

2011 OYAA Grade Tackle Football Rules

1. **No Kickoffs** - Play will start at 35 yard line after a touchdown or a safety
2. **Punting** - 3rd / 4th Grade - This is a dead ball play. Once a coach declares they are punting, the ball is then moved 30 yards downfield and possession changes. The ball shall not be placed inside an opposing team's 20 yard line. IE - Team A declares punt from Team B's 38 yard line. The ball is then placed at Team B's 20 yard line. (Not the 8 yard line) 5th / 6th Grade - This is a dead ball play until the ball is punted. The team must adjust formations for punts. The offensive team cannot advance down field until the ball is punted. The defensive team must have 5 players on the line of scrimmage prior to the snap. Once the ball is kicked the defensive team can release to set up a return. The Head Coach must notify the officials of the intention to punt prior to the breaking the huddle. Failure to do so will result in a delay of game penalty. DO NOT RUSH THE PUNTER.

3. **Defensive Alignment** -
NON-GOAL line situations:

****The defensive alignment is a base 5-2 for 3rd through 6th grade. No exceptions.**

Nose Guard - On the line of scrimmage head up on the Center in a three or four point stance. (3rd and 4th Grade must be one yard off the ball)

Defensive Tackles- On the line of scrimmage head up on the Offensive Tackle in a three or four point stance.

Defensive End / Outside Linebacker - On the line of scrimmage head up on Tight End in either a two, three or four point stance.

Inside Linebacker - Must be between 2 and 4 yards off the line of scrimmage head up on the Offensive Guard in a two point stance

Cornerbacks - Must be at least 2 yards off the line of scrimmage and 4 yards outside of the last lineman on the line of scrimmage

Safeties - The free safety must be at least 10 yards off the ball positioned anywhere on the field. The strong safety must be at least 6 yards off the ball and outside of the box created by the Offensive and Defensive line

Note: All Defense Players must be set as noted above at the snap of the ball with the exception of the strong safety that can move if an Offensive player goes in motion prior to the snap. At the snap of the ball, the linebackers, safeties and cornerbacks may read and then react to the play and are permitted to make a tackle behind the line of scrimmage, however, running recklessly at the snap of the ball into the backfield is not permitted and may cost your team a 15 yard penalty. The referees will make the judgment call.

Goal line Situation: A goal line defense may be used when the offense is

inside the defense's 10 yard line. The Defense Lineman and Linebackers must remain in their set lineup. However, safeties and cornerbacks are permitted to move up to the line of scrimmage outside of defense ends.

4. Offensive Alignment

3rd / 4th grade - double tight end formation is basic set. No exceptions. Backs can be placed wherever coach decides.

5th / 6th grade - double tight end is basic set, however TE's can be split out as long as still in a balanced formation.

5th / 6th grade - If TE is split out, the defensive coach can move his DE out or not as he chooses.

** For 3rd through 6th, coaches must have minimum of 1 RB with QB in backfield at snap in a set position.

5. **No Silent Counts** - Double and quick counts are permitted. The offensive line must not move throughout the count.

6. **A Fumble** is a live ball during punts and plays with the exception of a fumble during the center and punter exchange on a punt, which is a dead ball until the punter punts the ball.

7. **Offensive Line** must consist of a balanced line of a Guard, Tackle and Tight End on each side of the Center. A wing back may be positioned 2 yards behind the line and 2 yards outside of the last lineman. No splits greater than 18 inches from the base of one lineman's foot to the next lineman's foot.

Offensive Backfield - You must have a QB and at least one back positioned at least four yards behind the line of scrimmage and inside of the TE's. In other words, no empty backfield is permitted.

8. **Playing Time** - Every player must start either on Offense or Defense and must experience playing time on both sides of the ball. A player must play a minimum of 20 plays per game unless a player is injured or misses more than 50% of the team's practices. If the latter is the case, playing time will be at the discretion of the coach. Once the playing time requirement is met, unlimited substitution is permitted as the coach sees fit. Coaches are required to monitor/track the play count to insure the minimum numbers of plays are met for each player.

9. Weight Limits and Positions:

3rd Grade	80 lb	225 lb
4th Grade	100 lb	250 lb
5th Grade	120 lb	300 lb
6th Grade	130 lb	325 lb

Official Weight will be determined by the player's weight the week prior to the first game. Above is each grade's maximum weight to advance the ball and the maximum league

playing weight for each grade. If a player exceeds the ball carrying weight, the player is not permitted to advance the ball on either offense or defense. In addition, the player cannot line up in a position to advance the ball such as QB, RB, or WB. Tight End is acceptable, as long as not being thrown to. If an overweight limit player attempts to receive the ball, it will be considered an attempt throw to an ineligible receiver. If the pass is completed, it will be penalized as such.

The Official Weight is determined the week before the first game when announced by the commissioner. If a player has not been weighed and advances the ball during the game, his weight may be challenged by the opposing coach. 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 locked in for the season, even if the player grows.

9. **Time Outs** - Each team is permitted 2 per half with no carry over to the next half. There will be no coaching or giving instructions during an injury time out. The Offensive or Defensive teams cannot leave the field. **They must take a knee.**
10. **Length of Game** - Each quarter is 8 minutes. The game clock will stop when a ball carrier runs out of bounds, with an incomplete pass, a penalty, measurement for first down, change of possession and official time out.
11. **Penalties** - Standard Ohio High School Athletic Assoc. Rules apply
12. **Scoring** - Touchdown = 6 pts. Extra Point RUN = 1 pt. Extra Point PASS = 2 pts
Safety = 2 pts
13. **Coaches on the field** - In the 3rd grade - two coaches are permitted on the field for both offense and defense: 4th grade - one coach is permitted on the field of offense and defense. 5th and 6th grade - NO coaches are permitted on the field unless it is a timeout and then only one coach. Thirty-Five seconds is permitted between plays from the time the referee sets the ball. If not, your team will be assessed a 5 yard delay of game penalty.
14. **Ties** - During the regular season the ball will be placed on the 3 yard line and run ONE play. Scoring is the same as an extra point. (1 pt for run - 2 pts for pass). If no team scores the game ends in a tie. During the playoffs, the ball will be placed on the 10 yard line and the offense has four plays to score. If there is a score, you go for the extra point as you would in regulation play.
15. **Injury** - Any player down because of injury, to the extent that an official timeout is required must sit out at least two plays. This does not carry over through quarters or half time
16. **Yard Markers** - The visiting team will be responsible for the yard and down markers. If your game is the first of the day, please pick up the field markers, yardage numbers and endzone pylons at the designated shed and return field equipment if you are the last game on the field to the shed.
17. **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 mouthguard.

18. **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 should pads. The child may keep his jersey.

COACHES CODE OF CONDUCT

- Practices limited to 1.5 hours. Maximum of 4 practices per week prior to the start of the school year and 3 practices per week once school starts. Bull in the ring or dead man drills are not permitted. No running your players as a punishment .
- No profanity. No negative yelling. Positive reinforcement is to be used at all times to promote teamwork, positive attitudes and a fun competitive environment.
- No use of tobacco or alcohol is permitted during practices or games.
- Do not belittle, intimidate, or yell at the referee. If you do, your team may be assessed a 15 yard unsportsmanlike penalty. If the harassment continues, you will be ejected from the game and you will be suspended from coaching a minimum of the following week. You then can explain to your kids why their coach cannot be at the stadium or field for the next game.
- Absolutely no video taping of games in which your team is not playing in. If you do, you will be suspended from the football program regardless if it was one of your player's parents or one of your assistant coaches. As a Head coach, you are responsible for the actions of your coaches, players and players parents.
- Mercy Rule - If a team is up by 21 points going into the 4th quarter, a running clock will be in effect with the exception of injury or if the losing team calls a time out. The winning team is not permitted to call a time out during this period.
- Disputes between Head Coaches involving rules interpretation is to be addressed with the League Coordinator. The League Coordinator will issue a ruling on the dispute. A Head Coach may appeal the ruling to the League Commissioner. A decision by the League Commissioner is final. For guidance of rule decisions, when that rule is not explained in the OYAA rules, O.H.A.A. rules will apply
- You are responsible for picking up trash on your sideline after each game.
- You are the leader of your team. Your assistant coaches, your players, and your player's parents will follow your lead. Please show good sportsmanship to the opposing coaches, players and referees.