

## League Rules

***Arkansas Athletic Association (AAA) rules will govern this football league unless a specific rule is listed or written in this document that is different from the rules of the AAA.***

### Team Sub-Classifications

Each school, by grade, will draft rosters for both varsity and junior varsity teams. Varsity teams will be defined, at a minimum, as the starting quarterback, running backs, wide receivers, center, linebackers, defensive backs, and safeties.

No varsity starters on offense or defense shall play in a JV game. Should a team have insufficient numbers to meet this requirement, the team will backfill the JV roster with less skilled varsity players and will communicate that to the opposing team prior to the game.

The purpose of the junior varsity team is to provide an avenue for the less skilled/athletic players to test the skills they have obtained in practice in a live and sustained environment.

Furthermore, the varsity and junior varsity rosters should be fluid by nature, allowing for the rise and fall of individual athletes based on their contributions, skills, and work effort.

Prior to the start of the game, varsity and junior varsity rosters will be provided to the opposing team and the press box.

### Clock Management

- Varsity & Full JV Game
  - 10 min quarters
  - Game clock will run unless a time out is called, injury occurs, change of possession occurs, a penalty is called, or during an extra point attempt. The officials will alert clock operators as to when to restart the game clock.
  - 40-second play clock penalty assessed for 5<sup>th</sup> & 6<sup>th</sup> Grade only
  - Each team will get (3) time outs each half.
  - End of 1<sup>st</sup> and 3<sup>rd</sup> quarter break is 1 min; half time is 5 minutes

- Junior Varsity Game After Varsity Game
  - (2) 10-min halves
  - Game clock will run unless a time out is called, injury occurs, change of possession occurs, a penalty is called, or during an extra point attempt. The officials will alert clock operators as to when to restart the game clock.
  - Time outs: (1) per half in game after varsity
  - Half-time is 1 minute
  - 40-second play clock penalty assessed for 5<sup>th</sup> & 6<sup>th</sup> Grade only

## **Ball Placement**

Teams will start on the 30-yard line at the beginning of a half and after a score.

All punts will be net 30 yards, unless the punt will put the ball inside the 20-yard line. In such a case, the ball will be placed on the 20-yard line.

## **Offensive/Defensive Requirements**

Defensive lineman must be in a down position.

## **Mercy Rule**

If the score spread reaches 28 points or more by half-time or after half-time, then only the losing team may call a time out.

## **Age of Players**

4<sup>th</sup> Grade Maximum age 10 on or before September 1<sup>st</sup>

5<sup>th</sup> Grade Maximum age 11 on or before September 1<sup>st</sup>

6<sup>th</sup> Grade Maximum age 12 on or before September 1<sup>st</sup>

A player can move up to play in the next grade level but can never move down to play. Teams having 15 or more players may not move players up. Players may

not play on two or more teams for schools having multiple teams in a given grade level.

### **Team Size**

No maximum team size will be defined by the League. Each team will be required to manage this aspect such that all players receive the playing time necessary to develop.

### **Home School Students**

Home School students will only be allowed to play for the team in the school district in which they live if that school allows them to participate.

### **Out of District Player**

Students attending a school district that does not offer any type of elementary football program in their district or town may play for a school in this league if that school allows out of district students to play on their team.

### **Admission**

General Admission	Adults	\$5.00
Student Admission	Students	\$2.00
Special Admission	Not adult or student	Free

All coaches, players, and cheerleaders will also be admitted free of charge. AAA and teacher passes will be accepted for all events.

## **Game Times**

Saturday games will start at 9:00 AM; weekday night games will start at 6:00 PM. The next games will start no later than ten minutes after the completion of the game before.

## **Game Scores**

The host teams' coaches will be responsible for texting the scores for varsity and JV to the league president.

## **Equipment**

3<sup>rd</sup> & 4<sup>th</sup> grade will use a "pee-wee"-sized football (Wilson K2 or Nike Pee Wee for example) and 5<sup>th</sup> and 6<sup>th</sup> grades will use a "junior"-sized football (Wilson TDJ or Nike Junior for example). The game ball must be new or in near-new condition.

## **Officials**

Three AAA certified officials will be used in all games. Each official will be paid a minimum of \$66.66 per game.

Officials will stop the game if a player needs to install a mouthpiece.

Officials must not be employed in any way with the home team school or by anyone coaching that team. Violations of any of the rules for officials will result in forfeiture of the game.

## **Coaches**

Two coaches will be allowed on the field during the game. Use of profanity or bad sportsmanship will not be tolerated. A coach who is using profanity must leave the field and stadium. On-field coaches may not give instructions to players after the ball is snapped and officials will have discretion to remove offending coaches from the field of play. No radios or electronic communication devices will be allowed during games. Teams/coaches may film their own games, but may not

film games they are not participating in. Coaches may trade film of games with other league coaches if they desire.

Coaches should stress sportsmanship at all times for themselves, their players and their fans and will assist in monitoring fan conduct. Should a game become one-sided from a score perspective, coaches must remember that there are young children on the other team and running up the score will be considered poor sportsmanship.

All players on the sidelines, in uniform, must play in the game. Teams not following this rule will forfeit the game.

All coaches will be required to complete the USA Football-sponsored Youth Tackle Coach Certification.

Should a coach be ejected from a game by an Official, AAA rules regarding the coach's participation in the current and subsequent game will govern; however, that coach may appeal the ejection to the League Board for final disposition.

## **Rules for Communication**

The key to achieving the goals of the League and its member organizations is clear, regular, and effective communication from and to all stakeholders (athletes, coaches, parents, member/league officials). The League will endeavor to provide league and game-related information in a timely manner via its website and through its member representatives. Any suggestions or concerns regarding league or game-related actions or activities should be communicated to the appropriate member representative or League Commissioner; every effort will be made to address the suggestion or concern in an expeditious, but judicious manner. Per Article XII of the Bylaws, the League will not interfere in the activities or inner-workings of its member organizations and asks that all related concerns or suggestions be communicated per that organization's communication guidelines.

## **Overtime**

The ball will be placed on the 10-yard line with 4 downs to score. Teams will have one down for the extra point. After 3 overtimes, if the score remains tied, the game will end in a tie. This applies to both Varsity and JV games.

## **Extra Point**

Should a team choose to attempt a two-point conversion, the ball will be placed on the 5-yard line. A standard one-point conversion will start from the 3-yard line.

## **Tie Breaker Rule**

The AAA tie breaker rule will be used to determine seeding for end-of-year championship play if needed. (reference Arkansas Activities Association Handbook, Article IV, Section 4, Rule 14)

## **Game Schedule**

The game schedule developed by the League Board will be followed by all members; should a scheduling conflict occur due to field availability, weather, etc., the two league members involved will work to reschedule the game to a mutually-acceptable time or date. In every case, however, said game must be scheduled before the last scheduled game of the year so as not to interfere with the determination of participants in the championship.

## **Championship**

Playoff games will be held between the 1<sup>st</sup> & 4<sup>th</sup> seeded teams and 2<sup>nd</sup> & 3<sup>rd</sup> seeded teams per grade. The winners of these games will then go on to the Championship games. Trophies for champion and runner-up will be furnished by the League.

## Revision History

- Rev 1: Retitled section formerly called Period Length to Clock Management; rewrote section for easier comprehension; eliminated reference to last two minutes being run like a high school game; added 1-minute break after 1<sup>st</sup> & 3<sup>rd</sup> Quarter; added clock stoppage for extra point; Added max team size of 32 players; Added that all coaches will complete the USA Football-sponsored coach certification; added coach ejection guidelines; Added Game Schedule section to define guidelines for scheduling responsibilities; Changed responsibility for trophy provision from host team to League
- Rev2: Added Team Sub-Classification Section; Changed varsity clock operation to reflect high school rules with exception of play clock; added junior varsity game rules; Changed price to \$5.00 for general admission; Changed night game start time to 6:00 PM; Changed referee's payment to \$45 per game per official; Added varsity and junior varsity language to the championship games.
- Rev 3: Changed varsity quarters to 8 min; Changed play clock to 40 seconds; Added mercy rule; JV structure changed to (2) 8-min halves with clock mirroring Varsity rules.
- Rev 4: Changed JV quarters to 10 min, running clock, (1) time out per half for game after varsity and (2) time outs per half for full game, and when clock would stop; Changed that clock would run based on Jr. High School rules and not High School rules; Changed mercy rule start to 28 points instead of 35.
- Rev 5: Eliminated max players per team; added JV team exclusionary list; added 3<sup>rd</sup> grade to football size requirement; added refs to be paid \$60 per game; added playoff games to championship section
- Rev 6: Added score reporting method; defensive lineman in down position; updated varsity/JV section
- Rev 7: Revised varsity/JV playing rules to reflect the elimination of varsity starters; updated the varsity clock mgmt. section to reflect 10 min running clock qtrs.; updated JV clock mgmt. to clarify timeouts and break times; revised mercy rule;

Brian French  
Brian French (Aug 27, 2023 09:48 CDT)

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League President

Brian French  
Brian French (Aug 27, 2023 09:48 CDT)

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League Secretary

By signing this document, the League Secretary hereby attests that the AYFL Executive Board approved this document and any defined revisions.








# League Rules rev 7

Final Audit Report

2023-08-27

Created:	2023-08-27
By:	Brian French (bfrench@topflitefinancial.com)
Status:	Signed
Transaction ID:	CBJCHBCAABAAORsg-ZL0HZxoWol2Blgh8wmNwhk69vOE

## "League Rules rev 7" History

-  Document created by Brian French (bfrench@topflitefinancial.com)  
2023-08-27 - 2:46:50 PM GMT- IP address: 206.255.145.196
-  Document emailed to Brian French (brian.french66@sbcglobal.net) for signature  
2023-08-27 - 2:47:26 PM GMT
-  Email viewed by Brian French (brian.french66@sbcglobal.net)  
2023-08-27 - 2:47:48 PM GMT- IP address: 104.47.56.126
-  Document e-signed by Brian French (brian.french66@sbcglobal.net)  
Signature Date: 2023-08-27 - 2:48:00 PM GMT - Time Source: server- IP address: 206.255.145.196
-  Agreement completed.  
2023-08-27 - 2:48:00 PM GMT