**Park-Rock GAME RULES 2018**

MSHSAA Freshman Football Rules will be used for all games, unless otherwise noted below. All questions and disagreements about game rules are resolved by the home team coordinator, who is expected to represent the consensus of the Park‐Rock Board.

1. All games will use 8 minute quarters.
2. Successfully completed kicked extra point conversions are worth 2 points, and all others are worth 1 point.  5th grade no rushing on extra points, field goals and punts.

No kickoffs at 5th grade only. Offensive team receives ball at 40-yd line.

1. There will be 4 referees scheduled for all games and the referees should arrive 15 minutes prior to scheduled game times. A referee’s pay may be docked by the home team member organization by 25% per game for any portion of a quarter that is missed in a game due to late arrival.
2. Game fields must be clearly lined, have yard markers, end zone markers, and goal post pads.
3. Sidelines from the 25 to 25 yard lines must be restricted to coaches and team officials only. All coaches must wear an official coach’s shirt issued to them by their member organization. Other team officials should be identified to the referees before the start of the game. Varsity players in their jerseys are allowed to help coach. Failure to observe this rule will result in a sideline warning followed by a 15 yard penalty for subsequent infractions.
4. Game ball sizes are as follows: 5th Grade – Pee Wee, 6th Grade – Junior, 7th Grade ‐ Junior or Youth, 8th Grade – Youth. Failure to comply will result in a 15-yard penalty.
5. Positions are not restricted to certain jersey numbers to be an eligible receiver.
6. Mercy rule ‐ if at any time during the game the margin becomes greater than 30 points:
   1. Head coaches meet at the 50-yard line with the refs to review rule
   2. Clock goes to running clock, if chosen by losing coach.
   3. Winning coach should pull impact players from game, including special teams.
   4. If score difference goes back under 30 points, revert to normal rules.

e. When mercy rule is effect, no kickoffs, the ball is placed at the offensive teams’ 40y d-line.

9. If a game ends in a tie, each team will be given one chance to advance the ball from the 25-yard line going toward the end zone, using high school tie-breaker rules. If both teams score the same number of points, the game will end in a tie.

10. Any player or coach ejected from a game will be automatically suspended from their team’s next scheduled game. The player may attend the game, but will not be allowed to dress out. The coach may attend, but will not be allowed on the sideline. Any player ejected from a game shall be reported to the head coach by the referee, and any ejected player or coach shall not remain on the sidelines for the remainder of the game. Any player or coach ejected should be reported to the home team coordinator by the referees, and subsequently to the Park-Rock board by that coordinator. A failure to properly report the ejection does not nullify the suspension for the next game.

5th grade special rules

\* Special rules for games involving Parkway Central and Marquette 5th grade teams\*

Any 6th grade boy who weighs more than 115 lbs. cannot play in 5th grade

Any 6th grade boy who weighs more than 100 lbs., cannot play an offensive position in which he will carry the ball.

Less than 100 LBS  - No restriction

Between 100 and 115 - Linemen only

> 115 - Cannot play on 5th grade team

At pregame, Parkway Central and Marquette coaches should have a list of 6th grade players and their jersey number to share with opposing coach and referees. The boys will have a dot sticker on the back of their helmet. Red for Central, Blue for Marquette.

This is only for games involving Parkway Central and Marquette.