

RULES

OYAA 4th GRADE TACKLE FOOTBALL LEAGUE 2009

1. No Kick-offs. The play will start at the 35-yard line. After a safety, the ball will also be put at the 35-yard line.
2. Punts are permitted. This is a dead ball play. No time is run off the clock. The team must adjust formations for punts and the offensive team cannot advance down the field. The Defensive must have five players on the line of scrimmage prior to the snap of the ball. The punter may take his time to punt the ball and the ball will be spotted where possession is gained by the punt return team. If the punt is deflected in any way by any body, the punt return team gains possession where the ball stops (again, this is NOT a live play, players on not to dive on a “fumble”, the return team may stop it once it crosses the line of scrimmage or the punt team may stop it if it does not cross the line of scrimmage). The coaches must notify the officials of the intention to punt prior to breaking the huddle. Failure to do so will result in a delay of game penalty. **DO NOT RUSH THE PUNTER.**
3. Defensive 5-2 alignment: The defensive alignment is as follows for non-goal line situations: **The Nose Guard must line 1 yard off the line of scrimmage and head up on the Offensive Center in a three or four point stance, Defensive Tackles must line up with their helmet head up on the Offensive Tackles in a three or four point stance. Defensive End Must line up on the outside shoulder of the last lineman on the line of scrimmage (tight end if there is one or the tackle if there is no Tight End). Inside Linebacker must line up two yards off the line of scrimmage and on the outside shoulder of the Offensive Guards. Cornerbacks must be at least two yards off the line of scrimmage and four yards outside of the last lineman on the line of scrimmage. Safeties – The defense must have one player that is four yards off the line of scrimmage and out side the box created by the line and linebackers, second linebacker should be 8 yds off ball anywhere on the field. A goal line defense may only be used when the offense is inside the defense’s 10 yard line. In This situation, the Nose Guard, Defensive Tackles, Defensive Ends and Inside Linebackers must remain in their same line up. You may bring your Cornerbacks and Safeties up as close to the line as you would like, as long as they are not inside the Defensive Ends while on the line of scrimmage (no overloading the offensive players on the line of scrimmage). If the offense is any other formation, the defense is permitted to line up any where with the exception of the Guard – Center – Guard area. No defender is allowed to line up within two yards in the area from the head of the left guard to the head of the right guard. This is done to ensure a clean exchange for the center and quarterback. **Any violation of this will result in a 15 yard. unsportsmanlike penalty! NO BLITZING!!!!!!****
4. There will be no silent counts. Double counts and quick counts are permitted. The offensive line must stay down throughout the count.
5. A fumble is a live ball during punts and plays. If a fumble occurs during the snap for a punt, remember, this is not live as the punt is a dead ball play UNTIL the punter

punts the ball.

6. Offensive Lineman: No splits will be allowed larger than one arms length of the players.
7. Playing Time: Each player must start each game on either offense or Defense. Each child Must play at least 20 plays during the game. Each player must play significant plays on offense and defense each game. The 20 plays per game rule will be increased if the commissioner sees fit. An email will be sent out announcing the change and the new play limit. Punts and Punt Returns are not counted as one of the players 20 plays.
8. Weight Limits & Positions: Official weights will be determined by the player's weight the week before the first game. The league-playing limit for 4th grade is 175 lbs. Max for 4th grade is 100 lbs for advancing the ball. A lineman or heavy weight cannot advance the ball on offense or defense.
Official weight is the determined the week before the first game when announced by the commissioner. If a player has not been weighed and advances a ball during the game, his weight may be challenged. If it is determined by the commissioner that he is over the ball carrying weight, that team will forfeit the game. Once a player's weight is established, it is for the season, even if the player grows.
9. Playing Field: Standard playing field for 4th grade.
10. Time-outs: Each team is permitted 2 per half with no carry over to next half. Coaches can call time out!
11. Length of Game: Each quarter will last 8 minutes. The game clock will stop when a ball carrier runs out of bounds, with an uncompleted pass, a penalty, measurement for first down, change of possession and official time out.
12. Penalties: Standard Ohio High School Athletic Association Rules will apply.
13. 4th Grade: One coach is allowed on the field with the offense and with the defense. No coach may talk to the players once the huddle is broken and the kids are lined up. The purpose for having the coaches on the field is to help the kids get into position and understand the play before they get to the line. **IT IS NOT TO TELL THE KIDS WHAT IS GOING ON AND WHERE THE BALL IS GOING BEFORE THE PLAY STARTS OR DURING THE PLAY. Thirty-five seconds** is permitted between plays from the time the referee sets the ball. You must have the play called and the ball snapped or you will be assessed a 5yd penalty for delay of game.
14. Scoring: A **touchdown** is **6** points, EXTRA POINTS: **Run** in is **one** point, **Pass** in is **two** points and safeties are two points.
15. Ties: **During the regular season** the Ball will placed on the **three yard line** and **run one play. Scoring is the same as an extra point.** If no team scores the game ends in a tie! **During the playoffs** the ball will be placed on the **ten yard line** and **run four plays** if there is a score **you go for the extra point as normal!**
16. Picking up trash: On your sideline is the responsibility of each team after each game.
17. Quitting players: must be promptly reported to the commissioner. Any player who quits will be contact by the commissioner as to the reason. Coaches are responsible for returning the quitting player's helmet and shoulder pads. The child may keep his jersey.
18. Practices: Limited to 1 1/2 hours. A team is limited to **4 practices per week before school starts. After school starts** you are limited to **3 practices per week.**

19. No bull-in-the ring-drill. Dead-man drills are allowed if the players are 2 yards apart.
No running your players as punishment after a loss!
20. Absolutely no profanity or negative yelling will be permitted. Positive reinforcement is to be used at all times. Build the boys up and raise their expectations. Do not tear them down. Teach. Certainly, at this level success is not measured by the wins and losses. Your players only really care if they feel good about themselves. You are their inspiration and your acceptance and approval of them is essential for a successful season. If you score fewer points, explain the difference between losing a game and being personally defeated.
21. No use of tobacco or alcohol products is permitted during practices or games by coaches. Use of tobacco or alcohol on school grounds is prohibited.
22. Coaches are to follow the Coach's Code of Conduct contract at all times they are at the OYAA football fields (practice or games) (see attached). Failure to follow the rules or this contract will result in possible suspension from the program.
23. During games, any inappropriate behavior may result in a warning from the referee. A second infraction will lead to the coach being kicked out of the game and a suspension from the program. Any coach receiving 3 warnings in a season (including playoffs) will be suspended from the program.
24. Disputes between Head Coaches involving rules interpretation are to be addressed with the League Coordinator. The League Coordinator will issue a ruling on the dispute. A Head Coach may appeal that ruling to the League Commissioner. A decision by the League Commissioner is final. For guidance of the rule decisions when that rule is not explained in the OYAA rules, O.H.A.A. rules will apply.
25. **Player Equipment**: All players must wear proper football protective equipment when on the field. Failure to do so will result in a warning to the team and then a delay of game penalty. Proper equipment includes helmet, shoulder pads, hip, knee and thigh pads, protective cup and mouth guard.
26. If the team obtains a 30 point lead at any time during the game, the official will inform both Head Coaches that the remainder of the quarter will be played with running clock for the 4th grade league. Following quarters will be played under a running clock as necessary. Every attempt should be made by the coaches of the leading team to play the least experienced players. The purpose is not to demoralize the losing team.
27. **Referees**: **DO NOT WORK OVER THE REFEREES!** They are doing the best they can. If you have a problem address it like an adult! Do not belittle the referees. **If you do, your team will be assessed a 15 yard penalty and there will be corrective action taken!**
28. **Injury**: Any player down because of an injury, to the extent that an official time-out is required: must sit out at least two plays. This does carry over thru quarters and half time.
29. **Yard and down markers** will be the responsibility of the visiting team. Recruit parent volunteers prior to the game.