



## MAJOR DIVISION (4<sup>th</sup> & 5<sup>th</sup> GRADE) 2022 GAME RULES

### GENERAL/MISCELLANEOUS:

- GAMES WILL BE PLAYED IN ACCORDANCE WITH THE INDIANA HIGH SCHOOL ATHLETIC ASSOCIATION (I.H.S.A.A.) RULES (Please note this is different than middle school game rules)
- ONLY PLAYERS, COACHES, MANAGERS, AND OFFICIALS ARE ALLOWED INSIDE THE BENCH AREA OR ANYWHERE ELSE ON TEAM SIDELINES DURING GAME PLAY. ALL FIELDS MUST HAVE MARKED OFF BENCH AREAS.
- ONLY PLAYERS ON THE OFFICIAL ROSTER WILL BE ELIGIBLE TO PARTICIPATE IN THE GAMES
- EACH TEAM SHALL PLAY 11 PLAYERS ON OFFENSE AND DEFENSE
- TEAMS WILL MATCH DOWN TO 10 PLAYERS IF THE OTHER TEAM MUST PLAY 10 BECAUSE OF INJURY OR ABSENCE.
- TEAMS ARE NOT REQUIRED TO FURTHER REDUCE THE NUMBER OF THEIR PLAYERS BELOW 10 REGARDLESS OF HOW MANY PLAYERS THE OTHER TEAM HAS ON THE FIELD.
- A TEAM MAY **NOT** START THE GAME WITH LESS THAN 10 PLAYERS. IF THE TEAM CANNOT FIELD A TEAM OF AT LEAST 10 PLAYERS A 20-0 FORFEIT WILL BE AWARDED. HOWEVER, THE GAME MAY STILL BE PLAYED IF BOTH TEAMS AGREE TO PLAY AND BOTH TEAMS CAN COMPETE SAFELY
  - PLAYERS CANNOT BE PAST THE 5TH GRADE OR OVER 12 YEARS OF AGE AS OF SEPTEMBER 1<sup>ST</sup> PRESENT YEAR AND SEASON. (BIRTH CERTIFICATES SHOULD BE MADE AVAILABLE UP REQUEST)

### COACHES CONDUCT:

- ANY EJECTION FROM A COACH WILL RESULT IN A 1 GAME SUSPENSION AND WILL BE SUBJECT TO THEIR BOARD FOR ADDITIONAL DISCIPLINE
- HEAD COACHES ARE RESPONSIBLE FOR THE CONDUCT OF THEMSELVES, THEIR ASSISTANTS, THEIR PLAYERS, AND THEIR FANS.
- **ONLY HEAD COACHES WILL BE ALLOWED TO QUESTION REF CALLS OR NO CALLS**
- THE HEAD COACH SHALL BE RESPONSIBLE THAT EACH PLAYER ON THE FIELD HAS THE PROPER FOOTBALL EQUIPMENT TO SAFELY PARTICIPATE IN THE GAME.
- COACHES WILL REFRAIN FROM THE USE OF PROFANE LANGUAGE. USE OF PROFANE LANGUAGE WILL RESULT IN AN UNSPORTSMANLIKE CONDUCT PENALTY, AND **WILL** RESULT IN EJECTION
- COACHES AND FANS SHALL REFRAIN FROM THE USE OF ALCOHOL, DRUGS, AND/OR TOBACCO PRODUCTS WHILE AT THE BALL FIELDS. (ANY PRACTICE OR PLAYING FIELD IN THE LEAGUE).
- COACHES SHALL DRESS APPROPRIATELY. (NO CUT UP SHIRTS, NO CUT OFF PANTS, NO CLOTHING HAVING PROFANITY PRINTED ON IT, AND NO CLOTHING WITH OBSCENE PICTURES OR GESTURES ON IT)
- FOR INSTRUCTIONAL PURPOSES, ONE COACH FROM EACH TEAM WILL BE ALLOWED ON THE FIELD OF PLAY AT ALL TIMES THROUGHOUT THE PLAYOFFS.
  - THE COACH MUST BE AT LEAST 10 YARDS BEHIND THE FURTHEST PLAYER BEHIND THE LINE OF SCRIMMAGE.
  - THE COACH ON THE FIELD MUST STOP SPEAKING TO THE PLAYERS ONCE THE QUARTERBACK HAS STARTED THE OFFENSIVE CADENCE. COACHES CAN THEN SPEAK AFTER THE SNAP.
    - ❖ COACH WILL FIRST BE WARNED BY THE OFFICIALS AND THEN THERE WILL BE A 10 YARD PENALTY FOR EACH SUBSEQUENT INFRACTION OF THIS RULE.

### LEGAL EQUIPMENT:

- ALL TEAMS WILL USE A WILSON TDJ FOOTBALL OR A BALL OF EQUIVALENT (JUNIOR) SIZE.
- TEAMS WILL BE ALLOWED TO USE THEIR OWN BALL ON OFFENSE.



## **OFFICIALS:**

- A MINIMUM OF 2 OFFICIALS TO SUPPORT MAJOR DIVISION GAMES
  - AT LEAST ONE OFFICIAL MUST BE I.H.S.A.A. APPROVED FOR FOOTBALL AND MUST PROVIDE PROOF PRIOR TO THE START OF THE SEASON. NO TOLERANCE RULES IN EFFECT ACCORDING TO THE I.H.S.A.A. RULES AND REGULATIONS FOR PLAYERS, COACHES, AND FANS.

## **CLOCK MANAGEMENT:**

- THE CLOCK WILL USE THE IHSAA CLOCK RUNNING RULES
- THE GAME WILL CONSIST OF (4) 8 MINUTE QUARTERS WITH 1 MINUTE BETWEEN QUARTERS AND A 5 MINUTE HALFTIME.
- OFFICIALS WILL KEEP A 35 SECOND PLAY CLOCK ON THE FIELD. THEY WILL INFORM THE COACH WHEN THE CLOCK IS DOWN TO 10 SECONDS. IF THE BALL IS NOT SNAPPED IN 35 SECONDS, A DELAY OF GAME PENALTY WILL BE ENFORCED.
- 3 TIMEOUTS PER HALF

## **WEIGHT LIMITATIONS:**

- PLAYERS WEIGHING IN EXCESS OF 115 LBS (WITHOUT PADS) SHALL NOT BE ELIGIBLE TO ADVANCE THE BALL.
  - PLAYERS SHALL WEIGH IN AT EQUIPMENT HANDOUTS OR REGISTRATION
  - PLAYERS SHALL WEAR A T-SHIRT, SHORTS, AND NO SHOES WHEN WEIGHING IN.
  - ALL PARTICIPATING LEAGUES ARE RESPONSIBLE SUBMITTING ROSTERS **(EACH LEAGUE MUST PROVIDE ROSTERS WITH PLAYERS NAMES, NUMBERS, AND WEIGHTS TO EACH OTHER)**
- INELIGIBLE PLAYERS (STRIPER):
  - ALL INELIGIBLE PLAYERS MUST HAVE A **CLEARLY VISIBLE MARKER** ON THE FRONT AND BACK OF HIS HELMET INDICATING HIS INELIGIBILITY. EACH LEAGUE IS FREE TO DESIGNATE THE TYPE OF HELMET MARKING THEY WISH TO USE FOR THIS PURPOSE.
  - ON OFFENSE STRIPERS MUST LINE UP ON THE *LINE OF SCRIMMAGE* AS AN INTERIOR LINEMAN (TACKLE TO TACKLE) OR AN INELIGIBLE TIGHT END.
  - ON DEFENSE STRIPERS MAY LINE UP AT ANY POSITION
  - STRIPERS ARE ELIGIBLE TO RUN THE BALL IF AND ONLY IF THEY:
    - ❖ RECOVER A FUMBLE ON DEFENSE ONLY
    - ❖ INTERCEPT A PASS
    - ❖ FIELD A KICK ON KICKOFF RETURN
      - STRIPERS MUST LINE UP ON FRONT LINE OF KICKOFF RETURN

## **PLAYERS:**

- EACH TEAM SHALL PLAY 11 PLAYERS ON OFFENSE AND DEFENSE
- ONLY PLAYERS ON THE OFFICIAL ROSTER WILL BE ELIGIBLE TO PARTICIPATE IN THE GAMES



## **KICKING:**

- TEAMS SHALL KICKOFF FROM THEIR OWN 40 YARD LINE AT THE BEGINNING OF EACH HALF AND AFTER A SCORE
- A COIN TOSS WILL DECIDE FIRST POSSESSION
  - WINNER OF COIN TOSS MAY CHOOSE FROM THE FOLLOWING:
    - ❖ KICK
    - ❖ RECEIVE
    - ❖ CHOOSE DIRECTION
    - ❖ DEFER CHOICE TO 2<sup>ND</sup> HALF
- PAT'S
  - PAT KICKS ARE PERMITTED AND WILL BE KICKED FROM THE 10 YARD LINE
    - ❖ 2 POINTS AWARDED FOR SUCCESSFUL PAT KICK
  - 1 POINT AWARDED FOR SUCCESSFUL RUN/PASS FROM THE 3 YARD LINE
  - 2 POINT AWARDED FOR SUCCESSFUL RUN/PASS FROM THE 5 YARD LINE
- FIELD GOAL ATTEMPTS ARE PERMITTED FROM ANYWHERE ON THE FIELD
  - 3 POINTS AWARDED FOR SUCCESSFUL FIELD GOAL KICK
- BALL SHALL BE PLACED NEXT TO (BLACK) KICKING BLOCK PRIOR TO PLAY. WHEN GIVEN PERMISSION BY THE OFFICIAL (VIA BLOWN WHISTLE), BALL SHALL BE PICKED UP AND HELD BY HOLDER FOR KICKER TO ATTEMPT FIELD GOAL OR PAT.
- NO RUSH BY DEFENSE ON FIELD GOALS OR PAT'S (DEFENSE CAN STAND WITH HANDS IN THE AIR)
- NO FAKES BY OFFENSE ON FIELD GOALS OR PAT'S
- COACHES MUST NOTIFY THE OFFICIAL OF THE INTENT TO ATTEMPT A FIELD GOAL OR PUNT PRIOR TO THE EXPIRATION OF THE 35 SECOND PLAY CLOCK. FIELD GOAL ATTEMPTS ARE UNTIMED DOWNS.
- IF FIELD GOAL IS MISSED, THE DEFENSE WILL TAKE POSSESSION OF THE BALL AT THE LINE OF SCRIMMAGE FROM THE FIELD GOAL ATTEMPT (NOT THE SPOT OF THE BALL BY THE HOLDER).
- PUNTS ARE PERMITTED BUT SHALL BE AN UNTIMED DOWN AND FOLLOW THE BELOW CRITERIA.
  - NO SNAPS ON PUNTS – PUNTER STARTS WITH BALL, KICKING TEAM CAN RELEASE TO COVER PUNT AFTER KICK. 15 YARD PENALTY FOR MAKING CONTACT WITH PLAYER CATCHING PUNT
  - PUNTER WILL PROCEED WITH KICKING THE BALL WHEN OFFICIAL GIVES PERMISSION BY BLOWING WHISTLE.
  - NO RUSH BY THE DEFENSE ON PUNT
  - NO FAKE PUNTS
  - THE BALL IS DOWN WHERE FIRST CONTACT IS MADE BY THE RETURNING TEAM OR KICKING TEAM. IF THE BALL HITS THE GROUND AND ROLLS BACK TOWARD THE KICKING TEAM, THE BALL IS PLACED WHERE THE BALL FIRST HIT THE GROUND
  - IF NO PUNT IS DECLARED AND THE PUNT OCCURS, IT IS DEEMED AN INCOMPLETE PASS AND THE BALL IS TURNED OVER ON DOWNS AT ORIGINAL LINE OF SCRIMMAGE

## **OFFENSE:**

- OFFENSIVE LINEMEN SHALL LINE UP NO MORE THAN A SINGLE PLAYERS ARM LENGTH APART
  - APPROX. 2-3 FEET MAX
  - CUT BLOCKING IS NOT PERMITTED. ALL BLOCKING SHOULD OCCUR FROM THE WAIST UP
- ALL OFFENSIVE FORMATIONS WILL (MINIMALLY) CONSIST OF A LEFT TACKLE, LEFT GUARD, CENTER, RIGHT GUARD, AND RIGHT TACKLE.
  - UNBALANCED LINES ARE ALLOWED BUT THEY MUST ABIDE BY THE AFOREMENTIONED MINIMUM REQUIREMENTS FOR OFFENSIVE FORMATIONS.
- GIVEN THAT NOSE TACKLES ARE NOT PERMITTED NO QB SNEAK PLAYS (FROM UNDER CENTER) ARE ALLOWED
  - QB MAY FAKE AND FOLLOW
  - QB MAY RUN DIRECTLY UP THE MIDDLE AFTER RECEIVING A SHOTGUN SNAP
  - IF THE TEAM RUNS A QB SNEAK, A 5 YARD ILLEGAL PROCEDURE PENALTY SHOULD BE ASSESSED



## **DEFENSE:**

- NO DEFENSIVE PLAYER MAY LINE UP HEADS UP ON THE CENTER EVER (NO MATTER THE SITUATION)
- 8 PLAYERS MAXIMUM ALLOWED TO LINE-UP IN "THE BOX."
  - THE BOX IS DEFINED AS END MAN TO END MAN OF OFFENSIVE LINE AND 7 YDS DEEP INTO DEFENSIVE BACKFIELD.
- LINEBACKERS MUST LINE UP A MINIMUM OF 4 YDS OFF THE LINE OF SCRIMMAGE
- INTERIOR DEFENSIVE LINEMAN MUST LINE UP HEADS UP ON OFFENSIVE LINEMAN AT ALL TIMES.
  - INTERIOR DEFENSIVE LINEMAN MUST BE IN 3 POINT STANCE
- DEFENSIVE ENDS MAY LINE UP HEADS UP OR ON OUTSIDE SHADE OF END MAN OF LINE ON OFFENSIVE
  - WING BACKS ARE COUNTED AS END MAN OF OFFENSIVE LINE
  - (RE: WB) WITH 3+ YARDS OF LATERAL SEPARATION, THEY ARE A WR AND CANNOT BE COVERED BY THE DEFENSIVE END
  - DEFENSIVE ENDS CAN BE IN 3 POINT STANCE OR STANDING
- TEAMS MUST PLAY WITH TWO CORNERBACKS ON DEFENSE
  - CORNERBACKS MUST LINE UP 5 YDS OFF THE END OF THE OFFENSIVE LINE AND 4 YDS OFF THE LINE OF SCRIMMAGE.
- TEAMS MUST PLAY WITH AT LEAST 1 SAFETY AND MUST BE A MINIMUM OF 7 YDS OFF THE LINE OF SCRIMMAGE.
- LINEBACKERS, CORNERBACKS, AND SAFETIES CANNOT CREEP UP DURING THE QUARTERBACK'S CADENCE,
  - THE PENALTY FOR THIS INFRACTION IS 15 YARDS FOR UNSPORTSMANLIKE CONDUCT.
- NO DEFENSIVE PLAYERS ARE PERMITTED TO LINE UP ON THE LINE OF SCRIMMAGE WITHOUT AN OFFENSIVE PLAYER LINED UP ACROSS FROM THEM ON THE LINE OF SCRIMMAGE.
- MINIMUM ALIGNMENT DEPTH RULES ARE WAIVED WHEN PLAY BEGINS INSIDE DEFENSE'S 4 YARD LINE. PLAYERS MAY LINE UP WITH HEELS ON GOAL LINE WHEN THIS OCCURS. (NO NOSE GUARD OR LINING UP IN THE GAPS)

## **OVERTIME:**

- A COIN TOSS WILL BEGIN OVERTIME.
- WINNER OF THE TOSS SHALL CHOOSE OFFENSE OR DEFENSE FIRST
- EACH TEAM WILL GET 4 DOWNS FROM THE 10 YD LINE TO SCORE AND THEN THEIR CHOICE OF GOING FOR A 1 OR 2 PT CONVERSION.
- TEAMS WILL ALTERNATE WHO GOES FIRST EACH OVERTIME
- DURING REGULAR SEASON
  - A MAXIMUM OF 2 OVERTIMES PER GAME
  - IN 2<sup>ND</sup> OVERTIME TEAMS MUST MAKE A 2 POINT ATTEMPT AFTER SCORING.
- IN THE PLAYOFFS, OVERTIMES WILL CONTINUE UNTIL A WINNER IS DETERMINED

## **MERCY RULE:**

- WHEN A TEAM IS LEADING BY 28 POINTS OR MORE AFTER HALFTIME, A RUNNING CLOCK WILL BE IMPLEMENTED (THE RUNNING CLOCK WILL STAY IN EFFECT UNTIL THE END OF THE GAME).
  - IF THE MERCY RULE IS IN EFFECT, THERE WILL BE NO ONSIDE KICKS ALLOWED BY THE TEAM LEADING OR TRAILING. IN THE EVENT OF AN INADVERTENT ONSIDE KICK, THE BALL IS DEAD AND THE RECEIVING TEAM SHALL TAKE POSSESSION AT THE DEAD BALL SPOT.
  - THE CLOCK WILL STOP FOR INJURIES, EXTRA POINTS, AND TIMEOUTS