**2020 Magic Valley Jr Football League**

**Tackle Football Rules**

1. [2020 High School Federation Rules](https://www.nfhs.org/activities-sports/football/) apply except for Magic Valley Jr. Football League modifications described herein
2. Eligibility Rules:
	1. $75 team fee is due from each team prior to the Jamboree (checks made payable to Magic Valley Junior Football League or MVJFL)
	2. All team registrations must be turned in to the league secretary no later than September 1st, 2020 (please email rosters to sarakay@1791.com )
	3. 4th, 5th and 6th grade level boys and girls are eligible to play
	4. All participants need to have a current physical on file in order to be eligible to play
	5. Medical insurance or an insurance waiver signed by a Parent/Guardian is required of each player prior to the first practice
	6. Each player must have a minimum of 5 (five) practices before being allowed to play in a game
	7. No player shall play for any other organized tackle football team from the date of the Jamboree until the last game of the year. The Magic Valley Jr. Football League Commissioner has discretion to overrule this rule if a team is in jeopardy of not having a full team
	8. Players may play up to a higher age level but not down
	9. Each organization entering teams into the Magic Valley Junior Football League are responsible for having signed medical/insurance waivers on file for each participant
	10. Each organization entering teams into the Magic Valley Junior Football League are responsible for having updated sports physicals on file for each participant
	11. The Magic Valley Junior Football League will hold no liability for any teams or participants entering into the league each organization will hold all liability for the teams and participants they enter
3. Equipment Rules:
	1. Tennis shoes, gym shoes or rubber molded cleats are acceptable. Rubber cleat shoes are not required. No metal baseball type or screw in cleats will be allowed.
	2. Each player is required to wear a protective mouth or teeth guard during any game or practice.
	3. Intermediate size football will be the “Official League Ball”, also known as the Junior Size.
	4. 2020 High School Federation Rules will apply to the use of padding and other protective gear
4. Clock Rules:
	1. Teams be ready to begin play within 10 (ten) minutes of the scheduled time or they will forfeit by the score of 6-0
	2. Each regular game will consist of 4 (four), 12 (twelve) minute quarters.
	3. Clock will run continuously except for the last 2 (two) minutes of the second and fourth quarters.
	4. The clock will stop for time outs, touchdowns and extra points
	5. Home team will designate a properly trained, responsible, ADULT to run the clock.
5. Time Out Rules:
	1. Each team will be allowed 3 (three) time outs during each half and 1 (one) time out per overtime if needed.
	2. Time outs will be 1 (one) minute long.
6. Offensive Rules:
	1. All offenses must conform to High School Federation Rules
	2. All offenses must have a five man, balanced front line (does NOT APPLY to 8 man games)
	3. The offense will be given 2 (two) points for kicking the extra point and 1 (one) point for running or passing the ball.
	4. To begin the game, after halftime, touchdowns and safety’s, the ball will be placed on the 35 yard line to commence play (there will be no kickoffs)
	5. If a team does not snap the ball within 35 seconds they will be charged with a delay of game and will receive a 5 (five) yard penalty
	6. There will be a 5 (five) yard penalty for illegal offense
7. Defensive Rules:
	1. No player on defense can stunt
	2. Linebackers need to be at least 3 (three) yards off the line of scrimmage and no forward movement until the ball is snapped
	3. Defense must be a six/two defense with four interior lineman head up or four/four defense
	4. Defensive ends not to be more than 2 (two) yards outside of defensive tackles.
	5. The center must be kept uncovered except within the 10 (ten) yard line
	6. Within the 10 yard line defense may use a nose guard but must be head up, no gap
	7. Defense can rush on P.A.T’s and field goal attempts
	8. There will be a 5 (five) yard penalty for illegal defense
8. Overtime Rules:
	1. 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.
	2. Play-Offs will continue until a winner is determined
9. Weight Limit Rules:
	1. Grade level teams (i.e. all 4th grade versus all 4th grade, all 5th grade versus all 5th grade or all 6th grade versus all 6th grade) NO WEIGHT LIMIT will be enforced.
	2. All combined grade level teams, players weighing over 121 pounds at the designated weigh in will be considered a “line only player” and will have an “X” sticker placed on their helmet for the remainder of the season
		1. Any player (on a combined team) who does not weigh in at the Jamboree Official Weigh In or at an Official Weigh In set prior to the Jamboree by the Organization Representative, will be treated as an “line only player” and will have an “X” sticker placed on their helmet for the remainder of the season.
		2. Any player (on a combined team) with an “X” sticker will be allowed to play offensive and defensive line ONLY.
		3. Any Player with an “X” sticker cannot advance the ball. In the event of a “line only player” intercepting the ball or recovering a fumble, the ball will be dead at the point of interception or fumble recovery.
10. Special Teams Rules:
	1. No Rushing on Punts
	2. Punter is allowed free punt
	3. Players cannot advance until the ball is punted
	4. Defense can rush on P.A.T.’s and field goal attempts
	5. There will be no kickoffs
11. Misc. Rules:
	1. Teams will be stationed on opposite sides of the playing field during the game
	2. A team may play only one game in a 48 hour period.
	3. Each rostered player must play a minimum of 2 (two) full quarters on either offense or defense
	4. Home team will contact EMT services and request their presence at each game
	5. Each team will play a minimum of 6 games.