



Rev. F 2/26/2020

6th Grade 2020 GAME RULES

GENERAL/MISCELLANEOUS:

- GAMES WILL BE PLAYED IN ACCORDANCE WITH THE INDIANA HIGH SCHOOL ATHLETIC ASSOCIATION (I.H.S.A.A.) RULES (Please not 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

COACHES CONDUCT:

- 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
- EJECTION SHALL RESULT IN A MINIMUM OF 1 GAME SUSPENSION FOR THE COACH.
- 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)

LEGAL EQUIPMENT:

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

OFFICIALS:

- A MINIMUM OF 2 OFFICIALS TO SUPPORT 6TH GRADE 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 25 SECOND PLAY CLOCK ON THE FIELD. THEY WILL INFORM THE COACH WHEN THE CLOCK



Rev. F 2/26/2020

IS DOWN TO 10 SECONDS. IF THE BALL IS NOT SNAPPED IN 25 SECONDS, A DELAY OF GAME PENALTY WILL BE ENFORCED.

- 3 TIMEOUTS PER HALF

PLAYERS:

- PLAYERS CANNOT BE PAST THE 6TH GRADE OR OVER 13 YEARS OF AGE AS OF SEPTEMBER 1ST PRESENT YEAR AND SEASON. (BIRTH CERTIFICATES SHOULD BE MADE AVAILABLE UP REQUEST)

KICKING:

- PATS SHALL FOLLOW IHSAA RULES FOR ALL INSTANCES
- PUNTS ARE PERMITTED, FOLLOW IHSAA RULES FOR ALL INSTANCES

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 REGUALR SEASON
 - A MAXIMUM OF 2 OVERTIMES PER GAME
 - IN 2ND 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 20 POINTS OR MORE AFTER HALFTIME, A RUNNING CLOCK WILL BE IMPLEMENTED (THE RUNNING CLOCK WILL STAY IN EFFECT UNTIL THE LEAD IS LESS THAN 20).
- IF THE LEAD GROWS TO 35 POINTS
 - THE STARTING BACKS CAN'T ADVANCE THE BALL (THE TEAM LEADING WILL NEED TO REPLACE THEIR STARTING RUNNING BACKS AND QUARTERBACK {THE QUARTERBACK CAN STAY AS A QUARTERBACK BUT MAY NOT ADVANCE THE BALL BY RUNNING, THROWING OR CATCHING THE BALL}).

- ○ NO ONSIDE KICKS.

- ○ THE CLOCK WILL STOP FOR UNTIMED DOWNS TO INCLUDE: INJURIES AND TIMEOUTS

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