

Rules for 6th Grade Tackle

As players gain more experience in playing tackle football, they are expected to execute more types of plays, gain more knowledge, and play the game with less interference from coaches.

1. All games will be played on 50 by 100-yard fields.
2. Games will be one hour in length.
3. Periods will be fifteen minutes of running time. The last two minutes of the fourth quarter will be stop time. The clock will only stop for penalties, injuries, and team changeovers.
4. There will be a two-minute intermission between quarters and a six-minute halftime.

5. Each team will have 2 timeouts per half.
6. The officials will administer a coin toss prior to the game with the visiting team calling heads or tails. The winner of the coin toss has the option of taking the ball at the 25-yard line, playing defense, or defending a goal.
7. In a safety the ball will be placed on the 25 yard-line.
8. All decisions made on the field by the officials are final. No appeal.
9. All coaches are not allowed on the field.

Playing Time

1. It is a requirement that all players should have equal playing time.

2. Quarters will be broken down in half to allow for substitutions. Each half-quarter will be 7:30 in length.
3. All substitutions will take place at the end of each half quarter. No substitutions shall be made during each half quarter other than for injury or disciplinary reasons.
4. Game officials will notify the teams when the half quarter has ended. At that time all players on the field must leave the field and all players on the sideline will enter the game and remain until the end of the half quarter. There may be because of the low roster numbers of players playing consecutive halves.

5. Coaches should strive to give every participant equal playing time. It would be the goal by the end of the game that every player has this opportunity.

Offense

1. This grade will have an open offense. Eleven players-5 lineman, 1-quarterback. The other 5 players can be used as wide receivers, slots or up to 3 running backs but are required to have at least one running back in the backfield. All slot backs must be one yard off the line of scrimmage. Each school will have their own offense & defense that is run by their varsity.
2. All gaps for linemen will be one yard or arm's length apart.

3. One player in motion is allowed.
4. Any running back, wide receiver, quarterback, or end must be 130lbs or less.
5. The snap count will be Down-Set-Hike. No deviations are permitted.
6. All fumbles are live.

Defense

1. Eleven players- 4-linemen, 3-linebackers, 3 corners and one safety.
2. All Linemen must be in a 3- or 4-point stance.
3. Linebackers must be 2 yards off the line of scrimmage.
4. No blitzing or fake blitzing is permitted.

5. Goal Line Defense-If the ball is at the 5-yard line or less the defense may bring the linebackers up to the line but must be in a 3- or 4-point stance. Tackles must line up head up with the offensive tackles directly across from them.

Punts

1. On 4 down and the team elects to punt, the ball will be moved back 25 yards but will not be put inside the 25 yard line.

Discipline

1. If a player is ejected from the game, he will be removed from the field of play. It will be up to the director as to when the player can return to

practice or future games. The parents will be involved with this process.

2. If a coach is ejected from the game, he will be asked to leave the facility for the remainder of the game. It will be up to the Director to determine when the coach can return to his team.
3. Parents are hereby advised that unexcused absences are treated differently from excused absences and may result in less playing time. Except in an emergency. The parent should always provide advanced notice of an

absences along with the reason for the absences.

4. All reefing decisions made on the field are final. There is no protest of calls. Verbal abuse of any referees by a coach or parent is not acceptable and could lead to dismissal at the site.