

# **YOUTH TACKLE FOOTBALL LEAGUE**

## ***2021 RULES & REGULATIONS GUIDE***

**3<sup>rd</sup> & 4<sup>th</sup> Grade**

**5<sup>th</sup> & 6<sup>th</sup> Grade**



THE YOUTH TACKLE FOOTBALL LEAGUE IS ORGANIZED, ADMINISTERED AND SUPERVISED BY THE CITY OF CHEYENNE RECREATION DIVISION. ANY QUESTIONS SHOULD BE DIRECTED TO THE RECREATION DIVISION AT 637-6425 OR AT 1317 Parsley Blvd., CHEYENNE, WY 82007.

**A. ORGANIZATIONAL INFORMATION:**

1. It is the responsibility of the parent to be sure their children wear proper equipment to all practices and games. Those not abiding by this rule will be ineligible to play tackle football. **Refunds will not be issued.**
2. League practice may begin August 2, 2021, and the practice season will run 4-5 weeks. In addition to practice, there will be 6-8 weeks of games providing a total of 8 -10 weeks of active participation. Games will be played on Saturdays with the possibility of week night games at local High Schools.
3. Games and practices will be held at various Laramie County School Districts 1 facilities. Coaches will notify players of their practice times. Please call the Recreation Division Office at 637-6425 if you have any questions.
4. Players will be placed on teams based on the Jr. High/High School (Triad) they will be attending whenever possible. The only exception will be:
  - A. There are not enough players from that triad to form a team.
5. Because we are being allowed to use the school district facilities we must adhere to their rules.

**B. ELIGIBILITY:**

1. Boys entering 3<sup>rd</sup>-6<sup>th</sup> Grade: Players and will be placed on a team according to their school (Triad) or adjacent neighborhood whenever possible. **There are no guarantees that a player will play on a team from their neighborhood or grade school.**
2. If a player has an excused absence from practice, he can play in the next game but cannot start that game. If a player does not have an excused absence from practice he might not play in the following Saturday's game. It is extremely important that the player be at all practices. This will be enforced by the **discretion of the team coach.**

**C. FORFEITS AND DISQUALIFICATIONS:**

1. Game time is forfeit time. Plan on arriving 30-45 minutes prior to game time to ensure you have everything ready.
2. A player who receives two unsportsmanlike conduct penalties or is ejected from a game will sit out the rest of that game and the next scheduled game. This will also carry over to the next season if the two unsportsmanlike conduct penalties occur in the last game of the season. Any player ejected from a game by an official must sit on the team bench quietly or with their parent or risk a three-game suspension from the league that could carry over to the next season. Unsportsmanlike conduct penalties called for physical fighting or any extreme verbal abuse or gestures will be cause for immediate dismissal from the game and league with no refunds. Any adult ejected from a game must leave the field within 30 seconds after collecting personal articles. If said adult is a coach and no assistant coach is in attendance, a team parent may assume coaching the team for the remainder of the game.
3. Any Coach who receives 2 unsportsmanlike conduct penalties or is ejected from a game must leave the field immediately and will face a 1-3 games suspension.
4. Any team that receives three unsportsmanlike conduct penalties in one game will forfeit that game. Players using inappropriate language will risk said penalties. Inappropriate language will not be tolerated at either practices or games.
5. No City of Cheyenne equipment may be altered in any way. NO personal stickers of any kind are allowed on the helmets without the consent of the league Director. Any alterations of equipment will result in forfeit of game.

**D: PLAYERS GAME TIME:**

- A. All “healthy” players and those who were at ALL practices are required to play in a **minimum of 14 plays**. Seven plays in the first half and seven plays in the second half. Ten of those plays must be on offense and/or defense or a combination of both during the game.
- B. Players who do not come to practice during the week before a game will forfeit possible playing time. Discretion of playing time will be up to the coach.
- C. Coaches should have a designated “team” parent to ensure that all players get the minimum number of plays.
- D. **Any team/coach failing to allow each healthy player to participate in a minimum of 14 plays will forfeit any such game. The head coach will be suspended from coaching for two weeks including all practices. A second violation of this rule will result in the head coach being suspended indefinitely from coaching youth tackle football.**
- E. This is NOT a win at all cost league. We are here to help develop the boys into becoming better football players.
- F. There will be (6) regular season games scheduled.

**E. TIME REGULATIONS:**

- 1. The time clock will be a modified 8-minute clock. It will stop only on dead ball situations. I.E. out of bounds, change of possession, incomplete passes, etc. It will run continuously for everything else. The clock will be started once the ball is placed and the official signals to start the clock.
- 2. In the 2<sup>nd</sup> half if a team is up by 21 points, the clock will run continuously, until the losing team brings the game within 7 points, or the clock runs out. The only time the clock stops is for an injury or timeout.
- 3. If the teams are tied at the end of regulation the following will occur:
  - a. The ball will be placed on the 10-yard line.
  - b. Each team will get a possession. If one team scores and the other does not, that team will win.
  - c. If both teams score the ball will be placed back on the 10-yard line and we start again.
  - d. If neither team scores after 2 possessions the ball is placed on the 5-yard line and each team will get a possession.
  - e. If both teams score after 2 possessions the ball will be moved to the 20-yard line and the procedure starts again until a winner is declared.

**ADDITIONAL GAME CLOCK RULES**

In an effort to keep the flow of games and to ensure games are completed on time the following rules in regard to the stoppage of the game clock have been changed for the instances listed below. These additional rules will be in effect FOR THE ENTIRE GAME except for the final 2 minutes of each half where the game clock will be stopped on all plays that require the game clock to be stopped. Please see the note below if the game has reached the mercy rule in the 2nd half for clock rules:

- **INCOMPLETE FORWARD PASS**
  - On an incomplete forward pass, the clock will stop on the whistle and a signal from the officials to stop the clock. Once the ball is put back to the original line of scrimmage and is “ready for play” the head official will give the signal to begin the game clock.

- **OUT OF BOUNDS**

- On offensive plays where the runner goes out of bounds with **forward progress stopped**, the clock will be stopped with the whistle and official signal to stop the game clock.
- Once the ball is set back at the line of scrimmage and is “ready for play” the head official will give the signal to begin the game clock.
- The game clock will not be stopped if the runner voluntarily runs out of bounds without the loss of forward progress.
- On offensive plays that result in a first down and a player is forced out of bounds with the loss of forward progress, the clock will be stopped. Once the ball is set for ready to play the head official will give the signal to begin the game clock.

The clock will be stopped on change of possession plays: failed fourth down conversion, turnovers and the completion of punt returns/fair catches. The clock will not begin until the next offensive snap.

The clock will be stopped after scores and will not begin until the kickoff following the score.

**2nd Half Mercy Rule - If during the 2nd half of a game the mercy rule is reached; the clock will only be stopped for injuries and/or timeouts.**

**F. GENERAL GAME INFORMATION:**

**All Jr. High School Football rules apply with the following exceptions in 3<sup>rd</sup> & 4<sup>th</sup> grade.**

1. The field will be normal width. The field will be 100 yards in length.
2. Coaches will be allowed in the offensive huddle for the first 2 games of the season. Understand that the clock is still running and a penalty will be assessed after 40 seconds. Only five (5) total coaches are allowed on the sidelines at any given time.
3. There are no linebacker blitzes between the tackles.
4. All punts are dead balls. This means no rushing when the ball is snapped and being punted. Once the ball has been punted it is live.
5. Encroachment rules will be in effect. No flinching to draw the offense off sides.

1. Ball Size:           3<sup>rd</sup>/4<sup>th</sup> Grade will use Rookie Size  
                              5<sup>th</sup>/6<sup>th</sup> Grade will use Jr. Size

2. Only one postponed game, due to inclement weather will be rescheduled if time permits. All other games postponed due to inclement weather will **NOT** be rescheduled. Please monitor local radio stations if in doubt about games being played. Decision to cancel games will be made by League Director. All decisions will be final. Every effort will be made to play the games, but Wyoming’s winter weather can be treacherous and safety is the number one priority. When the schools release early on Friday due to weather, the Saturday games **MAY** be canceled. This is due to the fact that the parking lots and sidewalks may not be cleared in time on Saturday morning because school and city staff was sent home on Friday for their own safety.

3. Substitute Coaches-There are times when emergency situations come up and the head coach may be called out of town on game days or on a practice day. In order for games and/or practices to be held all substitute coaches need to have authorization from the League Director to substitute coach. Games and practices cannot be held without authorized adults in charge; if teams cannot provide authorized substitutes, practices and/or games will be canceled and/or forfeited.

**G. MISCELLANEOUS INFORMATION:**

1. All participants will receive an individual and team picture for participating.
2. **THE CHEYENNE RECREATION DIVISION NEITHER SUPPORTS NOR INHIBITS TEAMS FROM TRAVELING TO OUT-OF-TOWN GAMES. THE OFFICIAL SCHEDULE OF GAMES WILL NOT BE CHANGED TO ACCOMMODATE OUT-OF-TOWN GAMES. PLEASE PLAN YOUR SCHEDULE ACCORDINGLY.**
3. **ALL PRACTICE AND GAME JERSEYS PROVIDED BY THE CITY MUST BE WORN TO ALL GAMES.**

Our sponsor provides the uniforms, so please do not alter in any way.

- a. Any alterations to any equipment will result in security deposited being withheld until said equipment is fixed and returned properly.
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