

Texas Six Man Youth Football Rules

Flag

Pre-k -2nd Grade Only

Kick off ball will be placed at 30 yd line (no kick)

Defense - Players need to be 5 yards off the ball

Age limit for flag, can not be 9 years old as of September 1st

Pre-k -2nd Grades will have 60 second play clock
20 minute half's with a running clock, 6 minute halftime

Clock will stop for scores and extra points

Each team will get 3 timeouts per half

Any team that is ahead by three scores late in the game will not be allowed to take time-outs

Flag fumbles and interceptions will be "live" ball and will not be ruled dead

All flag players will use league supplied 3 flag easy release belt only

Extra point attempts-(1) point—from 5 yard line

Extra point attempts- (2) point—from 10 yard line

No stiff arms, no holding belts, shirts will be tucked in

Blocking with arms crossed in front

Free Punt If the possessing team is not able to punt the ball, the ball will be advanced by the officials 20 yards and spotted prior to the change of possession. If the possessing team punts the ball, the ball will be spotted where it comes to rest. Punts cannot be advanced by the receiving team

Flag players that tackle will be given a verbal warning and then they will be penalized a personal foul with a 15yard penalty

Coaches will be warned two times about players diving (for flags or fumbles), then players will have to set out three plays.

Overtime will be played from 20 yd line, both teams will get 4 downs, until one team scores and other does not.

No extra point attempts until 2nd overtime.

ALL PLAYERS MUST ATTEND SCHOOL AT THE COMMUNITY HE PLAYS FOR, NO EXCEPTIONS.

Texas Six Man Youth Football Rules

Tackle Played by Texas Six-Man High School Rules

3rd & 4th Grade Teams will have a 45 second play clock with 6 minute quarters
6 minutes halftime

3-4 grade games will be run (clock) as close to UIL Junior High rules as possible

Teams will switch ends of the field each quarter

Each team will get 3 timeouts per half

No hitting center while his head is down

Any team that is ahead by three scores late in the game will not be allowed to take time-outs

Child can play up

Age limit for 3-4, can not be 11 years old as of September 1st

Free Punt If the possessing team is not able to punt the ball, the ball will be advanced by the officials 20 yards and spotted prior to the change of possession. If the possessing team punts the ball, the ball will be spotted where the ball is caught by the receiving team, or where it comes to rest. Punts cannot be advanced by the receiving team

Extra point attempts-(1) point - same as regular Six-Man Rules

Extra point attempts-(2) point - all players are to remain on the field during a kicked PAT attempt. The defense may not rush a kicked PAT. A kicked PAT must be completed in a "football like motion". If the ball is not snapped to the holder, the play is dead. If the snapped is muffed by the holder, the holder may be allowed to place the ball on the block for the PAT attempt. If the holder has to move from a kneeling position, the play is to be ruled dead. The ball may be snapped either between the legs or to the side of the body. The ball must cross the snapper's body.

Mercy Rule – In the event a team leads the game by 45 points, the clock will run continuously and the score will not be kept moving forward. The score at the time the "Mercy Rule" is imposed will be recorded as the official score of the game.

ALL PLAYERS MUST ATTEND SCHOOL AT THE COMMUNITY HE PLAYS FOR, NO EXCEPTIONS.

Texas Six Man Youth Football Rules

Tackle Played by Texas Six-Man High School Rules

5th & 6th Grade Teams will have a 35 second clock with 6 minute quarters
6 minutes halftime

5-6 grade games will be run (clock) as close to UIL Junior High rules as possible

Age limit for 5-6, can not be 13 years old as of September 1st

Each team will get 3 timeouts per half

Any team that is ahead by three scores late in the game will not be allowed to take time-outs

Punts will be live.

Mercy Rule – In the event a team leads the game by 45 points, the clock will run continuously and the score will not be kept moving forward. The score at the time the “Mercy Rule” is imposed will be recorded as the official score of the game.

ALL PLAYERS MUST ATTEND SCHOOL AT THE COMMUNITY HE PLAYS FOR, NO EXCEPTIONS.