

FOOTBALL *for* KIDS NWA

Bentonville • Fayetteville • Rogers • Siloam Springs • Springdale

Rules

Revised 4/26/2018

1. Each city must provide rosters for all teams with player name, jersey number, age, weight and grade level. Any incidence of playing ineligible players will result in forfeit of offending team. Any head coach playing an ineligible player by age or grade will not coach for the remainder of the season. No one may appeal this decision. Coaches are to ensure that team rosters are available for review upon request from a league official or opposing coach.
2. Once rosters have been turned in, players are not allowed to switch teams during the season.
3. Teams shall be composed of 4th, 5th, & 6th graders with no one reaching the age of 13 years before September 1st. This age restriction applies to each grade, for example a 5th grader could not turn 12 before September 1st, 4th grader could not turn 11 before September 1st.
4. There will be a max of 5 coaches per team on the sideline of games.
5. There will be no kick offs or punts. Possessions will begin on the 30 yard line of the offensive team. Punts will be moved 30 yards from the line of scrimmage. Any punt that would be marked inside the 20 yard line will be placed at the 20 yard line.
6. Games will consist of four 12 minute quarters with a 5 minute halftime. Each team will have two timeouts per half. Clock would stop during the last two minutes of each half, PAT attempts, and on Official whistle for injury, etc. Clock would resume at the start of the next possession after the PAT.
7. 4th grade teams will use a K-2/Peewee Football, 5th & 6th grade teams will use a junior/TDJ size or youth ball.
8. Conversions after touchdowns: 1 point for run and 2 point for legal forward pass, ball will be placed on the 3 yard line on either hash.
9. All games must be played according to Arkansas Activities Association Rules and there will be no practice before AAA dates.
10. All ties will be played according to AAA rules. Coin toss will determine which team is offense first and which goal to defend. Possession will begin at the 10 yard line going in. There will be a max of one overtime period per game. (Unless it is a tournament game)
11. Standings on tiebreakers will first be decided by head-to-head matchup. In the case of a three-way tie, a max total of 13 points will be accumulated for wins and the team with the lowest total points will be dropped from the equation. The two teams left will be decided by head to head matchup.
12. First 3 days of practice **must be without pads.** Before the season starts no team can practice in pads back-to-back days. Once the season starts, a team can practice in pads a maximum of 3 days per week (including games).
13. Cost of officials is absorbed by the home team.

14. Coaches are to ensure that team rosters are available for review upon request from a league official or opposing coach. The roster will include name, jersey number, age, weight and grade. Game day rosters are required to be turned into field rep, and opposing coach before start of game.
15. Any trouble (physical or verbal) on the field or sideline by a coach with official, player, or other coach will result in the following. **Verbal** – Automatic 1 game suspension. **Physical** – Case by case basis, with worst case, immediate suspension for the remainder of the season. We will adhere to a **Zero Tolerance** policy on all forms of discrimination including race, gender, age, religion, or sexual orientation.
16. If a team is up 24+ points, in the second half, there will be a running clock.
17. No defensive coaches will be allowed on the field with their team. Offensively, one coach will be allowed in 4th grade games only. Coaches on the field cannot coach or yell to, or at, players after the snap has occurred.
18. Teams on defense can put NO more than 4 players on the line of scrimmage from sideline to sideline. Everyone else must be two yards off the ball except when it is a goal line/short yardage situation (Ball inside 10 yard line or 2 yards or less to get first down.)
 - a. Defensive players on the line of scrimmage inside the tackle box must be a minimum of a 3 point stance.
19. No defensive player may line up head up to the center unless they are at least two yards off the ball.
 - a. If the QB is under center, defensive players may line up in the A gaps with facemask no further inside the shoulder pad of the offensive guard.
 - b. If the QB is in a shotgun/pistol formation, defensive players must be at least head up with the Guard or outside the guard.
 - c. No defensive player may initiate contact with the center at start of the play.
20. There is a 30 second play clock for all games that will be kept by the officials.
21. Playing Time
 - a. **First, Second, and Third quarters:** All teams will be allowed to have 2 two-way players regardless of number of players. If a team has 19 players or less, they may use more than 2 two-way players (19 players = 3 two-way, 18 players = 4, and so on). The opposing team would be allowed to match two-way players (up to 5 two-way players Max). No two-way players will be allowed to play both ways in back to back games. All other players must be designated either an Offensive or Defensive player and cannot switch sides of the ball unless designated on the participation sheet or until the Fourth Quarter (Players can only switch at the half, not each quarter). If a player must switch sides or become a two-way player due to injury, etc. the Coach must notify the Referee and opposing Coach so both teams can make adjustments accordingly (If a player becomes a two-way player through substitution they will not be allowed to be a two way player the following game). All two-way players must be reported to each Club Administrator following each game. Every player must play in the 1st, 2nd, and 3rd quarters.
 - b. If a team has less than 17 players they can be excluded from rule 17-a with approval from all league administrators prior to the season. Conditions of playing time will be decided by the league administrators.
 - c. **Penalty:** If a team is in violation of Rule 17-a they will be assessed with a loss of 15 yards and an indirect personal misconduct foul. Any coach receiving two misconduct fouls will be

ejected from the game. If a Coach believes a team is in violation of Rule 17-a they must notify the head official and field administrator. Penalty will be assessed by the field administrator if found to be in violation.

- d. **Fourth Quarter:** Coaches may substitute players freely and players may play either side of the ball.
- e. **Playing Time Form:** Coaches will be required to fill out a Playing Time Form prior to each game (Form will be supplied by their respective organization). A Coach from each team will be required to meet with the Referee and the Home Field Administrator before their game to exchange forms (Must have copy for opposing coach, referee, and home administrator).

22. **Weight Limit:** All players must be weighed prior to the season starting. That will be their official weight of the season (No re-weighing a player during the season). If a player is over the designated weight limit they will not be allowed to play a skill position/carry the ball (QB, WR, TE, RB). Weight limit is as follows: 4th Grade – 105lbs, 5th Grade – 135lbs, 6th Grade – 145lbs.

23. In the event of significant player family circumstances, by means of majority vote, the league committee and the effected coaches may elect to allow a player to play down a grade.

24. **Postponement Policy:** Games may be postponed for the following reasons:

- a. Razorback home games being played in Fayetteville before 2:30. (Only affects games being played in Fayetteville)
- b. School conflict that would involve most of the team.
- c. Inclement Weather
- d. The Scheduling of makeup games would be handled by League Administrators. Every effort would be made to avoid Sundays and to schedule game ASAP.