the team desiring to postpone a game is unable to contact the Head Coach, Trustee, or President of the opposing team's organization, or the opposing team will not agree to a postponement, then the question will be submitted to the WCYFC President, whose decision is final.

2. The organization that initiated the postponement will be responsible for paying the officials if they cannot be contacted in a timely fashion.

C. Any game stopped due to adverse conditions (weather, etc.) will resume at the point where it was stopped, at a date and time set by the WCYFC President, if such resumption is warranted.

### **RULE 19: HOST ORGANIZATION RESPONSIBILITIES**

The home or host organization will have the following responsibilities:

A. Preparing and marking the field.

B. Providing all field markers and other necessary operating and officiating equipment.

- C. Other arrangements necessary for the conduct of the games.
- D. Chain crews:
  - 1. Chain crews will consist of three adults (no one under 18 years of age).
  - 2. Chain crews should be at their post at least five (5) minutes prior to the game time.
  - 3. Chain crews shall operate from the sideline on the opposite site of the press box.
- E. Clearing the field and having it ready for play at least one hour prior to the starting time of the first game, unless extraordinary circumstances exist.
- F. Providing adequate safety and first aid equipment and procedures.
- G. Adequate seating for teams and spectators.
- H. Restraining lines between the spectators and the playing field.
- I. Donations at the admission gate are permitted, but will not exceed \$2.00 for adults, \$1.00 for children. NOTE: No person will be denied admission for not offering a donation.
- J. [DELETED]
- K. The home team Trustee shall be responsible for reporting the scores of that days games within 24 hours to the Trustee appointed by the Conference President to handle the scores and standings.
- L. The Trustee appointed by the President to be the liaison with the officials' organization, shall obtain from the game officials, a written report (on a form provided by or approved by the Board of Trustees) detailing any player, coach, or other ejections from the game, pursuant to Rule 28.
- M. Game officials must submit a roster card / crew member card to the home field trustee prior to receiving payment for any games officiated.
- N. At the option of the home field league, the visiting team may be invited to provide an announcer for every game. If so, each announcer shall introduce their own team. The announcer for the team on offense announcer while the announcer for the team on defense spots.

## **RULE 29: SPECIAL RULES FOR THE FLYWEIGHT DIVISION**

1. Regulation field shall be used. Eleven players per side.
2. NFHS rules will be used with exceptions listed on this sheet
3. Each game shall be played using four (4) eight minute quarters, regulation clock.
4. Delay of game shall be called following 30 seconds from the ready for play signal
5. Kick-off shall be from the 40-yard line. R's free kick line shall be the 50
6. Regarding Kicks:
  - a. If a free kick is muffed or the player in possession following a kick fumbles the ball, it is dead and the covering official shall sound his whistle.
  - b. On 4<sup>th</sup> down, the offense may choose to kick the ball or have the ball spotted ten yards from their line of scrimmage and the ball will turn over on downs at that spot.
  - c. On punts, the kicker must kick the ball without being rushed. The defense must move outside the hash marks. Following the punt, the ball will automatically be dead at the spot where it rolls dead. There shall be NO returns on punts.
  - d. On 4<sup>th</sup> down, the head coach of the team on offense must declare to the referee if he is going for it, punting or wants the ball placed ten yards downfield.
7. One (1) coach may be on the field with each team and may not have contact, including verbal, once the ball is snapped. First offense: warning, Second offense: 15 yards for unsportsmanlike, Third offense: ejection.
8. Extra points must be by run or pass only. No kicking. Run = 1 point. Pass = 2 points. There shall be no field goal attempts
9. Half Time shall be 7 & 3.
10. If a game ends in a tie, Kansas tie-breaker shall be used.
11. All penalty enforcement shall be in accordance with NFHS rules as used in all other tackle games used in youth football.

12. Only one defensive player may line up between the offensive guards. This permitted defensive player may choose to line up in the gap or head-on with the center. This defensive player must be in a 3 or 4 point stance. Violation of this rule is a dead ball foul for "Illegal Defense" and shall result in a 5 yard penalty assessed against the defensive team.
13. No defensive player may blitz between the offensive guards. Violation of this rule is a live ball foul for "Illegal Defense" and shall result in a 5 yard penalty against the defensive team.