

Magic Valley Junior Football League
11-Man Tackle Football Rules

Update May 16, 2022

1. 2021 High School Federation Rules apply except for Magic Valley Jr. Football League modifications described herein
2. Eligibility Rules:
 1. \$125 team fee is due from each team prior to the Jamboree (Checks made payable to Magic Valley Junior Football League or MVJFL & sent to PO Box 650 Kimberly, ID 83341)
 2. All team registrations must be completed no later than August 12, 2022 please follow this link to complete registration
 3. Any field scheduling conflicts must be reported to league by August 12, 2022
 4. There will be a \$25 late fee added to each registration or payment received after the due date above
 5. All rosters must be turned in to the league secretary no later than August 17th, 2022. Rosters may be uploaded on the registration form at time of registration or can be emailed to sarakay@1791.com)
 6. All teams must participate in the Jamboree in order to be eligible to play in the regular season & post season
 7. 3rd, 4th, 5th and 6th grade level boys and girls are eligible to play
 8. All participants need to have a current physical on file with their organization in order to be eligible to play
 9. Medical insurance or an insurance waiver signed by a Parent/Guardian is required of each player prior to the first practice
 10. Each player must have a minimum of 5 (five) full practices before being allowed to play in a game
 11. 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 Board has discretion to overrule this rule if a team is in jeopardy of not having a full team
 12. Players may play up to a higher age level but not down
 13. Each organization entering teams into the Magic Valley Junior Football League must declare their town or community and school district at time of registration
 1. Players must reside within teams declared town or community or attend school within the teams declared school district
 2. If there is not a registered team in the community in which a player resides, that player may play on the registered team closest to which

they reside

3. Exceptions may be made on a case by case basis and may be submitted to the Magic Valley Junior Football League Board of Directors for approval by submitting this form
 4. If there are not enough players residing in one community, communities may be combined by obtaining approval of the Magic Valley Junior Football League Board of Directors by submitting this form
 5. If prompted a director must provide proof of residency or proof of school attendance for any athlete to the board.
13. Each Organization entering teams into the Magic Valley Junior Football League must hold open and public registration for at least 45 (forty-five) consecutive days prior to the registration deadline. They must also provide registration information to the Magic Valley Junior Football League to be posted on the Magic Valley Junior Football League website for a minimum of 45 (forty-five) days prior to the registration deadline.
 14. Each organization entering teams may NOT turn away eligible participants so long as those participants have registered and provided all necessary documentation prior to registration deadlines.
 15. Each organization entering teams into the Magic Valley Junior Football League are responsible for having signed medical/insurance waivers on file for each participant
 16. Each organization entering teams into the Magic Valley Junior Football League are responsible for having updated sports physicals on file for each participant
 17. 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
 18. No organization or team participating in the Magic Valley Football League may schedule or play games or scrimmages outside of the Magic Valley Junior Football League from the date of registration until after the Championship weekend. Exception to the rule may be made with permission from the Magic Valley Junior Football League Board of Directors
 19. If an organization is found in violation of any of the eligibility rules, all team in the violating organization will forfeit all future scheduled games with a score of 0-6 until the violation is corrected.
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. 2021 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 5th & 6th grade regular game will consist of 4 (four), 15 (fifteen) minute quarters. Each 4th grade regular game will consist of 4 (four), 12 (twelve) minute quarters.
 3. Clock will run continuously
 4. Clock will stop for team time outs & referee time outs
 5. Half time will not exceed 7 minutes
 6. 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, this includes 1 center, 2 tackles, and 2 guards (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. 5th and 6th Grade Teams defense must be a six/two defense with 4 (four) interior lineman head up or four/four defense with 4 (four) interior lineman head up
 4. 4th Grade Teams defense must be a four/four defense with four interior lineman head up
 5. In a six/two defense, defensive ends may not line up more than 2 (two) yards outside of the last man on the interior line of scrimmage ie: the center, guards tackles or tight ends
 6. The center must be kept uncovered except within the 10 (ten) yard line
 7. Within the 10 yard line defense may use a nose guard but must be head up, no gap
 8. Defense can rush on P.A.T's and field goal attempts
 9. 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. All 5th grade versus all 5th grade or all 6th grade versus all 6th grade) NO WEIGHT LIMIT will be enforced.
 2. All 4th grade level teams, players weighing over 95 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
 3. 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 or all 4th grade 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 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. This applies to 11-man only.

4. All weigh ins must be completed with all pads minus cleats and helmets

10. Special Teams Rules:

1. No punting will be allowed. In the event that a team wishes to punt, the ball will be moved an automatic 30 yards down the field & the ball will be turned over to the opposing team for a first down.
2. ~~Punter is allowed free punt~~
3. ~~Players cannot advance until the ball is punted and referee declares "ball away"~~
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. Home team will schedule referees to include 1 (one) certified referee and 3 (three) additional uncertified referees per game. Directors will pay certified referees no more than \$75 per game.
6. Home team will make every effort to hold games at the regularly scheduled times below
 - 5th Grade - 10:00am
 - 6th Grade - 11:30am
 - 4th Grade - 1:00pm
7. Each team will play a minimum of 6 games

Jamboree Rules

- * 1st team on the schedule will have first possession
- * Possession will start at the opponent's 25 yard line
- * 30 minute continuous running clock
- * Normal 1st down rules apply
- * Calls will be made, but to keep our games moving, no yardage penalties will be enforced. Except for horse collar & face mask calls, for which a 5 yard penalty will be enforced