

RULES

OYAA 6th GRADE TACKLE FOOTBALL LEAGUE 2009

1. No Kick-offs are permitted. 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 until the ball is punted. The team must adjust formations for punts and the offensive team cannot advance down the field until the ball is punted. The Defensive team must have five players on the line of scrimmage prior to the snap of the ball. Once the ball is kicked the Defensive team can release to set up a return. 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 alignment: The defensive alignment is as follows for non-goal line situations: **The Nose Guard must line up on the line of scrimmage and be 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 at least two yards off the line of scrimmage and no more than 4 yards off the line of scrimmage, and head up on the Offensive Guards. Cornerbacks must be at least two yards off the line of scrimmage and at least two 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 outside the box created by the line and linebackers. A second safety should be 6 yards 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. Cornerbacks and Safeties may be as close to the line as desired, 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 anywhere with the exception of the Guard – Center – Guard area. **Any violation of this will result in a 15-yard unsportsmanlike penalty!**
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 Formation/Lineman: The standard offense is one that consists of a balanced line, meaning an offensive line with an equal number of players on either side of the center. If there is a wing back placed in between

offensive lineman with near or equal splits, he is considered on the offensive line and this would be an unbalanced formation allowing the defense to line up anywhere they want with the exception of the G – C – G area. No splits will be allowed larger than 24 inches from the base of one lineman's foot the base of the next lineman's foot.

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.
8. Weight Limits & Positions: Official weights will be determined by the player's weight the week before the first game. The 6th grade league maximum for playing is 300 lbs. The 6th grade maximum for advancing the ball is 130 lbs. Players over this weight cannot advance the ball on offense or defense, nor line up in a position to advance the ball, .i.e. quarterback, fullback, tailback or wideout. Tight end is acceptable but he cannot be thrown a pass. If an over-limit player attempts to receive the ball, it will be considered a pass to an ineligible receiver. If the pass is completed, it will be penalized as such.
9. **Official weight** is the determined ONLY at the weigh-in held the week before the first game. 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 official weight is established, it is for the season even if the player grows. The commissioner will set a date the week of the first game for the official weigh-in.
10. Playing Field: Standard playing field for 6th grades.
11. Time-outs: Each team is permitted 2 per half with no carry over to next half. Coaches can call time out!
12. 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.
13. Penalties: Standard Ohio High School Athletic Association Rules will apply.
14. 6th Grade: No coaches on the field unless it is a time-out and then only one coach!
15. Let the players learn leadership and responsibility. Coaches are there to provide guidance. **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.
16. Scoring: A **touchdown** is **6** points, Extra Points – **Run-in** is **one** point, **Pass-in** is **two** points. Safeties are two points.
17. Ties: **During the regular season** the ball will placed on the **3-yard line** and **one play is run. 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 **10-yard line** and **four plays** are run. If there is a score, and extra point is attempted as normal.

18. Picking up trash: On your sideline is the responsibility of each team after each game.
19. Quitting players: must be promptly reported to the commissioner. Any player who quits will be contacted 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.
20. Practices: Limited to 1 1/2 hours. Teams are limited to **4 practices per week before school starts. After school starts** teams are limited to **3 practices per week**.
21. No bull-in-the ring-drills. Dead-man drills are allowed if the players are 2 yards apart. No running your players as punishment after a loss!
22. 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.
23. 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.
24. ALL head and assistant coaches are to follow the Coach's Code of Conduct at all times they are at the OYAA football fields for practice or games. Failure to follow the rules of this policy will result in possible suspension from the program. 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.
25. 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, OHSAA rules will apply.
26. 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.
27. 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 6th 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.
28. 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!**

29. 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.
30. Yard and down markers will be the responsibility of the visiting team. Recruit parent volunteers prior to the game.