

Tournament Rules (adopted from
GATEWAY FOOTBALL LEAGUE 2011 LOCAL RULES)

Roster:

1. Maximum of 35 players
2. All players must be on final roster, (Nov. 10, 2011)
3. All players must be 8th grade or under.
4. Minimum age is 6 years old.
5. Any player turning 15 years old in 2011 is ineligible.

I.D. Cards/Final Rosters:

1. All organizations must use their league issued/approved I.D. cards (if available) and their final tournament roster.
2. All Coaches must have player I.D. cards/roster with them during each pre-game check in.

Pre-game check in will be 5 minutes before game time in the end zone. (If a player is not present for pre-game I.D. check they do not play. Opposing coach may waive this rule)

Certification:

1. A player must be certified by a tournament official before he can play in a game.
2. Birth certificate and report card will be needed at certification
3. Any game that an ineligible player participated in will be a forfeit.

STRIPER RESTRICTIVE POSITION

1. If a player does not make weight he must play a restricted (striped) position.
2. All non striped players within 15lbs of the running weight will be weighed at check in before 1st game

Helmet Stripes:

1. 1/2 inch to 2 inch wide tape.
2. Stripes run from ear hole to ear hole, unless the helmet has a decal, then it runs from decal to decal across the top of the helmet, and along the bottom of the back.

The following weights are without equipment:

2nd grade

83 lbs. & under NO Stripe

84 lbs. & up YES Cannot play offensive back or end

3rd grade

93 lbs & under NO Stripe

94 lbs & up Cannot play offensive back or end

4th grade

103 lbs. & under NO Stripe

104 lbs. & up Cannot play offensive back or end

5th grade

113 lbs. & under NO Strip

114 lbs. & up Cannot play offensive back or end

6th grade

None

7th grade

None

8th grade

None

Ball Sizes:

Rawlings Wilson Nike

2nd,3rd,4th,5th grades pro5pw / st5cpw K2 Pee Wee

6th,7th grade pro5j / st5cj _ TDJ Junior

8th grade pro5y / stcy / r5 TDY Youth

1. The home team will supply the game ball. The visiting team may use their ball if preferred.

2.Only the designated football sizes or larger may be used.

The player's jersey number will not restrict him to a certain position as in high school rules.

A younger player can be moved up to the next age bracket. Once the player is moved, he must stay there for the remainder of the tournament.

Any player can punt or kick the ball but may not advance or line up in a position to advance the ball when on offense if he is restricted by a stripe.

Games

A) All games are eight (8) minute quarters

B) Half time: seven (7) minutes + three (3) warm up minutes

C) Chains: The home team is responsible for working the chains. The chains must stay on the home team side of the field.

D) Extra Point: Two points for a successful kick or pass. One point for a successful run.

E) Tie Breaker: Each team gets four downs starting at the ten yard line. Your series ends if you score, fumble and the other team recovers, or you throw an interception. An extra point try should follow a touchdown.

the tie breaker rule will continue until one team wins. Each team shall be permitted one timeout during each overtime period.

F) Continuous clock: Starts at 25 point differential, in the second half. If both coaches agree and the point differential is 25 the continuous clock can start in the first half.

When the Continuous clock is in effect and after a score and try, the losing team will put the ball in play at their 40 yard line.

G) Violations of the rules will be an unsportsmanlike conduct penalty.

Guidelines adapted for 2nd, 3rd, 4th, 5th grades

2nd and 3rd Grades:

1. Two coaches will be allowed on the field.
2. When the quarterback starts his cadence the coaches must stop coaching (stop talking and communicating to the players) and must be 10 yards behind the deepest player or official, whichever is the furthest.

* Penalty – 5 yards

3. All interior defensive lineman must be in a three or four point stance.
4. Punts, field goals, and kicks for an extra point are dead. (NO RUSH). The ball must be kicked within 25 seconds of the snap and between the offensive tackles.
5. The snapper must snap between his legs on all kicks.
6. NO BLITZ.

a) Maximum of six (6) players on the defensive line. All other players must be five (5) yards from the line of scrimmage on the snap. If the ball is at or inside the five (5) yard line the rule does not apply.

7. The ready for play clock will be 40 seconds.

8. Illegal formation

* Penalty – 5 yards.

a) Examples, but limited to: a striper on the end of the offensive line and more than 6 players on the defensive line.

4th Grade:

1. One coach will be allowed on the field.
2. When the quarterback starts his cadence the coaches must stop coaching (stop talking and communicating to the players) and must be 10 yards behind the deepest player or official, whichever is the furthest.

* Penalty – 5 yards

3. All interior defensive linemen must be in a three (3) or four (4) point stance.
4. Punts, field goals and kicks for an extra point are dead. (NO RUSH). The ball must be kicked within 25 seconds of the snap and between the offensive tackles.
5. The snapper must snap between his legs on all kicks.

6. No Blitz

- a) Maximum of six players on the defensive line. All other players must be five (5) yards from the line of scrimmage on the snap. If the ball is at or inside of the five (5) yard line the rule does not apply.

7. Illegal formation

* Penalty – 5 yards.

- a) examples, but limited to: a striper on the end of the offensive line or more than 6 players on the defensive line.

5th Grade

1. All interior defensive linemen must be in a three (3) or four (4) point stance.
2. Punts, field goals and kicks for an extra point are dead. (NO RUSH). The ball must be kicked within 25 seconds of the snap and between the offensive tackles.
3. The snapper must snap between his legs on all kicks.
4. No Blitz
 - a) Maximum of six players on the defensive line. All other players must be five (5) yards from the line of scrimmage on the snap. If the ball is at or inside of the five (5) yard line the rule does not apply.
5. Illegal formation
 - * Penalty – 5 yards.
 - a) examples, but limited to: a striper on the end of the offensive line or more than 6 players on the defensive line.

Field Requirements

1. Fields will be roped off on both side lines from the 15 yard line to the 15 yard line.
2. The ropes will be 10 yards from the sideline.
3. All fans must be between the 15 yard lines.

Conflicting Jersey Colors

1. The home team is required to change their jerseys if both teams have the same color jerseys. If they don't have different jerseys then they must wear a different colored pull over.

