

2011 Sioux Border Conference League Rules- FINAL 5th & 6th Grade Tackle Football

The “National Federation of High School Associations” rulebook, as used in Iowa, will govern play in our league with the following exceptions, additions, clarifications and emphasis.

1. **Officials:** A minimum of 2 qualified officials are required by the home team at each game. (1 Certified Official is preferred but not required)
2. **Playing Fields:** Playing fields will be regulation 100-yard football fields. Players and coaches must remain in their respective players/coaches box.
3. **Ball Carriers:** Players exceeding **120 lbs for 5th or 130 lbs for 6th grade** may **NOT** carry the ball offensively to ensure safety of the other kids. If any player exceeding the weight limit happens to handle the ball as the result of play (i.e.-fumble recovery, interception) they **MAY** advance the ball as allowed per NFHSA rules. **Coaches are responsible for enforcing this rule in a fair and ethical manner.** Coaches are to weigh the players (No Pads) prior to the first game to determine which players are eligible to carry the ball offensively. The results of this weigh-in are to be utilized for the entire season.
4. **Game Times:** 12 minute quarters, continuous clock. **Clock will stop after a Touchdown and will start again on the offensive snap after the 2 point conversion.** Last 2 minutes of 2nd and 4th quarters, stop on out of bounds, incomplete passes, etc. **2 TIMEOUTS PER TEAM PER HALF.**
5. **21 Point Rule – If a team is ahead by 21 or more points in the 3rd or 4th quarter the clock will be continuous. (Time-Out, Injury, or an Official’s Time will stop the clock)**
6. **Start of play:** Ball will be placed on the 35 yard line.
7. **Alignment:** Offense – 7 on LOS. Defense – 5 linemen or 4-lineman front is allowed. **Outside defensive linemen on the line of scrimmage may be split out no wider than the last man on the line of scrimmage for 5th and 6th grade games, linebackers and DBS no closer than 4 yds from LOS.** Interior lineman must be in down position. Penalty – Illegal Procedure. Exception – Any defense is allowed when the offense is inside your 10-yard line as long as only the people on the defensive line can rush.
8. **Defensive Blitzing:** Blitzing by linebackers and defensive backs is not allowed. However, any defensive player may cross the line of scrimmage after the offensive player with the ball is outside the offensive tackle. Penalty – Personal foul.
9. **Fumbles:** Live ball. Advance as allowed.
10. **Coaches on Field:** Each team is allowed a coach on the field for both offense and defense. Coaches must stay 5 yards behind the deepest player. Absolutely no verbal directions, communications or alignment shifts can be made by coaches on the field from when the QB starts his cadence until end of the play. Penalty – Personal foul.
11. **Punting** – Defense cannot rush. Ball is live after kicked and may be returned. Bad or dropped snaps are not considered fumbles and the punter will be allowed to punt. Offensive team must announce their decision to punt. No fakes.
12. **Extra Points:** Following a touchdown the extra points can be made by running or passing. A successful conversion will receive 2-points.
13. **Overtime Games:** Format for overtime will be same as High School.
14. **Playing Up/Down:** Players are allowed to play “up” in the event there are not enough players to field a full team. Players will not be allowed to play “down” without prior league approval.
15. **Rosters for Multiple Teams per Grade Level:** Programs with numbers to justify fielding two teams per grade level may not under any circumstance intermingle rosters or “swap” players from one game to another. Doing so will result in forfeiture of the game and expulsion from the year end tournament.
16. **Year end tournament:** Final standings will determine who plays who. In the case of a tie breaker, defensive points allowed will be used. We will also do our best to have teams from the same school on opposite sides of the bracket.