

# 2<sup>nd</sup> and 3<sup>rd</sup> Grade Rookie Tackle Rules

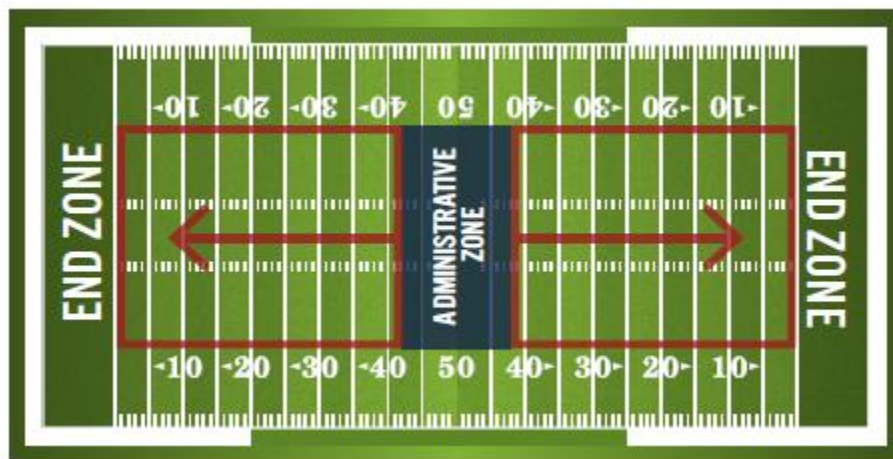
- Because of the all players, all positions, all skills philosophy, there are no restrictions on jersey numbers or player positions.
- All game action takes place on one half of the field with all possessions starting on the 40- yard line going toward the end zone in between the numbers.
- A turnover on downs brings the ball back to the 40-yard line, and the teams switch sides from offense to defense, defense to offense.
- Turnovers on interceptions or fumbles are blown dead immediately. No returns are allowed in order to protect players from running toward the 20-yard administration zone between the two fields. Play restarts on the 40-yard line with the recovering/intercepting team now on offense. There are no defensive touchdowns.
- After each play, the ball is spotted in the middle of the field. Hash marks are not used.
- Because of the limited field size, all 15-yard penalties are enforced as 10-yard penalties.
- No penalty on the offense can take the ball beyond the 40-yard line to ensure the administration zone.
- Penalties on the offense that are called and accepted on or behind the 40-yard line result in a loss of down.
- Penalties on the offense called between the 40-yard line and the end zone in which yardage is lost, even if limited in enforcement by the 40-yard line, are enforced as written in terms of down lost or replayed.
- There are no defensive safeties. Tackles behind the 40-yard line are respotted at the 40-yard line.
- All personal foul penalties include an immediate substitution from the field for a minimum of one play to allow coaches to address misconduct and promote good sportsmanship. We call this a cooling off period.
- All plays are blown dead and the ball is returned to the 40-yard line if an offensive ball-carrier or a fumbled ball crosses over midfield or at the official's discretion if coaches, administrators or players from the multiple fields and the dead zone area become close enough in proximity to be a concern for safety.
- The game is played in four 10-minute quarters with a running clock. The clock may stop after a score to flip the field.

## Part VI – 2<sup>nd</sup> & 2/3<sup>rd</sup> Grade

### Article 1: 2/3<sup>rd</sup> Grade Game Rules

**S1: Team Count – 9 Man Football**  
Minimum Players 12  
Maximum Players 15

**S2: Playing Field Size –** Games are scheduled on a 40 by 35 yard football field. 2/3rd Grade games are played on one-half of the 100-yard field. There will be many instances where there will be four (4) teams on a 100-yard field (two games scheduled simultaneously). Play begins at the 40 yard line and only moves towards the End Zone. The center 20 yard section of field (Administrative Zone) is reserved for League Officials and Coaches only, no players or parents allowed.



**S3: Coaches:**

One Coach from each team is permitted to be on the field with the team for the first two games. Once the team breaks from huddle, the coach must stay back 10 yards from the line of scrimmage. It is permissible to help set players in correct formation. Once the ball is snapped and you are an on-field coach, **DO NOT GIVE INSTRUCTIONS.**

**S4: Game Time and Time Outs –**

- A. Games will consist of four (4)
- B. Quarters will be 10 minute running clock
- C. Clock will stop for team rotation
- D. Half time will be 10 minutes.
- E. Each team is allowed two (2) time outs per half (injuries are not considered a time out)

**S5: Number of players on the field for offense or defense –** Nine (9) players

**S6: Offense will have a maximum of 30 seconds from huddle formation to get off next play. Otherwise, a delay of game penalty will be called.**

**S7: No kick offs, at the start of the game, the ball will be placed on the 40 yard line.**

**S8: No Punts, 4<sup>th</sup> down plays will consist of a standard offensive play**

**S9:** The point after touchdown is 1 point for either run or kick

**S10:** All tie games remain as tie games

**S16:** Offense –

- A. The offensive line will consist of a center, two guards and two tackles; all five will be in a two point stance.
- B. Only 6 players are allowed to be on the line of scrimmage for any given play (Center, 2 Guards, 2 tackles and a Tight End or a Receiver)
- C. Receivers/Slots are only allowed to be 5 yards outside of the last offensive line position (the Tackle or Tight End)
- D. At least 1 running back is required to line up in the backfield at all times.
- E. "Trips" formation is not allowed
- F. No QB sneaks are allowed from under center or shotgun position (defined as running through the "A" Gaps).
- G. A player may only play in the backfield for a total of two quarters per game. This means that a player will only be allowed to carry the ball, throw the ball or catch the ball two quarters of the game. One play in the backfield constitutes a quarter played. (Backfield Skill positions are defined as Quarterback, Running Backs and Receivers). If a Head Coach is found to be in violation of this rule the following will be enforced by the association:
  - a. 1st Offense: The Head Coach shall be suspended for one game.
  - b. 2nd Offense: The Head Coach shall be suspended for the remainder of the season.This rule is to promote learning and give all kids the opportunity to learn a skilled position. This rule also prevents coaches from playing only their best players at the skilled positions

**S17:** Defense –

- A. No defensive player can be placed directly over the center.
- B. All players will be in a 2 point stance
- C. Defensive front line (tackles and ends) must be lined up head to head over the offensive guard and tackles. Under no circumstance should the defensive front line; line-up outside the offensive tackles.
- D. Defensive line must be one (1) yard back and heads up from the offensive line.
- E. Linebackers must be five (5) yards off the center. Linebackers may not blitz and may not penetrate the line of scrimmage until the ball is outside the Tackles
- F. 1 Player is required to be at least 10 yards off the ball (safety).
- G. Defense must run 4-4-1 or 4-3-2 set. No more than four (4) defensive players can rush the ball.

**S18:** All players must start on either offense or defense. Every player should have an opportunity to be a captain.

**S19:** Crack-back blocks are not allowed

