

## **2018 Magic Valley Youth Little League Football Rules**

1. 5<sup>th</sup> and 6<sup>th</sup> grade level Boys and Girls are eligible to play in the League.
2. Any Player who does not weigh in at the Jamboree Official Weigh In or the Official Weigh In set prior to the Jamboree by the Magic Valley Youth Little League Football Coordinator will be treated as an over weight player as described in Rule #24 and will have an X placed on their helmet.
3. All participants need to have a physical in order to be eligible.
4. Medical insurance or an insurance waiver signed by a Parent/Guardian is required of each player prior to the first practice.
5. Each participant must have a minimum of 5 (five) practices before being allowed to play in a game.
6. Tennis, gym or rubber and canvas athletic hoes are acceptable. Rubber cleat shoes are not required. No metal baseball type or screw in cleats will be allowed.
7. Each player is required to wear a protective mouth or teeth guard during any game or practice.
8. The intermediate size football will be the "Official League Ball", also known as the Junior Size.
9. 2018 High School Federation Rules will apply to the use of padding and other protective gear used for injuries etc...
10. 2018 High School Federation Rules apply except for Little League Modifications described herein.
11. A team MUST be ready to begin play within 10 (ten) minutes of the scheduled time or they will forfeit by the score of 6-0.
12. Any offense that conforms to High School Federation Rules is legal.
13. Each regular game Quarter will be 12 (twelve) minutes long with continuous clock except for the last 2 (two) minutes of the Second and Fourth Quarters.
14. The clock will stop for Time Outs, Touchdowns and Extra Points.
15. Each team will be allowed 3 (three) Time Outs during each Half and 1 (one) time out per Overtime if needed.
16. Time Outs will be 1 (one) minute long.

17. No Player on defense can stunt. Linebackers need to be 3 (three) Yards off the line of scrimmage and No Forward movement until the ball is snapped.
18. Defense needs to be Six Man Line Four Interior Lineman Head Up. Defensive ends not to be more than 2 (two) Yards outside of Defensive tackles. Five Man, balanced Front Line for ALL Offenses. This rule will NOT APPLY to 8 man games.
19. The center must be kept uncovered except within the 10 (ten) yard line, Head Up, no gap.
20. There will be a 5 (five) Yard penalty for illegal defense, one warning.
21. The Offense will be given 2 (two) points for kicking the extra point and 1 (one) point for running or passing the ball.
22. In case of the tie, we will use the Kansas Play-Off Plan. Each team will get the ball on the 10 (ten) Yard line and have 4 (four) downs to score.
23. If the score is still tied after 2 (two) Kansas Play-Offs, the team that gains the most yards on the Third Play-Off will determine the winner.
24. No Player in the backfield, nor any receivers can weigh over 116 pounds for 5<sup>th</sup> grade or 8 man teams or over 121 pounds for 6<sup>th</sup> grade teams. Defensive players may make an interception or recover a fumble but the ball is dead if player weighs over 116 pounds for 5<sup>th</sup> grade and 8 man teams or 121 pounds for 6<sup>th</sup> grade teams without a helmet. A sticker indicating players over weight limits will be placed on the players helmet at the time of weigh in at the Jamboree.
25. No Rushing on Punts, Punter is allowed Free Punt. Players cannot advance until ball is Punted.
26. Defense can rush on P.A.T.'s and Field Goal Attempts.
27. Teams will be stationed on opposite sides of the Playing Field during the game.
28. To begin the game, and after halftime, Touchdowns and safety's, the ball will be placed on the 35 Yard line to commence play. There will be no kickoffs.
29. A Team may play only one game in a 48 hour period.
30. Each Player must play a minimum of 2 (two) full quarters on either offense or defense.
31. Each team will be given 35 seconds to get their play off.
32. If at all possible, there will be E.M.T.s at contests.
33. No player shall play for any other organized tackle football team from the date of the Jamboree until the last game of the year. League Commissioner at discretion to overrule this rule if a team is in Jeopardy of not having a full team.