

Rules For 3rd Grade Tackle

In the first year of tackle, participants are expected to gain understanding of the game by adhering to the rules which are more similar to high school football.

All games will be played on a 40 by 60-yard field. Teams will consist of 9 players.

Periods will be 4-fifteen minutes of running time. The last two minutes of the fourth quarter will be stop time. The clock will always stop for penalties, injuries and team change of possession.

There will be a two-minute intermission between quarters and 6 minutes half time.

Each team will have 2 timeouts per half.

The officials will administer a coin toss prior to the game to determine who will get the

ball first on the 20-yard line. The winner of the coin toss will have the option of taking the ball or play defense. The loser will have their choice in the second half.

If there is a safety the offense will start at the 25-yard line.

No scores are not kept on the field so there is no overtime.

All referees' decisions are final. No appeal.

All coaches will be allowed on the field for each team during the game.

Equal Playing Time

It is required that all players shall have equal playing time. To accomplish this goal, quarters will be broken in half to allow for substitutions. Each quarter will be 7:30 long

All substitutions will take place at the end of each half-quarter. No substitutions will be made during each half quarter other than for injury or disciplinary reasons.

Game officials will notify the teams when the half quarter change has ended. At that time all players must leave the field and all players from the sideline will enter the game unless roster numbers require a player to play more than one consecutive half quarter.

Offense

Nine players- Five linemen, 1 quarterback 2 running backs and one end or wide receiver. All wide receivers can only be no more than 10 yards from the end and can go in motion.

Only one coach is allowed on the field.

All linemen will be one yard from each other. Ends cannot do crack back blocks.

The quarterback can be under center or in the shotgun formation.

The snap count should be down-set-hike.

The weight restrictions are 95lbs. All participants can carry or receive the ball if at or under this weight.

Fumbles can be made but there will be no advancement of the ball. The ball will be dead on that spot but the other team if recovered will take over the downs.

If an interception is occurred, the player can advance the ball and score a touch down.

Punting

On 4th down and the team chooses to punt, the ball will be moved back 15 yards but will not be placed inside the 15 yard line.

Defense

9 players-4 linemen, 3 linebackers and 2 corner backs.

In a goal line situation (inside the 5) the Linebackers can be up to the line of scrimmage. Normally they must be at least 2 yards back from the line of scrimmage.

No blitzing or fake blitz is allowed.

Discipline

If a player is ejected during the first half of the game, that player will be removed from the field of play and will remain with the

team on the sideline. They will not be allowed to play the remainder of the game.

If a coach is ejected, the coach must leave the field for the remainder of the game.

All ejections shall be reviewed by the director to determine when the participant or coach can return to the team and play the next game or practice.

Parents

Parents are hereby advised that unexcused absences are treated differently from excused absences and may result in less playing time for the player. Except in emergency situations the parent should always communicate to the coach's about being absent along with the reason of the

absence. If any questions or concerns,
please contact the league director.