

Game day Guidelines:

2017 Update for 3rd Grade---must manage quantity of carries for 'Stripers' to not exceed 2 carries per half—or other applicable guideline.

1) Kicking game:

No kicking game, we start on the 30 yard line (coin toss determines possession)

2) Penalties:

No referees for the games. Rather, coaches will be the referees. One thing is guaranteed, there will be multiple infractions on both teams each and every play. PLEASE don't call each one of them. Calling/enforcing penalties should be extremely rare for 3rd grade football.

- Encroachment / False Starts: Replay the down if the infraction warrants it. For example, if the DT blows up the OG before the play starts, do it over. Vice versa, if the RT takes off a little early, let the play continue.
- Holding: If there is a blatant hold that is a game-changer, call it back. If not, have a discussion with the player to correct. There will be a TON of holding each and every game.

While we don't want to call penalty after penalty, we do want to give the players a sense of the game, which includes consequences. I recommend a warning or two, and if it doesn't improve, enforce the penalty.

Suggestion: While there can only be 1 coach in the huddle (i.e. an offensive and defensive coordinator). I would recommend one coach from each team help manage the line of scrimmage together (i.e. line up each player correctly) and watch for holding, facemasks, shooting gaps, etc. So in total, there would be 4 coaches on the field (but only one in the huddle). For consistency purposes, we would ask you referee your own team. If you see infractions on the opposing team, bring it to the other coach's attention and it will be the opposing coach's responsibility to make the correction. If the player fails to follow your direction, remove him from the game and have the sideline coaches work with him. Please do not work with an individual player extensively on the field at the expense of the other 17 players on the field. We want reps on Saturday!

3) Shooting gaps:

Defensive lineman CANNOT shoot gaps. The D-line MUST engage the O-line. If the opposing team is shooting gaps, bring it to opposing coach's attention.

4) Huddles:



One coach per team in the huddle. You have 30 seconds to call a play, please follow it....reps, reps, reps. Do NOT coach after the ball is snapped.....let the boys play!

5) QB/C Exchange:

If the exchange is fumbled, whistle the play dead.

- Weeks 1 and 2: A fumbled exchange will result in a redo. If the redo is fumbled too, it results in a down.
- Weeks 3 thru end of season: A fumbled exchange will result in a down (i.e. no redo's). We do this to speed up the game and reinforce the importance of this exchange.

6) Playbook:

Follow the playbook (i.e. don't call your own plays). If you call a pass play, the QB shouldn't just tuck and run a naked bootleg. If you call a 22 Dive, the RB should attempt the #2 hole first before he changes direction. If it's blatant, call it back.

7) Rotation:

My suggestion only. On a weekly basis, I would suggest you create 2 offenses and 2 defenses and rotate every 5 plays. This way, you can track who plays where and ensure each eligible player plays all skill positions. If you choose this route, you need to have a different backfield (RB's, QB, and Wing) for each offense. I've attached a spreadsheet that was used by a 3rd grade coach last year so you don't have to recreate the wheel. REMEMBER: everybody plays

8) Chain gang:

We need a few volunteers each game to run the chains. Please figure this out before the game starts. I'd also recommend finding a dad from each team to spot the ball after each play (one dad does it for the 1st half, and vice versa). This will also speed up the game, resulting in more reps.

9) Change of Possession:

Week 1: plays per team, per half. If you score on the first play, change of possession.

Week 2 +: If the offense does NOT gain a first down in 4 plays, it's a change of possession. If the offense DOES gain 10 yards during one of the 4 plays, the offense is awarded 4 more downs to score. If they do not score, it is a change of possession and the ball goes back to the 30yd line.

- The game seemed to flow better; but more importantly, the players really gained a sense of how important it was to gain those 10 yards.....the offense was 'rewarded' with 4 more plays to score. This twist also provides the players with a more realistic game vs. simply going back to the 30 yard line if the offense doesn't gain 10 yards in 4 plays.



You've heard it many times, but again....these scrimmages are NOT about winning. There is no postseason! The goal is to have these guys get as many reps as possible. Reps, reps, reps.

