

KIWANIS YOUTH FOOTBALL RULES 2014

1. Referees: League will provide officials.
2. Protest: NONE, we live with the mistakes. The Code of Conduct will be enforced.
3. Game Clock: 4-10 minute quarters
Game 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
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 one (1) minute in length.
5. Play Clock:
 - a. Time Limits:
 - i. ball must be snapped within 35 seconds after the ball is declared ready for play
 - b. Violation of time limits:
 - i. A time out will be charged, if no timeouts – 5 yard penalty
6. Penalties:
 - a. Holding 10 yards.
 - b. Clipping 15 yards.
 - c. Personal foul 15 yards.
 - d. Any Grabbing of the Helmet – will be called 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.
 - i. “Horse Collar” foul 15 yards.
 - j. Illegal formation (shotgun) – 5 yards
 - k. “Submarine” move – personal foul – 15 yards
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.

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)

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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) defensive players on front line. All other players must be three (3) yards or more off the ball when snapped. Violation will be an off-sides call. **This rule will be strictly in forced.** When the ball is on the three (3) yard line or less, all other players may be one (1) yard off the ball.
 - b. Only eight (8) players on the line in offense.
 - c. Defensive 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.
 - f. Shotgun Formation is not allowed – illegal procedure penalty if tried
 - g. Defensive line shall not “submarine” or dive at offensive line player's knees or lower leg.
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 teams shall use BHS 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!!!!!!**