

# Wylie Football League

## 11 MAN TACKLE FOOTBALL RULES

### Rule 1 – Game Day

- 1.1 All parents and team volunteers are expected to participate on game day.
- 1.2 WFL will set up all fields prior to the start of the first scheduled game and will clean up the facility at the end of the last scheduled game with the help of all participants.
- 1.3 Coaches are expected to encourage their players and parents to pick up any debris left on the sideline after the game to assist WFL staff with cleanup.
- 1.4 Visiting teams must provide a volunteer to run the first down indicator and two individuals to run first down chains selected prior to the game. indicators and markers can be run from the visitors' side of the field

### Rule 2 – Pre-Game Checks

- 2.1 Reserved
- 2.2 Teams must be present at least a half hour prior to their scheduled game to check in and all players must be checked in prior to kickoff. Any player that does not check in prior to kickoff will be ineligible for that game. If a player enters a game without checking in, the team will forfeit that game and the game will end immediately.
- 2.3 All players must be paid in full and on the official roster/check in sheet to be eligible to play. It is the team's responsibility to make sure that rosters are correct.
- 2.4 Players must check in for a minimum of 4 regular season games to be eligible for the playoffs during a standard 7 game regular season. Players can check in for games while injured and have that check-in count toward the minimum game play.
- 2.5 Players can change teams in the middle of the season with WFL Board approval. This must be done prior to the 3<sup>rd</sup> game of the season. A player can transfer to any team in that division unless the team he is transferring to one that he has already played against. If this is the case, he must have a written release from his Head Coach. This rule is to help maintain the integrity of play. WFL

### Rule 3 – Forfeitures, Cancellations, Overtime

- 3.1 Any forfeited game will result in a 35 – 0 score.
- 3.2 All teams in the Tackle divisions must have a minimum of 14 players and a maximum 18 on their roster to be considered a team and put onto the schedule (this rule is subject to the WFL Board of directors' discretion)

# Wylie Football League

- 3.3 Teams may begin a game with a minimum of 10 players. If a team drops below 9 players for more than 2 plays, the game will be forfeited and recorded as 35 – 0 but will be played as a scoreless scrimmage to provide the children the ability to participate. Coaches are encouraged to even the players on both teams.
- 3.4 Mercy Rule: Once a team has a lead by 35 points the score is officially frozen. At the losing teams' discretion, the game can be continued as a scrimmage game without further score being kept. We ENCOURAGE all teams to utilize this time to include players that may not get ample playing time to help train and further develop skills.
- 3.5 In case of a tie each team will get one possession from the ten (10) yard line to score. First possession will be determined by coin toss (visitor calls), the winner of which chooses offense or defense. Fumbles and interceptions cannot be returned for defensive points. If the defense gains possession, the offensive set of downs will not continue (per NFHS overtime rules). This will continue until a winner is determined. There are no ties.

## Rule 4 – SIDELINE REPRESENTATIVES

- 4.1 Each team will be allowed FOUR (4) individuals on the sideline. These individuals must be currently registered for the current season with the WFL. Individuals who are not registered with the WFL will not be allowed on the sidelines or in the coaching area. Teams can also utilize two (2) water boys under the age of 18. This does not include the score keeper, chain crew, or EMT. All sideline personnel must be on the teams official Coach List submitted to the league office with all required background checks and certifications.

## Rule 5 – EMT

- 5.1 Each team must have at least one volunteer staff that is first aid certified at all practices, games, and team events.
  - All coaches and assistants will be required to have concussion training as well as CPR and first aid training
- 5.2 All teams must have a first aid kit at all practices, games, and team functions.
- 5.3 If a major injury occurs during the game, the volunteer medical personnel for the game and WFL staff will make a discretionary call as to whether the game is to continue.

# Wylie Football League

## Rule 6 – Definitions of Divisions, League Age and Player Eligibility

- 6.1 Each player's league age will be determined as of September 1<sup>st</sup> of the year that the Fall Season is set to begin. For example, September 1<sup>st</sup>, 2018 will be used for the Fall 2018 and Spring 2019 seasons.
- 6.2 Grade level for the all Divisions will be determined by the grade that the child will be entering in the Fall school year.
- 6.3 Players may participate in more than one division if they meet the requirements for both divisions. Players that do so must pay for both divisions in full.
- 6.4 The tackle Divisions are defined as follows:
  - 6.4.1 The Freshmen Division will be defined as 3<sup>rd</sup> grade ages 7-8.
  - 6.4.2 The Sophomore Division will be defined as 4<sup>th</sup> grade ages 9-10.
  - 6.4.3 The Junior Division will be defined as 5<sup>th</sup> grade ages 11-12.
  - 6.4.4 The senior Division will be defined as 6<sup>th</sup> grade ages 12-13
    - a) AND the player must also be in the 6<sup>th</sup>, 7<sup>th</sup> grade
    - b) AND is not currently playing in football in Jr. high school
- 6.5 **Weight limits:**

Weight limits for carrying the ball for each League are:

  - 6.5.1 Freshman League – 90 lbs.
  - 6.5.2 Sophomore League – 105 lbs.
  - 6.5.3 Junior League – 120 lbs.
  - 6.5.4 Senior League – 140 lbs.
- 6.6 The mandatory numbering rule is to be expected for All Leagues.
  - 6.6.1 Players over the ball carrying weight must wear 90 series numbers on jersey
  - 6.6.2 If an offensive player over the weight limit possesses a forward or backward pass or recovers a fumble the ball will be dead at the point of completion or recovery.
  - 6.6.3 A player not weighing prior to that player's first game will be required to wear a 90 number
    - a) Any player wearing 90 series number and playing offensive center, guard, or tackle will be considered an illegal receiver or ball carrier.
    - b) Any player wearing a 90 series number, may kick punts, but cannot run, hand-off, or pass the ball while in punt or formation.
    - c) Any player wearing a 90 series number can kick extra points and field goals but cannot advance the ball in any other method other than a kick.
    - d) If an offensive player wearing 90 series number possesses a forward or backward pass or recovers a fumble the ball will be dead at the point of completion or recovery

# Wylie Football League

- e) Any player wearing a 90 series number may not carry the ball or line up in the backfield or as an eligible receiver (except for holding for extra point or field goals).
    - A Coach/Team in violation of this rule will be charged a 15 yd. Penalty for unsportsmanlike
  - f) Exception: A player wearing a 90 series number will be recognized as an eligible receiver if they line up on the line in a Tight End position and must comply with rules governing eligible receivers, except numbering.
- 6.6.4 Any defensive player possessing the ball (i.e. fumble recovery or interception) may advance that ball without limitation.
- 6.6.5 A player's weight on weigh-in day will be his/her playing weight for the season.
- 6.6.7 There will be designated dates for weigh-ins. Players should weigh in on weigh-in days after they sign up. All weigh-ins will be conducted and observed by members of the WFL Board. Players will have one chance to weigh in, and there will be no re-weigh. Once a player steps on the scales, they are done!

## Rule 7 – Game, Field, Players, and Equipment Sub Section

### A: The Field and Markings

- 7-A.1 The game field will be played on a field 120 yards long (100 yards of playing field with two ten-yard end-zones) and 50 yards wide. Midfield will be set at 50 yards.
- 7-A.2 Each field will be marked with yard markers.
- 7-A.3 A soft, flexible pylon will mark all four inside corners of both end zones.

### B: Game Equipment

- 7-B.1 Football Size Requirements:

#### FOR THE FRESHMEN & SOPHMORE WEIGHTED DIVISIONS

**WEIGHTED DIVISIONS:** The game ball must be a Pee Wee Size Football in a traditional brown or tan color. A Wilson size K2 should also be used as a comparison as that is the official football of AYF. The officials will rotate balls from each team while they are on offense. Teams can choose to use a game ball larger at their own discretion for their own offensive possessions.

#### FOR THE JUNIOR & SENIOR DIVISIONS WEIGHTED

**WEIGHTED DIVISIONS:** The game ball must be a Junior Size Football in a traditional brown or tan color. A Wilson size TDJ football should also be used as a comparison as that is the official ball of AYF. The officials will

# Wylie Football League

rotate balls from each team while they are on offense. Teams can choose to use a game ball larger at their own discretion for their own offensive possessions.

**\*Special Note\* - A Wilson size TDY football will be used for the Jr. Sr. Weighted Divisions. While a team cannot use a ball that is smaller than the ones chosen for their divisions, they may choose to use the larger football.**

- 7-B.2 Each team will supply their own game football.
- 7-B.3 A kicking tee must be provided by each team to utilize during kickoffs.
- 7-B.4 The league will provide a down indicator and two first down markers attached to a ten-yard chain. The visiting team is responsible in providing volunteers to run the down indicator and first down chains during the game.
- 7-B.5 The game officials will operate the game clock on the field if scoreboard is unavailable or not functioning.
- 7-B.6 Reserved.

## C: Player Equipment

- 7-C.1 Each participating player must wear the following pieces of equipment, which cannot be altered.
  - A. A standard helmet and facemask is required. The helmet must be properly secured with a four snap chin strap.
  - B. A seven-piece pant pad set consisting of hip pads, thigh pads, knee pads, and a tailbone protector.
  - C. Football pants that cover all pant pads.
  - D. Enclosed shoes comprised of rubber cleats or regular tennis shoes.
  - E. Shoulder pads that are fully covered by the player's jersey.
  - F. A mouthpiece that is not clear or white. (mandatory)
  - G. Any player that wears a visor must make sure the equipment is clear and does not tint at any point. Tinted glasses are allowed.
  - H. No jewelry. No exceptions
- 7-C.2 The head coach is responsible for checking with a game official that all players are properly equipped.
- 7-C.3 If a player is missing equipment or participating with illegal equipment, the player must make the proper correction before participating any further in the game.
- 7-C.4 An unsportsmanlike conduct penalty of 15 yards will be enforced for player's wearing improper equipment during a play. At the Officials Decertation

# Wylie Football League

## D: Coaches Field Rules

- 7-D.1 Electronic communication devices are prohibited regarding players and coaches. Coaches may use communication devices with one another, if these instruments do not effect play or involve communication with players and are restricted to sideline use only from each team's own side of the field.
- 7-D.2 **FOR THE FRESHMEN & SOPHMORE DIVISIONS ONLY:** for only the first two games of regular season, each team may have two (2) coaches on the field during play. Before the snap, both offensive and defensive coaches must be a minimum of twenty yards off the line of scrimmage. The defensive coach on the field must step out of the back of the end-zone prior to a play in the red-zone (inside the 20-yard line). The coaches may not interfere with the play of the game or they will receive a fifteen-yard penalty. Once the quarterback is under center, on field coaches must be silent until the ball is snapped.
- 7-D.3 **FOR THE JOUNOR & SENIOR DIVISION ONLY:** for only the first two games of regular season, each team may have one (1) coach on the field during play. Before the snap, both offensive and defensive coaches must be a minimum of twenty yards off the line of scrimmage. The defensive coach on the field must step out of the back of the end-zone prior to a play in the red-zone (inside the 20-yard line). The coaches may not interfere with the play of the game or they will receive a fifteen-yard penalty. Once the quarterback is under center, on field coaches must be silent until the ball is snapped.
- 7-D.4 After the Teams first two games of the regular season, Coaches will no longer be allowed on the field during play.

## E: Blocking

- 7-E.1 Blocking below the waste will coincide with WFL rules to teach the players how they will be blocking once they start High School Football the proper way.

## F: Scoring

- 7-F.1 Scoring is as follows and is the same for all leagues:
- a) Touchdown = 6 points
  - b) Safety = 2 points
  - c) Point after touchdown - (PAT) - RUN = 1 point (5 Yard line)
  - d) Point after touchdown - (PAT) - RUN = 2 point (10 Yard line)
  - e) Point after touchdown - (PAT) PASS = 2 points (5 Yard line)
  - f) Point after touchdown - (PAT) KICK = 2 points (3 Yard line)
  - g) Field goal - KICK = 3points

## Rule 8 – Length of Game, Substitutions, and Miscellaneous Rules

- 8.1 **All DIVISIONS:** The game shall consist of four eight-minute quarters. WFL rules regarding the stopping of the clock will apply throughout the game.

# Wylie Football League

- 8.2 There will be a one-minute intermission between the first and second quarter, as well as, the third and fourth quarter.
- 8.3 There will be a 5-10-minute halftime between the second and third quarters. WFL Staff & Referees may shorten the length of halftime based on the day's game schedule.
- 8.4 Each half of the game will be started by a kickoff. The Game Officials, in the presence of both teams' field captains, will toss a coin to determine possession at the start of the game. The visiting team will call "heads" or "tails." The winning team must select to kick, receive, or defer.
- 8.5 No team may have more than four captains and only one player shall be designated as the team spokesperson.
- 8.6 Clock will stop for the following reasons:
  - a) Charged time out.
  - b) Official time out. (Injuries, measurements, coaches / Officials conference, Etc.)
  - c) After a score.
  - d) Incomplete pass.
  - e) Ball out of bounds.
  - f) Change of possession

## Rule 9 – Substitutions

- 9.1 Players can be substituted only on a dead ball.
- 9.2 Substituted players must leave the field at the sideline in which his or her team occupies.

## Rule 10 – Kickoffs and Punts

- 10.1 Kickoffs to start the first or third quarter and after a touchdown or field goal will take place from the forty-yard line.
- 10.2 Free kicks after a safety will take place from the twenty-yard line.
- 10.3 Any player may punt the ball. (*Weight limit does not apply.*)
- 10.4 Rushing the punter is legal in the Senior and Junior Division.
  - 10.4.1 Junior/Senior League will have the option the first two (2) games to punt or to advance the ball 25 yards down field and give the opposing team possession. Team may not exercise punt option within the 26- yard line. The Jr. / Sr. League



# Wylie Football League

will have regular punting rules and formulations

10.5 Teams in the Freshmen and sophomore Divisions cannot rush the punter. Everyone must be set until the ball is kicked. In those 2 divisions, the punt must be declared.

**10.5.1 If a Freshman/Sophomore League team elects to punt the ball:**

- a) They must notify the defense that they intend to punt the ball
- b) There will be no fake punts.
- c) Defense cannot rush the punter
- d) Defense must have eight (8) players on the line of scrimmage.
  - i. Players on the line of scrimmage must stay in place until the ball is kicked.

10.6 A punter over the weight limit for any reason may not advance the ball beyond the line of scrimmage.

10.7 Freshman/Sophomore League will have the option to punt or to advance the ball 20 yards. Down field and give the opposing team possession. Team may not exercise punt option within 21-yard line.

10.8 Onside kicks are allowed in all divisions

10.9 Freshman/Sophomore League: Will have an optional kickoff for the first 2 games. (Ball will be placed at the Team B 40-yard line as the alternative to exercising a kickoff. Accepted penalties may result in relocation of Team B's starting yard line.) After the second (2nd) game the kickoff becomes mandatory.

10.1 **Reserved.**

## Rule 11 – Timeouts

11.1 Each team will receive three (3) timeouts per half. One (1) timeout will be a 30 second time out. Two (2) timeouts will stop the clock only. The play clock will start immediately after the timeout. Timeouts do not carry over.

## Rule 12 – Extra Points/Field Goals

12.1 **FOR FRESHMEN & SOPHMORE DIVISIONS ONLY:** Kicking of Field Goals and Extra Points is allowed. The kick is declared and therefore will have no rush from the defense. Defenders can remain behind the line of scrimmage and attempt to block the kick without crossing the line. A normal play clock will be in effect for any kick in this division. Furthermore, the kick must take place with 10 seconds of the holder placing the ball down for the kicker. If the ball is not kicked within this time, a 5-yard delay of game penalty will be called.

- Kicked Field Goals will be worth 3 points.
- Kicked Extra points (**PAT**) will be snapped from the 3-yard line and worth 2 points.



# Wylie Football League

**12.2 FOR THE SENIOR & JUNIOR DIVISION ONLY:** Kicking of Field Goals and Extra Points is allowed. Teams can rush and block per NFHS rules. NFHS rules apply to Point After Touchdown (PAT's). Teams can elect to kick the PAT for 2 points snapped from 5-yard line. If a PAT attempt is faked, the offensive team can still convert the PAT with a score worth 1 point. Field Goals are worth 3 points.

**12.3 ALL DIVISIONS:** Extra points can also be attempted in the following forms:

**1 POINT PAT TRY:** Any scoring play from the 5-yard line.

**2 POINT PAT TRY:** Any scoring play from the 10-yard line.

## Rule 13 – Play Clock

13.1 The offense is given thirty seconds from the spotting of the ball to the time they must snap the ball to begin the next play.

## Rule 14 – Interceptions and Fumbles

14.1 Interceptions and fumbles are live in all divisions.

14.2 If anything, other than a hand or foot of the ball carrier touches the ground the player is down, whether touched by a player or not.

14.3 If an offensive player over the weight limit (*See 6.5*) possesses a forward or backward pass or recovers a fumble the ball will be dead at the point of completion or recovery.

## Rule 15 – Line-up Formations

15.1 The offense must have at least five players lined up on the line of scrimmage for every play. Five offensive linemen are ineligible receivers. The defense does not have a minimum number of players required to be on the line of scrimmage.

**15.2 FOR THE FRESHMEN & SOPHMORE DIVISION ONLY:** No individual player may be lined up directly over the center on defense; the center cannot be hit directly from the front (to allow snap exchange and center time to raise head). Both gaps to either side may be rushed.

15.3 Offensive linemen shall be in a minimum 2-point stance from tackle-to-tackle. This is defined as having both forearms / elbows resting on the player's thighs / knees. Penalty: 5 yards; repeat the down.

- the Tackle-to-Tackle position is defined as the outside shoulder of the Right Offensive Tackle to the outside shoulder of the Left Offensive Tackle.

15.4 Defensive linemen must be in a minimum of a three (3) point stance from the tackle to tackle position. Penalty 5 yards.

15.5 Middle linebackers (inside the tackle-to-tackle positions) shall remain a minimum of three (3) yards off the line of scrimmage until the ball is snapped.

# Wylie Football League

Penalty: 5 yards; automatic First Down.

## Rule 16 – Disciplinary Issues

- 16.1 Any issues with a coach, parent, staff, contractor, or league policy must be made to the league coordinator/Commissioner in writing.
- 16.2 All participants, parents, guardians, and coaches are required to abide by the league's code of ethics contained in this packet. Any violation of the codes of conduct may result in suspension or removal from the league.
- 16.3 The league Directors will review all written issues and determine resolution.
- 16.4 The league will have final judgment in all rulings. WFL has the authority to suspend or permanently remove any individual to uphold the mission and focus of WFL.
- 16.5 Field Coordinators/Directors-at-large are an extension of the Board of Directors of the WFL and their decisions will be treated with the same respect as the Officers of the WFL.
- 16.6 Field coordinators/Directors-at-large can issue a penalty on teams for unsportsmanlike conduct of parents and coaches who do not comply with league and site rules.

## Rule 17 – Playoff Tie Breakers

- 17.1 The first tie breaker will be head to head results.
- 17.2 The second tie breaker will be points allowed.
- 17.3 The third tie breaker will be coin toss.
- 17.4 Special note. If there is no clear winner of a tie breaker in the case of a multi way tie, points allowed will be the tie breaker.

## Automatic Disqualifications:

- i. Fighting whether it is a player or spectator
- ii. Striking, kicking, or kneeing any player or spectator
- iii. Intentional contact with a game official
- iv. Two un-sportsmanlike fouls by a player or spectator
  - Referee may eject a player, coach, and spectator for one (1) unsportsmanlike conduct depending on severity of action.
- v. Any other act that is unruly, rough, and/or flagrant
- vi. A spectator violating the parent line or cautioned parent area.

# Wylie Football League

## Rule 18 – 11 Man Weighted Division Football addenda

- 18.1 All rules for 11 Man Weighted Football will be the same as 11 Man Un-weighted Football with the following exceptions.
- 18.2 Players will be given only **one** opportunity to step onto the scale and weigh in. There are no 2<sup>nd</sup> attempts. Once a weight is recorded, that weight stands for that Season.
- 18.3 Reserved.

# Wylie Football League

## **DISCIPLINARY PROCEDURES AND PENALTIES**

1. The players, head coach, and assistant coaches can be in the coach's box on the sidelines. The coach's box is between the twenty-five-yard lines. These individuals must have proper identification to be on the playing side of the parent line. Failure to comply with this rule will result in a fifteen-yard unsportsmanlike conduct. All other parents, friends, and/or relatives must stay in the designated area, even if you are filming. Ladders are prohibited at each site to protect the children, fans, and staff.
2. Profanity and arguing with any game official, WFL staff, or opposing parent/coach is not allowed, **ZERO TOLERANCE**. This will be strictly enforced. Failure to comply will be handled as follows:

Coach will be ejected from the game and suspended by the league for up to three games. Coaches can only be reinstated at the leagues Division Commissioners' discretion.

Parent(s)/Guardian(s) will be ejected from the game and suspended for the following week's game. If the problem persists then the child of the parent/guardian may be suspended for one game.

Players will be ejected from the game and suspended for the following week's game. If the problem persists then the child may be suspended for the season and banned from future participation in the league. All Suspensions remain at the discretion of the leagues Division Commissioner.

3. In addition, any individual who is ejected from a game for any reason is subject to banishment from the league. **NO REFUNDS WILL BE GIVEN FOR THOSE IN VIOLATION.**
4. WFL considers the code of conduct sheet enclosed in this packet as the first warning to all individuals participating in the league.
5. Any parents found engaging in verbal or physical violence with other parents, coaches, referees, or WFL staff will be suspended indefinitely from the league.
6. Any player, coach, or parent that is ejected from a game is automatically suspended for the next game played by their team. This suspension is mandatory and cannot be reduced or removed, though it can be lengthened at league discretion.
7. There is no smoking, smokeless tobacco, or alcohol of any kind permitted at any WFL Field. Any parent breaking this rule will automatically be ejected from the league.