



THOMASVILLE YMCA YOUTH TACKLE FOOTBALL RULES

www.ymca-thomasville.org

AGE CONTROL DATE IS AGE PRIOR TO SEPTEMBER 1 OF THE CURRENT YEAR.

BIRTH CERTIFICATES ARE MANDATORY FOR ALL PLAYERS.

1. The following criteria is used to determine tackle league participation:

(Cutoff Date - age prior to September 1)

- a. **Peewee League** 7-8 year olds (cannot turn 9 before September 1st)
- b. **Midget League** 9-11 year olds (shall be 11 and under prior to September 1st)

NO 11 YEAR OLD IS ILLIGABLE FOR ALL STAR PLAY

All playing rules will be in accordance with the current edition of the GRPA Athletic Manual, Georgia High School Association and National Federation of High Schools except as herein amended.

LENGTH OF GAMES

1. A regulation game shall consist of (2) 20-minute halves. PEEWEE (7-8) yr olds
2. A regulation game shall consist of (2) 25-minute halves. MIDGET (9-11) yr olds (Running clock in 2nd half with 18 point lead)
 - a. Each team shall be allowed three (3) timeouts per half.
 - b. Half-time shall consist of 3 minutes.
 - c. The game clock will be continuous except for timeouts other than the last two minutes of each half
 - d. During the last two minutes of each half the time will stop after each score & after extra points.

SPECIAL PROVISIONS

1. The playing field is 80 yards long and 40 yards wide.
 - a. All distances will be 80% of a high school football field.
 - First Down Distance is 8 yards
 - Penalties are 12, 8, and 4 yards
2. Play Clock: Once the ball has been spotted, the offensive team will have a total of 45 seconds (PeeWee 7-8) to snap the ball. A warning will be given at the 35th second if ball has not been snapped. If 45 seconds are up, delay of game penalty (4 yards).
Play Clock: Once the ball has been spotted, the offensive team will have a total of 35 seconds (Midget 9-11) to snap the ball. A warning will be given at the 25 second if ball has not been snapped. If 35 seconds are up, delay of game penalty (4 yards).

WEIGHT LIMITS

1. A player's official weight will be recorded at time of equipment issue. The maximum weight limits for any player to receive a hand-off or pass:
 - Peewee 100 pounds
 - Midget 125 pounds

Players over weight limit must wear a red stripe down the middle of their helmet. They must also play on the line (defensive end to defensive end/ offense tackle to tackle) and down in a 3 or 4 point stance. Coaches will be responsible for maintaining the stripes and making sure players are in correct playing position. *Helmet decals/stickers must not consist or resemble a red stripe of any kind.***

Players with red stripe are eligible to punt and kick.

Striped players May recover a fumble or intercept a ball but cannot advance. Ball is marked dead at the point of recovery or interception.

- **I encourage coaches in the 11u division to use striped players for punts and kicks, for either kick off or extra point attempts. That way those players get more variety in the game other than being on the offensive or defensive line.**

KICKOFFS

1. There will be no kickoffs for Peewee League (7-8). The ball will be placed on the 20 yard line to begin play.
2. There will be a kick off for Midget League (9-11). Ball Kicked from 30 yard line. This is a live play. If ball is kicked out of bounds, the ball will be placed at the 35 yard line or at the out-of-bounds point, whichever is greater.

PUNTS

1. The offensive team must verbally state their intention of punting before leaving their huddle.
2. There will be NO PUNTS in the Peewee (7-8) Division. The ball will be marked 30 yards from the line of scrimmage or half the distance from inside the 20-yard line by the referee. (ball cannot be spotted deeper than the 10-yard line)
3. There WILL BE PUNTS in the Midget (9-11) Division. However, it is a dead ball kick. The punter and the receiver are the only live players. The ball will be spotted where the receiver catches it or controls the ball.

OFFENSIVE/DEFENSIVE ALIGNMENT

1. In the 7-8 divisions, a defensive player is not allowed to line up over the center. As a result of this rule, there will be no quarterback sneaks. The QB must be led by a running back if running up the middle. The QB may run outside the guards and there are no direct snaps to anyone other than the quarterback. The penalty for this infraction is the same as illegal formation (4 yards).
2. Unbalanced lines are not allowed. Team must have a guard and tackle on both sides of the center. A tight end can be on either side, or both sides, but not on the same side. A team may have no more than six (6) men on the line of scrimmage (all other defenders must be 3 yards back from the line of scrimmage). Since an offense can line up in a formation with 2 tight ends, a team may have 6 players on the defensive line at any time.
4. All Defensive linemen must be down in a 3 or 4 point stance – any player defensive end to defensive end is considered a lineman on the line-of-scrimmage. Linebackers must play tackle to tackle and must be at least 3 yards back.

EXTRA POINTS

1. Extra Points: The ball will be placed on the 3 yard line. (Both 11u and 8u Divisions)
1 point for running in the end zone – Rules for extra points here will remain the same for the YMCA league
2 points for utilizing a forward pass - Rules for extra points here will remain the same for the YMCA league
Coaches Disclaimer The GRPA has a different set of rules for Extra Points.
For 8u Division: 1 point from 3 yard line, run or pass. 2 points from 5 yard line, run or pass.
For 11u Division: 1 point from 3 yard line, run or pass. 2 points for an extra point kick, ball placed on 3 yard line.

COACHES

1. 8&U- (2 Coach on Offense & 2 Coach on Defense) During games
2. 11&U- (1 Coach on Offense & 1 on Defense) For 1st 2 games ONLY. After that coaches must remain on sideline.
2. On-field coaches must be located to the rear of the furthest player back at the time of the snap. Failure to do so will result in a penalty – illegal procedure (4 yards).

YMCA Rules

1. Picture I.D. cards (badges) are mandatory for all coaches on the field of play. If the identification card is not in possession it is a 12 yard penalty on kick off or first possession (first offense). If a coach forgets badge a second time then that coach will not be able to participate, and will be required to watch the game with the rest of the parents off the field of play. 4 Coaches will be allowed on the sideline for each team.
2. All players must participate in the game unless coaching reasons are declared prior to the game to the opposing coach and game referees.
3. If a player does not want to play for whatever reason, the parents need to contact Noah or Greer.
4. Game time is forfeit time. Teams must be ready to play at scheduled time.
5. If a games tied at the end of regulation each team will get 1 possession. Ball will be placed on the 20 yard line and play will begin.
6. *Coaches Reminder* Players will be weighed again 2 hours prior to GRPA bowl game per their rules.
7. The purpose of this program is to provide wholesome recreation with emphasis placed on fun, participation, and fundamentals. The maximum participation of each team member is strongly recommended and expected. It is also the purpose of this program to teach and practice good sportsmanship. The YMCA reserves the right to exercise whatever action it deems necessary to assure fulfillment of this purpose.