

**CENTRAL INDIANA
BANTAM YOUTH
FOOTBALL LEAGUE**

**POLICIES AND
PROCEDURES**

OVERVIEW

The Central Indiana Bantam Football League (CIBFL) is an association of youth football programs organized for the purpose of: the instruction and promotion of the sport of football, positive interaction between the participating communities and the development of healthy attitudes and sportsmanship among its youth participants.

The association is comprised of the following programs: Bartholomew County, Beech Grove, Brown County, Edinburgh, Indian Creek, North Decatur, Shelbyville, Southport and Triton Central.

LEAGUE POLICIES PARTICIPATION

1. A player may participate on only one team.
2. Individuals enrolled in the seventh grade are prohibited from participating.
3. The CIBFL does not prescribe playing time rules nor will it monitor a participant's playing time. Playing time standards are established and administered by the respective programs.
4. A mandatory index meeting will be held annually prior to the season. All players must have their weights recorded at this time. Minimum clothing of shorts is required. Players will weigh one time. This will be recorded as the individual's official weight. NO EXCEPTIONS. Any player unable to attend the official weigh-in may weigh in at the annual League Representatives Meeting.
5. Verified team rosters on standardized roster forms must be turned in at the league index meeting
6. There is no limit to the number of players on a team roster.
7. Steel cleats are prohibited. Any type of rubber cleats or gym shoes are acceptable.
8. Players must play in complete uniform. This includes: Helmet, knee, thigh, hip and tail pads, shoulder pads, a mouthpiece and a numbered jersey.
9. IHSAA rules will apply except as stipulated.
10. A mercy rule applies to all games with a margin of 20 or more points at any time during the second half. In this situation, the clock will run continuously with the exception of time outs, scores, injuries and change of possession.
11. Ties in the league standings will be determined by head-to-head competition.
12. Sideline personnel will be limited to rostered players, a maximum of four coaches and two statisticians. Penalties for non-compliance: Warning. Delay of Game. Unsportsmanlike Conduct. Game Forfeiture.

OFFICIALS

1. Game officials are assigned by the league referee coordinator. The coordinator operates under the authority of the CIBFL.
2. If one or both game officials are absent, the host site representative, coaches and attending officials will determine replacement official.
3. Officials will be licensed by the IHSAA unless agreed upon by the aforementioned representatives.
4. Game decisions are final. There are to be no arguments on the playing field. Official rule protests must be filed with a league official within 72 hours of the protested game's conclusion. League representatives will render a decision.

SCHEDULING

1. League games will be scheduled by league representatives.
2. Postponed games will be rescheduled by and/or approved by the league.

HOST SITES

1. Host sites must provide a regulation football field that meets IHSA specifications and has a visible, working scoreboard and clock.
2. Host sites are responsible for paying game officials for regular season Varsity Games. JV teams each pay for a game official.
3. No admission fee is to be charged by host sites.
4. Host sites are free to provide concessions, promotions or other activities for fundraising purposes.
5. Host sites should have program representative present.

LEAGUE RULES
"A" DIVISION

1. **Grades**-The "A" Division will consist of fifth and sixth grade players, ages 10, 11, 12 or 13. Any player age 13 or turning 13 during the season will be designated a striped player. Any individual 14 years of age or turning 14 during the season is ineligible for CIBFL participation.
2. **Weight**- Any player weighing 120 or more pounds is designated a striped player and is prohibited from carrying or advancing the football or lining up in the backfield or outside the tackles.
Strippers must play in a down position (3 or 4-point stance) on the line. Defensive line strippers must line up head to head on the tackles. Only five strippers per team may be on the field at a time. The kicker is an exception and obviously may stand up to kick.
3. **Blitzing**-Blitzing is permitted. Defensive linemen may line up head to head with the center and in gaps.
4. **Conversions**- A one-point conversion will be awarded for a successful pass/run from the 2.5 yard line. A two-point conversion will be awarded for a successful pass/run from the 5-yard line. A successful kicked conversion will be awarded one point. During extra point kicks: the defense may not rush. They may wave arms but may not leave the ground. The offensive line must assume a down position. The kick must come after a "clean" long snap. Any snap not caught directly is ruled an unsuccessful kick. The same rules apply to field goal attempts.
5. **Punts**. Punts are live play according to IHSAA rules. A stripper in the backfield must result in a punt.
6. **Football**. A Junior Size TDJ Football will be used for play.
7. **Game Clock Rules**. Quarters will be 8 minutes in length. The clock will stop on incomplete passes and ball going out of bounds but will start on ball being spotted for play. Clock will stop on all scores and not begin until spotted for play on change of possession. Clock will begin when spotted for play following change of possession. **Final two minutes of each half: Clock will stop according to IHSAA rules.**
8. **Timeouts**-IHSAA rules (3 timeouts per half).
9. **Overtime**-IHSAA overtime procedure.

COACHES

1. Coaches not permitted on field for "A" Varsity games; One coach per team permitted on field for JV games. Must be positioned 10 yards behind nearest player. Coaches on the field may instruct but may not call plays in any way following the offense breaking the huddle. Example: a coach may reposition a player prior to the snap. Example: A coach may not call a blitz after the offense lines up for snap. Violation is a 15-yard penalty.
2. One Coach per team is permitted on the field for "B" Division games. Two coaches are permitted on the field for "C" Division games. The aforementioned guidelines apply to "B" and "C" division coaches on the field.
3. The league reserves the right to reprimand, suspend or expel a coach from league participation. Individuals expelled from the league are not permitted on the field or sidelines and are prohibited from participating in coaching activities.
4. Local organizations have the right to remove or suspend coaches. These actions will be upheld by the CIBFL. Coaches removed or suspended by their local organizations are banned from CIBFL participation until reinstated by their local associations.
5. CIBFL coaches are expected to maintain positive attitudes and behavior with respect to their interaction with players, coaches, officials, fans and others related to their participation as coaches in the CIBFL.

LEAGUE RULES
"B" DIVISION

1. **Grades**-The "B Division will consist of players in the third and fourth grade. Any individual 12 years of age or who will become 12 during the season is ineligible for this division.
2. **Weight**-Any player weighing 100 or more pounds is designated a striped player and is prohibited from carrying or advancing the football or lining up in the backfield or outside the tackles. Stripers must play in a down position on the line (3 or 4-point stance). Defensive line stripers must line up head-to-head on the tackles. Only five stripers per team may be on the field at a time. The kicker is an exception as a sixth player and obviously may stand to kick.
3. **Blitzing**- Blitzing is permitted. Defensive linemen may line up head-to-head with the center and in gaps.
4. **Conversions**- A one-point conversion will be awarded for a successful pass/run from the 2.5-yard line. A two-point conversion will be awarded for a successful run/pass from the 5-yard line. A successful kicked conversion will be awarded one point. During extra point kicks: The defense may not rush. The defense may wave arms but players may not leave the ground. The offensive line must assume a down position. The kick must come after a "clean" long snap. Any snap not caught directly is ruled unsuccessful. The same rules apply to field goal attempts.
5. **Punts**- There is no rush on punts. Play becomes live when the ball is kicked. Punts must be declared and there are no fake punts. A striper may punt.
6. **Kickoffs**- There are no kickoffs. Possession will begin at the 30-yardline.
7. **Football**- A junior size TDJ Football will be used for play.
8. **Game Clock Rules**-Quarters will be 8 minutes in length. The clock will stop on incomplete passes and ball going out of bounds but will start on ball spotted for play. Clock will stop after all scores and not begin until spotted for play on change of possession. Clock will also begin when spotted for play following change of possession following punts. **Final two minutes of each half: Clock will stop according to IHSAA rules.**
9. **Timeouts**-Two timeouts per half.
10. **Overtime**- IHSAA procedure.

LEAGUE RULES

"C" DIVISION

1. **Grades-**The "C" Division will consist of players in the second grade and below. Players under age five participate at the discretion of their respective program. Any individual 9 years of age or who will turn 9 during the season is ineligible for this division.
2. **Weight-**Any player weighing more than 80 pounds on the Varsity Team and 70 pounds on the JV Team is designated a striped player and is prohibited from carrying or advancing the football and lining up in the backfield or outside the tackles. Strippers must play in a down position on the line (3 or 4 -point stance). Defensive line strippers must line up head-head-on the tackles. Only five strippers per team may be on the field at a time. The kicker is an exception as a sixth player and obviously may stand to kick.
3. **Blitzing-** There is no blitzing or stunts (fake blitzing) or nose guard is allowed. Linebackers must remain three yards off the ball until the snap.
4. **Conversions-** A one-point conversion will be awarded for a successful pass/run from the 2.5 yard-line. A two-point conversion will be awarded for a successful pass/run from the 5-yard line. successful kicked conversion will be awarded one point. During extra point kicks: The defense may not rush. The defense may wave arms but may not leave the ground. The offensive line must assume a down position. The kick must come after a "clean" long snap. Any snap not caught directly is ruled unsuccessful. The same rules apply to field goal attempts.
5. **Punts-** The auto punt rule is in effect. A declared punt moves the ball 25 yards down field where the ball is spotted for change of possession.
6. **Kickoffs-**There are no kickoffs. Ball will be spotted for play at the 35-yard line.
7. **Football-** A Wilson K2 Football or its equivalent will be used.
8. **Game Clock Rules-** Quarters will be 8 minutes in length. The clock will stop on incomplete passes and ball going out of bounds but will start on ball spotted for play. Clock will stop after all scores and not begin until spotted for play on change of possession. Clock will also stop on declared punt and begin when spotted for change of possession. **Final two minutes of each half: Clock will stop according to IHSAA rules.**
9. **Timeouts-** Two timeouts per half.
10. **Overtime-**IHSAA procedure.