

McKinney Sports Connection Tackle Football Rules 2019



General rules and exceptions to the UIL & NCAA football rulebook to
accommodate McKinney Sports Connection Youth Tackle Football

MSC Tackle
Football policies
and procedures

- I. McKinney Sports Connection (MSC) General Operations
 - a. Mission Statement:
 - i. To provide young athletes the opportunity to play football in an environment where teamwork and sportsmanship are the focal points of success. MSC insists on coaches who represent themselves as role models to the community both on and off the field.
 - b. General football rules
 - i. The MSC Board policies and procedures are written as a guideline to govern football and cheer. The MSC Board will refer to the University Interscholastic League (UIL) and NCAA rules to make a decision regarding any situation, which arise, that are not covered by this handbook.
 - c. Sportsmanship
 - i. **Coaches:** All MSC coaches are required to demonstrate positive sportsmanship on and off the field in respect to their players, parents, opposing team players, parents, coaches, and the game officials. Coaches who are unable to demonstrate the proper sportsmanship will be subject to disciplinary action from the MSC Board of Directors. Any coach who is ejected from a game for unsportsmanlike conduct will be required to leave the field of play and will be unable to coach in the next scheduled game. This includes postseason play. The continued demonstration of improper sportsmanship may result in suspension or permanent removal from MSC.
 - ii. **Participants:** Sportsmanship is a priority in the development of MSC athletes. All participants must demonstrate positive sportsmanship at all times. Those who cannot will be dismissed from the game. Any player/participant receiving two (2) unsportsmanlike conduct or personal foul penalties during a game shall be automatically ejected from the game. Any player/participant ejected from any game shall automatically be suspended from the next scheduled game including playoff games. The continued demonstration of improper sportsmanship will result in a disciplinary hearing by the MSC Board of Directors resulting in a minimum 2 game suspension and potential permanent ejection from MSC.
 - iii. **Spectators:** All spectators will be expected to demonstrate positive sportsmanship while observing MSC sanctioned activities. MSC sanctioned activities include games, practices, and team gatherings. Spectators who cannot maintain generally acceptable behavior will be required to leave the game site (as determined by the head official during that game) and will be suspended for the next scheduled game including the playoffs. If a spectator incident results in the summoning of the local authorities, the spectator responsible for the actions shall be suspended for the next two scheduled games including the playoffs. If a spectator has the authorities called on them more than once during a season, the spectator and the player will be permanently removed from the MSC. The continued demonstration of improper sportsmanship by a spectator may constitute suspension from any number of games.
 - iv.
- II. MSC Structure and league rules
 - a. MSC Board of Directors (Board)
 - i. The MSC Board is the governing body for the MSC football program. The Council will consist of representatives from each division of play, the Administrative Director as well as the League Director. The MSC Board reserves the right to modify, change, or create any rule that is in the best interest of the MSC Football programs and/or its participants. All coaches will be provided Board member contact information for their respective division. Coaches are expected to contact their division director with any questions, comments or clarifications needed prior to contacting the league or administrative director of



MSC. All members of the MSC Board are volunteers providing their time and experience to facilitate structure to football activities and season.

b. League Division Structure

- i. **All coaches must keep a book for that includes the following information:**
 - 1. **Copy of players birth certificate**
 - 2. **Copy of last year report card**
 - 3. **ID or photo**
- ii. **Books are required for every game. If a Head Coach from the opposing team has reason to believe there are players that haven't been certified the game will immediately stop. At that point the refs will verify that player by looking at the Coach's book to verify the player is eligible. The referee will ask questions from the players birth certificate and verifying with the official roster in the press box match.**
- iii. Additionally, a player may only participate with their team if all league dues (registration fee) are paid in full. Any player who has not paid their registration fee by July 19, will be ineligible to participate in any activity with their respective team. Communication to the head coach will be sent via email.
- iv. The participant must be at least (5) years old or entering Kindergarten, and not more than (12) years old or entering 6th grade, on or before September 1st of the registration year. The September 1st birthdate applies to eligibility of each age division. Divisions are determined by age. Participants will play in the division according to their age level for the fall football season. However, players may appeal to play according to grade level. Appeals will be reviewed by the MSC Board for approval or denial based on case-by-case circumstances. The grade levels by age are as follows:

Age Division	Grade Level
5	K
6	1st
7	2nd
8	3rd
9	4th
10	5th
11/12	6th

c. Coaches Eligibility

- i. In attempt to provide adequate instruction and attention to each participant, each team will have a Head Coach and recommended minimum of "two" (2) assistants in the tackle division and maximum of "five" (5)
- ii. All coaches are required to register online with McKinney Sports Connection each season prior to the first practice.
- iii. All tackle coaches will be required to complete the online USA Football course as part of the MSC USA Football Heads Up program. Any coach that does not complete this requirement will NOT be allowed to coach in the tackle division.
- iv. A criminal background check will be processed on all coaches.
- v. An outside vendor will process and review the information obtained during the background check and notify the Board of anyone who does not pass the pre-determined criteria. The MSC Board will not be notified of what the exclusion was, only that a "clear background" was not received based on the criteria that was given to the vendor. All information obtained will be confidential.
- vi. The MSC Board Designee shall take all coach applications, after a coach has been certified and the background check procedure completed and submit them to the MSC Board for final approval. The Board is the final authority concerning the selection of team coaches.



- vii. Each coaching staff must have at least one coach in attendance at the annual mandatory coach's clinic organized by the MSC Board. This requirement is MANDATORY as the league Player Safety Coach will give required training on the USA Football Heads Up program. Pre-season Logistics and activities
- viii. All coaches who have met the registration requirements, USA Football course (if applicable), and passed the background check will be given a coach badge to indicate they are approved to coach in the MSC Board. These must be visible at all practices and games. Those who do not have a badge are not approved coaches and may not act as a coach in any manner.
- ix. In the event someone is caught wearing someone else's badge, a false badge, or a non-current year badge they will immediately be removed from the game facility. The Head Coach and any coach allowing their badge to be used for this purpose will be subject to suspension and/or complete loss of coaching privileges
- d. Team Formation
 - i. **All returning teams and newly formed teams must have a minimum number of 12 returning players by the end of the MSC registration.**
 - ii. Individual Players Placement Process
 - 1. **Players that register with MSC and are not associated with a team will be either placed on an ISD based team, which is associated to the HS you are currently zoned for, or a select team if selected.**
 - 2. Head coaches will be provided with the following information for all players that are not assigned to a team but are registered with MSC. All of this information is provided by the family of the player and the MSC board will not independently validate unless there are eligibility questions
 - a. Name
 - b. School attending
 - c. High School zoned for
 - d. Birthdate
 - e. Height
 - f. Weight
 - g. Prior tackle experience (Y/N)?
 - iii. New Teams From Outside MSC - Teams may be formed from outside of MSC. These teams may participate with the approval of the MSC Football Board. MSC reserves the right to deny access to outside teams for any reason the board deems necessary to protect the integrity of the league.
- e. Individual player joining MSC
 - i. All players may only register for and play for one team
 - ii. All players must register through the MSC website, complete all payments and follow the general guidelines herein.
 - iii. **Player Transfers** – After to roster lock dates:
 - 1. A player, playing on a select division team may transfer to an ISD based team the following year.
 - 2. A Player playing on an ISD based team may transfer to a Select team the following year
 - iv. **Recruited Players** - Coaches are prohibited to attempt or actively recruit any MSC players once the rosters are locked for the current season. Any attempt that is reported to MSC will result in the following actions: First incident will result in a warning to the head coach. Second incident will result in a one game suspension of the head coach. If a third incident is reported in the same year, the head coach will be suspended for the remainder of the season. Recruiting attempts and methods may resume after the Championship games have completed.



- v. **Open Registration Players** - Open Registration Players consists of new players that sign up through the MSC website, are new to the league, and have not been recruited by any existing teams. These players will be placed on an ISD team or opt to try out for a Select division team. If they are not selected, they will be placed on an ISD Team.
 - vi. **Players' Eligibility** - After registration ends, a player who desires to register late has no guarantee to be placed on a team. Players who attempt to register after league registration is closed and draft process is complete WILL NOT be granted placement on a team based upon their or a coaches request. A player who registers after the close of registration (if granted registration) will be placed on a team at the sole discretion of the Board. This is to avoid continued recruiting from other league teams. There are no exceptions.
- f. Player weigh-ins/Age Verification
- i. ALL MSC players must attend at least one verification event regardless of eligibility to carry the football as a "skill position"
 - ii. Each MSC player is required to present a copy of their birth certificate and the most recent report card of the previous school year at one of the weigh-in/age verification events.
 - iii. All Head Coaches will be required to keep a "Team Binder" within their possession each game day. Team Binders will consist of a copy of each players verification info (Birth Cert, Report Card, Photo of player) Team Binders will be provided to the head coach at the verification events.
 - iv. "Skill Position" definition (locations where a player that has not exceeded the prescribed maximum weight for their respective division may play if appropriate)
 - 1. Offense
 - a. Quarterback
 - b. Running back (full back or tail back)
 - c. Receiver (wide or slot)
 - 2. Defense
 - a. Cornerback
 - b. Safety
 - c. Linebacker
 - 3. Tight end exemption (only applies to a player who has exceeded the prescribed weight limit – all weight eligible players at this position are not subject to the following restrictions)
 - a. A player who has exceeded the prescribed division maximum weight is eligible to play tight end.
 - b. A tight end is defined as an offensive player on the line of scrimmage next to or no more than two (2) yards outside of the offensive tackle.
 - c. At the tight end position, this player is NOT eligible to receive a direct handoff or lateral to advance the ball.
 - d. For the player at the tight end position to carry the football, it must be done by a legal, forward pass only.
- v. Dates
- 1. There will be one (2) weigh in dates. If a player misses the date, that player will be deemed ineligible to play in a "skill" position, thus ineligible to carry the football.
 - 2. There are no exceptions to the dates published regardless of circumstances.
- vi. Weigh-in rules
- 1. ALL MSC players in divisions 2-6 must attend the weigh-in
 - 2. Players must wear "normal" clothing for the weigh-in (players may not remove clothing to make weight)



3. Players who have **NOT** met the prescribed weight limits will have an MSC sticker affixed to their helmet at the time of the weigh-in. Coaches attempting to remove a sticker on a helmet of an ineligible player will be immediately suspended for four (4) games, the player suspended for two (2) games and the player will not be able to play in any "skill" position or the tight-end position for the season.
 4. All player weights shall be recorded at the time of the weigh-in with the players' jersey number. The head coach will confirm the final roster with player's names, weight and jersey number. If a player is found to be wearing a jersey with a number not originally provided during the weigh-in, the head coach will be suspended for four (4) games, the player suspended for two (2) games and the player will not be able to play in any "skill" position or the tight-end position for the season.
- vii. MSC weigh limits
1. ISD Teams will follow the Texoma weight limit rules. Please refer to the Texoma rule book for detailed info.
 2. There are no weight restrictions for playing in the MSC Football League. Weight restrictions do apply for players who play a "skill" position that can carry/catch the ball. The following weight limits (determined out of uniform, with helmet, but in street clothes and shoes) are for the safety of all football players in the MSC.
 3. Division 2 – weight limit may meet, but not exceed 75.0 pounds
 4. Division 3 – weight limit may meet, but not exceed 105.0 pounds
 5. Division 4 – weight limit may meet, but not exceed 115.0 pounds
 6. Division 5 – weight limit may meet, but not exceed 125.0 pounds
 7. Division 6 – No Weight limit. Any player is eligible to carry the ball

III. Season and game-day regulations / logistics

- a. MSC OFFICE NUMBER: 972.832.9256
- b. MSC Board Contact: 972.832.2500
- c. MSC Communications
 - i. In addition, the MSC communicates through e-mail. This helps keep everyone informed and updated about the program. MSC staff can also be reached via the web site at www.McKinneySportsConnection.org : office@mckinneysportsconnection.org, michelle@mckinneysportsconnection.org , or football@mckinneysportsconnection.org .
- d. Liability
 - i. The McKinney Sports Connection shall not be held liable for any Coach, Player or Cheerleader injury incurred during practice or game play. It is the responsibility of the individual Team, Coach, Player and Cheerleader to observe all safety precautions during football activities
 - ii. Any and all medical related expenses due to any injury incurred by the Coach, Player or Cheerleader will be the sole responsibility of that participant and their family. The McKinney Sports Connection will not be responsible for any personal expenses related to injury, lost wages or any other monetary loss.
 - iii. Any injury incurred must be reported to the McKinney Sports Connection via the Head Coach of the team or cheer squad within 24 hours by utilizing the contact information contained herein.
 - iv. In choosing to join a team associated with the McKinney Sports Connection, the individual Coach, Player and Cheerleader is completely indemnifying the McKinney Sports Connection, all board members, league directors, grade directors and administrators of any responsibility due to injury.
- e. Inclement weather



- i. Coaches should first check their email and/or the MSC website for a notice of cancellation before calling the MSC number if there is a question of cancellation due to dangerous weather or unplayable field conditions. Inclement weather decisions are usually made after 4:00 pm on weekdays and 7:00 am on weekends.
 - ii. On game day, or during a game, the lead official will determine if conditions are unsafe and inform both head coaches of the decision to delay or cancel the game. If a game is canceled, MSC will make every attempt to reschedule.
- f. Heat Index
 - i. MSC will follow the same procedure used by the MISD Middle School policy. Heat index will be determined at 5pm on the practice day using www.weather.com. Any coach found violating this policy will face a two (2) game suspension for the first offense and a four (4) game suspension for the second offense. This is a safety issue which MSC has a zero tolerance policy.
- g. Team uniforms
 - i. Team uniforms are to be purchased at the individual player/team cost and must be consistent with a standard football uniform.
 - ii. All players must wear a standard jersey with a clearly identifiable number (minimum 8" numbers) printed or affixed to the jersey.
 - iii. Uniform jersey numbers must be in a contrasting color to the actual jersey for easy identification.
 - iv. The head coach must provide the predominant jersey color to their division director so this may be communicated to other teams to plan for potential similar colors during a game.
 - v. It is highly advised that each team acquire pinnies for all their players in case of jersey color conflict during a game. MSC does not regulate uniform colors and shall not supply alternate jerseys or pinnies to accommodate game logistics.
- h. Player equipment
 - i. All players must acquire their own equipment. The MSC can exclude a player from play due to unsafe or improper equipment. Proper equipment includes the following.
 - ii. Football helmet: Including face mask, chin strap, and mouth piece. The helmet should be one of quality and fit properly to ensure the player's safety. No football helmet shall be painted.
 - iii. Football shoulder pads: Must fit properly and protect the entire shoulder girdle.
 - iv. Football pants: Complete with hip, tail, thigh, and knee pads.
 - v. Athletic shoes: Those designed for grass play are recommended (NO METAL CLEATS ARE ALLOWED).
 - vi. Mouthpiece: Must properly fit the upper teeth, attached to helmet. No clear or red mouthpieces are allowed for safety reasons.
 - vii. All equipment must generally follow all UIL and NCAA standards.
- i. Practices
 - i. The first three (3) mandatory practices must be "helmet only" practices. Players may only wear their helmets for the first three (3) practices of the season.
 - ii. All players must first practice in three (3) sessions in helmets only before dressing in full equipment. For example, if a player misses any of the first three team helmet only practices he/she may practice with the team upon their return, but they MUST be in helmet only until the requirement is met. This is a safety issue to acclimatize the player to the helmet, heat stress and overall physical demand of the helmet. Any head coach of the team accused found to be in violation of this rule will receive an automatic two (2) game suspension.
 - iii. Only registered players can participate in a practice (player must be on official roster on MSC website).



- iv. Once scheduled game play begins, practices will be limited to a total of 6 hours per week with no more than 2 hours per individual practice, no more than 3 days per week.
 - v. All players must attend scheduled team practices. Coaches may limit playing time of players who do not attend practices. On game day, if necessary, coaches must inform game officials and opposing coaches of any player restriction prior to the coin toss. In addition, this should be communicated to the player's parents prior and to MSC Football Director via email at least 24 hours prior to the game.
 - vi. Scrimmages and film watching are all considered practices
 - vii. Teams may NOT video record (film) any other team's practices under any circumstances (this includes the coaching staff, parents, families, players, associates, etc.). If there is an agreed upon scrimmage which there will be video recording, both head coaches must agree to this and an email must be sent to the division director acknowledging the agreement with date, time and location information. If a team is caught in violation, the head coach of the team accused will be suspended for four (4) games including the playoffs. A second violation may result in the dismissal of the head coach from the league.
- j. Game day
- i. Field Headquarters – The Field Headquarters is the press box of the respective facility hosting the game. It is mandatory for each Head Coach or Designee to sign in at least fifteen minutes before the scheduled start time of their game. At this time, the Head Coach will validate their roster, note any exceptions, note any restrictions on playing time and validate their teams' participation. Here they will receive any instructions that will apply to that game or the league. If the Head Coach does not sign in, his team automatically loses the coin toss.
 - ii. Field Rules and Boundaries
 - 1. Home Team- The team listed first on the regular schedule will be considered the Home Team and will occupy the sideline closest to the stands.
 - 2. The Visiting Team will be responsible for providing 3 ADULTS (18 years or older) to handle the yardage and down markers ("chain gang") for the entire game. The "chain gang" is not allowed to coach, engage with the officials, be a "spotter" for the visiting team or provide any extra assistance to the coaching staff. If this any of this occurs, the visiting team shall be assessed a 15 yard unsportsmanlike conduct penalty. A second offense during any single game shall result in the same penalty and the individual shall be removed from the field regardless if it was the same person or a different person on the chain gang.
 - 3. Water boy/girl and/or safety designee
 - a. Each team shall be allowed one adult and one boy/girl to assist with the water duties on the sidelines during the game.
 - b. Water assistants may not act as an additional member of the coaching staff. They may administer water or other necessary safety applications only. A violation of this shall result in team a 15 yard unsportsmanlike conduct penalty. A second offense during any single game shall result in the same penalty and the individual shall be removed from the field.
 - 4. Spectators
 - a. All spectators shall remain outside the fenced areas and not on the track during games.
 - b. Any spectator crossing the fence line to the playing field uninvited and for any reason shall be immediately removed by the local authorities, charged with trespassing and receive a two



- (2) game suspension for the first offense and permanent ejection for any other offense.
- c. Any spectator who engages in any type of physical assault on any other person at an MSC event shall be immediately and permanently banned from MSC without exception. Additionally, MSC will follow all local laws to ensure that the spectator is punished to the fullest extent allowed in the municipality.
 - d. All spectators wishing to video or take pictures from inside the fenced area must receive prior approval from the MSC Director. One approval per team. (Coach identifies.)
5. Electronic communication - There will be no electronic sideline communication devices allowed including cell phones.
 6. Use of video - There will be no video recording or electronic recording of any kind of other teams' games or practices by the coaching staff, parents, associates or other known persons. **A team may only film their own game and practices.** There will be no trading of game films between teams. If a team is found in violation, the head coach of the team accused shall be suspended four (4) games for the first offense (including playoffs) and, if found in violation a second time, the head coach shall be dismissed from the league.
 7. Scouting
 - a. Coaches, players, parents, families or associates are only allowed to arrive at a game day facility one game (generally one hour) before their scheduled game to limit the amount of "scouting" conducted.
 - b. Coaches, players, parents, families or associates are only allowed stay at a game day facility one game (generally one hour) after their scheduled game to limit the amount of "scouting" conducted
 - c. If a violation is found by the board, the head coach of the team accused shall be suspended for two (2) games for the first offense and four (4) games for the second offense including the playoffs.
 8. Football officials may stop the game for any reason deemed necessary for the safety of the players.
 9. **ONLY FIVE (5) COACHES** are allowed on the field on game day with MSC issues identification (must be easily identified). A violation of this rule will result in a 15 yard unsportsmanlike conduct penalty. Each coach must possess and wear their MSC issued coaching badge. Any person (with the exception of the chain gang or water boys/girls) on the sideline without appropriate league issued identification will be asked to leave. If there are more than five (5) coaches on the sideline, regardless of having appropriate badges, the head coach must remove any/all until there is only five (5), or they will assessed another 15 yard unsportsmanlike conduct penalty and the coaches still need to be removed. A refusal to leave the field will result in trespassing charges filed with the local authorities.
 10. Coach's box – No coach is allowed outside of the coach's box to argue or inquire about any rule or interpretation of a rule. If a coach chooses to step outside of the coach's box or on to the playing field, the official may assess a 15 yard unsportsmanlike penalty for the first offense and eject the coach for the second offense. Any coach's ejection shall result in a subsequent two (2) game suspension.



11. Fighting and/or physical altercation. Any coach, assistant, player or anyone else on the sideline who engages in any type of fighting or physical altercation shall be immediately and permanently banned from MSC. Additionally, MSC shall work with the local authorities to ensure the violator is punished to the fullest extent of the local law. There are no exceptions to this under any circumstances.
 12. Each team will be responsible for cleaning up their sideline areas at games and practice locations.
- iii. Playoffs
1. The McKinney Sports Connection shall host a single elimination post-season tournament for each division to determine the overall league champion.
 2. All teams shall qualify for the playoffs, however, team participation in the playoffs is not guaranteed. If a team, coaching staff or players have continually violated league rules, the MSC board of directors reserves the right to disqualify that team from the playoffs.
 3. Team participation in the playoffs is a privilege. MSC reserves the right to restrict any team from participation in the playoffs.
 4. Playoffs shall be seeded by overall record under typical bracket rules (highest seed plays the first game against the lowest seed and so on)
 5. To facilitate fair play, the MSC board may create two or more playoff brackets per division to provide teams with an opportunity to compete with similarly positioned opponents. This decision shall be made by no later than week 7 of the season.
 6. Playoff seeding is final. Any team that chooses to not participate in the playoffs will have their games recorded as losses potentially impacting their eligibility for the following season.
- iv. Minimum Playing Rule
1. All divisions with the exception of injuries: all players in divisions 2 through 6 must have a starting position on either offense or defense for the entire 1st quarter of the game. Once the 1st quarter has expired, it is on the discretion of the head coach to play players as they deem appropriate for the remainder of the game. Any team that has been determined to violate this rule must play the player(s) the next game for two (2) full quarters the next scheduled game. If it has been determined that a head coach has violated this rule two times within the same season, for every following violation that head coach will be suspended for one(1) game.
 2. In order to properly report a team that is not abiding by the minimum play rule, the info must be presented in the following way:
 - A full video of the game must be submitted
 - The player(s) full name and jersey number
 - The team being accused of the violation
 3. A player may NOT be designated as a “kicker only”. All players are expected to participate in live game play outside of special teams.
- v. Excessive Scoring Margin
1. A thirty (30) or more point spread constitutes an excessive scoring margin. It is the responsibility of the head coach of the team enjoying this margin to keep his team from reaching a 30-point differential. But in doing so, the coach and or players must be discreet in the methods used to keep a large point spread from occurring.
 2. If a team is winning by 28 points or more at any point of the game there will be a running clock and will only stop on timeouts. A team winning by



- 28 points cannot call a timeout. If margin comes back to less than 28 points a regular clock will take effect at that point.
3. Any MSC board member reserve the right apply disciplinary action to a head coach that does not display good sportsmanship once the excessive scoring margin has been reached.
- vi. Player Ejection from Game
 1. Any conduct deemed unbecoming of or unsafe for a MSC athlete will result in a fifteen-yard penalty on the first offense.
 2. Permanent Ejection: If a player is permanently ejected from a game, he/she will not be allowed to play the next scheduled game. This includes post-season play. The players' parent and coach must provide a written explanation to the division Director explaining the corrective action for the demonstrated behavior to be eligible to return from the suspension. The division Director will review the incident with the parent and coach along with providing feedback / reinforcement on game and league rules. Continued demonstration of conduct unbecoming of or unsafe for a MSC athlete may constitute suspension from additional games.
 - k. Game rules and MSC exceptions
 - i. All officiating crews for MSC scheduled and sanctioned games shall follow the above governance only with noted MSC exceptions below.
 - ii. Game officials are in place to enforce the rules of the game, provide a safe playing environment, provide game structure and provide an environment for good sportsmanship. The game officials' calls are final.
 1. **The officials shall not give "warnings" for any penalties.**
 2. **The officials shall enforce the general rules and exceptions at all times**
 - iii. Player weight limitations
 1. The game officials are expected to monitor player eligibility as identified by the league (Section III, c. v.).
 2. All players who are eligible to carry the football as defined by the limitations shall have a sticker affixed to their helmet declaring eligibility.
 3. Any player found in violation of the weight restrictions shall automatically be given a 15 yard unsportsmanlike conduct penalty. Any second violation by the team (any other player) shall result in the forfeiture of the game and a two (2) game suspension of the head coach
 - iv. MSC rules exceptions
 1. Required Number of Players to Start Game
 - a. Divisions 2-6 = 11 players
 - b. If a team does not have the required amount of players present at the time which the lead official declares the start of the game, that team will forfeit that game.
 2. Game clock
 - a. Official game time shall be kept by the game official unless a scoreboard is available that can be seen by both teams.
 - b. All games will consist of two halves, each containing two 8-minute quarters. The game will be timed as in regulation football with the **clock stopping pursuant to official rules**
 - c. If a team is winning by 28 points or more at any point of the game there will be a running clock and will only stop on timeouts. A team winning by 28 points cannot call a timeout. If margin comes back to less than 28 points a regular clock will take effect at that point.
 3. Coin Toss



- a. There will be a coin toss before each game. Whoever wins the coin toss has 4 options:
 - b. Defer Choice to the second half - which gives the other team a choice from one of the 3 remaining options
 - c. Receive the opening kick - which gives the other team the choice of direction for the entire first half
 - d. Kick off/defend - which gives the other team the choice of direction for the entire first half
 - e. Choose direction - which gives the other team the choice to kick or receive to start the first half
4. Ball Size
- a. Divisions 2 - 4 will use a Peewee size ball. (The Wilson K-2 is an example.)
 - b. Divisions 5 & 6 use a JUNIOR size ball. (The Wilson TDJ is an example.)
5. On field coaching
- a. Division 2
 - i. One coach on offense and one coach on defense may be on the field for the entire season.
 - ii. The coaches may be in the huddle to call the plays and provide instruction
 - iii. Once the huddle is broken, the coach on the field may no longer communicate with their team. This includes providing verbal instructions or physically moving a player to the position desired.
 - iv. During live play, the coach on the field is not permitted to continue to communicate to their players
 - v. During live play, the on-field coach must be a minimum of 10 yards behind the deepest player on their respective side. If a coach interferes with a play in any form, a 15 yard unsportsmanlike conduct penalty shall be assessed.
 - vi. A violation of the above communication / excessive coaching rules shall result in a 15 yard unsportsmanlike conduct penalty
 - b. Division 3
 - i. One coach on offense and one coach on defense may be on the field for the entire season.
 - ii. The coaches may be in the huddle to call the plays and provide instruction
 - iii. Once the huddle is broken, the coach on the field may no longer communicate with their team. This includes providing verbal instructions or physically moving a player to the position desired.
 - iv. During live play, the coach on the field is not permitted to continue to communicate to their players
 - v. During live play, the on-field coach must be a minimum of 10 yards behind the deepest player on their respective side. If a coach interferes with a play in any form, a 15 yard unsportsmanlike conduct penalty shall be assessed.
 - vi. A violation of the above communication / excessive coaching rules shall result in a 15 yard unsportsmanlike conduct penalty



- c. Division 4
 - i. One coach on offense and one coach on defense may be on the field for the first two (2) games of the season only.
 - ii. The coaches may be in the huddle to call the plays and provide instruction
 - iii. Once the huddle is broken, the coach on the field may no longer communicate with their team. This includes providing verbal instructions or physically moving a player to the position desired.
 - iv. During live play, the coach on the field is not permitted to continue to communicate to their players
 - v. During live play, the on-field coach must be a minimum of 10 yards behind the deepest player on their respective side. If a coach interferes with a play in any form, a 15 yard unsportsmanlike conduct penalty shall be assessed.
 - vi. A violation of the above communication / excessive coaching rules shall result in a 15 yard unsportsmanlike conduct penalty
 - vii. After the first two games of the season, coaches may only provide instruction from the sideline.
- d. Division 5 and 6 – coaches may only provide instruction from the sideline
- v. ISD FORMAT TEAMS WILL FOLLOW GAME PLAY RULES AS DETAILED IN THE TEXOMA YOUTH FOOTBALL LEAGUE AS LISTED:
- vi. SELECT FORMAT TEAMS WILL FOLLOW UIL RULES WITH THE FOLLOWING ADJUSTMENTS:
 - 1. Offense and Defense contact rules
 - a. Offensive players in the tackle box at the snap who are not in motion are allowed to block below the waist legally without restriction. (Man on Man blocking no double teaming below the waist) All other players are restricted from blocking below the waist with a few exceptions (for example, straight-ahead blocks). A violation shall result in a 15 yard unnecessary roughness penalty
 - b. Crack back blocks below the waist are prohibited. A violation shall result in a 15 yard unnecessary roughness penalty.
 - c. Targeting – Any player who launches themselves and initiates contact at the shoulder pads or above shall be assessed a 15 yard unnecessary roughness penalty. A second violation of this rule shall result in a game ejection with the aforementioned ejection penalties being applied. Repeated behavior of this type of contact shall result in permanent league suspension.
 - 2. Kicking game
 - a. Punt
 - i. In divisions 3-5 a punt shall be attempted as a “dead ball” play
 - ii. In division 3 & 4 only, the punting team has the option to kick, or the official shall advance the ball 25 yards
 - iii. In division 5, the offense must kick the ball and the kicking team must accept the result of the kick.



- iv. Prior to the attempt, the offensive team must clearly declare to the official and the opposing team of their intention
 - v. If, after the declaration of intent, the offense calls a timeout, upon taking the field again, the offense must again declare their intention and the official will provide the defense an opportunity to make any adjustments if necessary.
 - vi. The kicking team must align in a typical offensive set
 - vii. The center must snap the ball through his/her legs to the punter
 - viii. The kicker must kick the ball within the tackle box. If a kicker moves outside the tackle box to punt the ball, the offense shall be assessed a 5 yard delay of game penalty. After the penalty, the offense must declare their intent again as above
 - ix. From the moment of the snap, the kicking team has 4 seconds to complete the punt. The official shall begin their count upon the snap. A failure to punt within 4 seconds shall be deemed a dead ball and the defense will take the ball over at the existing line of scrimmage.
 - x. The defense may try to disrupt the kick by jumping, but may not cross the line of scrimmage. Any player crossing the line of scrimmage shall result in a defensive encroachment penalty of 5 yards and the offense shall receive the benefit of the new spot of the ball. If the spot of the ball does not result in a first down, the offense must declare their intent again as above.
 - xi. The defensive team, or returning team, shall field the punt. The ball will be declared dead at the point where the return player has controlled the ball. If the return player touches the ball and the ball advances further from the line of scrimmage, the official shall mark the ball where the player ultimately gains control. If the returning player touches the ball and it advances forward towards the line of scrimmage, the official shall mark the ball at the spot of the original touch (the ball may not advance due to the player mishandling the ball and the result benefits the returning team).
 - xii. In division 6, all punts shall be attempted as "live" play under all normal football rules. The official shall enforce all rules which protect the center
- b. Field goal
- i. In divisions 2-5 a field goal shall be attempted as a "dead ball" play
 - ii. Prior to the attempt, the offensive team must clearly declare to the official and the opposing team of their intention
 - iii. If, after the declaration of intent, the offense calls a timeout, upon taking the field again, the offense must again declare their intention and the official will provide the defense an opportunity to make any adjustments if necessary.
 - iv. The kicking team must align in a typical offensive set



- v. The kicker is allowed to utilize a kicking block to set the ball on
 - vi. The center must snap the ball through his/her legs to the holder
 - vii. From the moment of the snap, the kicking team has 4 seconds to complete the attempt. The official shall begin their count upon the snap. A failure to attempt the kick within 4 seconds shall be deemed incomplete and the defense will take the ball over at the spot of the hold.
 - viii. The defense may try to disrupt the kick by jumping, but may not cross the line of scrimmage. Any player crossing the line of scrimmage shall result in a defensive encroachment penalty of 5 yards and the offense shall receive the benefit of the new spot of the ball. If the spot of the ball does not result in a first down, the offense must declare their intent again as above.
 - ix. In division 6, all field goals shall be attempted as “live” play under all normal football rules. The official shall enforce all rules which protect the center
- c. PAT (Point After Touchdown)
- i. The ball shall be placed at the 2 ½ yard line for all PAT attempts (one or two point attempts)
 - ii. PAT point values
 - 1. PAT kick attempt = 2 points
 - 2. PAT run attempt = 1 point – start at the 5
 - 3. PAT pass attempt = 1 point – start at the 5
 - iii. In divisions 2-5 a PAT kick shall be attempted as a “dead ball” play
 - iv. In divisions 2-5 a PAT run or pass attempt shall be played as a “live play” under normal football rules
 - v. Prior to the attempt, the offensive team must clearly declare to the official and the opposing team of their intention to attempt a one (1) or two (2) point attempt
 - vi. If, after the declaration of intent, the offense calls a timeout, upon taking the field again, the offense must again declare their intention and the official will provide the defense an opportunity to make any adjustments if necessary.
 - vii. For a PAT kick attempt, the kicking team must align in a typical offensive set
 - viii. For a PAT kick attempt, the kicker is allowed to utilize a kicking block to set the ball on
 - ix. For a PAT kick attempt, the center must snap the ball through his/her legs to the holder
 - x. For a PAT kick attempt, from the moment of the snap, the kicking team has 4 seconds to complete the attempt. The official shall begin their count upon the snap. A failure to attempt the kick within 4 seconds shall be deemed incomplete.
 - xi. The defense may try to disrupt the kick by jumping, but may not cross the line of scrimmage. Any player crossing the line of scrimmage shall result in a defensive encroachment penalty of half the distance to the goal line and the offense shall receive the benefit of the new



spot of the ball. After the new spot, the offense must declare their intent again as above.

- xii. In division 6, all PAT attempts shall be attempted as “live” play under all normal football rules. The official shall enforce all rules which protect the center.

3. Mouthguards

- a. All players will have their mouthguards in place when the quarterback starts his or her cadence or one second prior to the snap on a silent count.
- b. Mouthguards may not be red or clear
- c. Officials will stop play to avoid injuries
- d. If a violation is found, a five yard delay of game penalty will be assessed.

4. Other optional protective equipment

- a. Helmet visors: Helmet visors are acceptable to use. However, helmet visors may only be clear in color/finish. Any helmet visors that are tinted must be removed.
- b. Arm, hand or leg pads: players may wear additional padding at their discretion. All additional equipment must fit properly and must not pose any danger to any other player on the field. The head official reserves the right to have a player remove any piece of equipment deemed dangerous to others.

5. Non-football related accessories

- a. Players are not allowed to wear jewelry of any kind (rings, necklaces, earrings, facial/oral piercings, or any other body piercings)
- b. Players are not allowed to wear rubber, plastic, rope/thread bracelets of any kind
- c. Players may not wear watches
- d. Players are not allowed to wear any type of cloth that is tied to arms or legs (bandanas, towels or other strips of cloth)
- e. Headbands, skull caps or other head gear: Players may wear head gear under their helmets as long as the item does not impede vision or general safety in any way.

6. Set position clarification

- a. **Offensive (all divisions):** Offensive lineman, between and including the two tackles, must be set (in a two or three point stance) for one full second prior to the snap of the ball. Once the center touches the ball and a lineman places his hand on the ground, he may not pick his hand up for adjustment. A violation of this rule shall result in a 5 yard illegal formation penalty
- b. **Defense (all divisions):** Defensive lineman (defined as at or inside the offensive tackle box) must be in a 3 or 4-point stance at the snap of the ball. A violation of this rule will result in a 5 yard offside penalty.
- c. **Defensive linebackers and defensive backs (all divisions):** linebackers and defensive backs can line up behind the feet of the defensive linemen. Linebackers and defensive backs must remain behind the defensive linemen inside the tackle box. Any player advancing past the defensive linemen inside the tackle box prior to the snap shall result in a 15 yard unsportsmanlike conduct penalty. If the same player is called for this a second time in the game the player will be disqualified for the remainder of the game and the result of the ejection shall follow the player



eligibility rules for subsequent games defined previously.
(Players whole body must be behind the feet of the defensive lineman as defined herein)

7. Defensive blitzing
 - a. MSC prohibits the defensive act of blitzing as defined below. A violation of this rule shall result in a 15 yard unsportsmanlike conduct penalty.
 - b. A blitz is defined as a defensive player advancing towards the offense prior to the snap towards the “A Gap” (locations between the center and the offensive guards).
 - c. The “non-blitzing” zone is defined as a “defensive box”. The box is defined as between the offensive tackles (left and right offensive tackle position) going back into the defense 7 yards. Any player within this defined “box” area, may not advance towards the line of scrimmage prior to the snap of the ball.
 - d. The safety position only may advance towards the line up to the 7 yard limit “box area” behind the line of scrimmage prior to the snap.
 - e. Players behind the defensive line, inside the tackle box, may move laterally (parallel with the line of scrimmage), but may not move forward.
 - f. Upon the offensive snap of the football, the blitzing rules no longer apply and any defensive player may advance towards the offense.
8. Overtime
 - a. No games shall result in a tie. Overtime periods will be played until a winner is determined under the following conditions.
 - b. Player playing time rules do not apply. Both teams may play their “best 11”.
 - c. Offense or defense on the first possession shall be determined by a coin toss. The visiting team shall call the coin toss. The team winning the toss has the option of being the first on offense or defense. The team who loses the coin toss shall choose the end of the field to defend
 - d. The official shall place the ball at the 10 yard line at the chosen side and normal game rules shall apply
 - e. The first team on offense shall play until they score (touchdown or field goal also including PAT attempt) or they fail on four downs as normal football rules.
 - f. After the initial possession, the ball shall be place back on the 10 yard line for the opposing team to make their attempt under the same rules as above.
 - g. After the first overtime period, the team who has scored the most points shall be declared the winner of the game.
 - h. If both teams score the same amount of points or both teams fail to score (resulting in a continued tie score), a second overtime shall be played and the process shall be repeated with the following exceptions
 - i. The team who started as defense in the first overtime period shall start as the offensive team in the second overtime period. This same change shall occur for all subsequent overtime periods
 - ii. The officials shall place the ball at the 5 yard line for the second and all other subsequent overtime periods.



- i. One additional time-out is given to each team for the **entire** overtime.
 - j. The defense can return a fumble or interception for a touchdown.
- 9. Player Ejection from Game
 - a. Any conduct deemed unbecoming of or unsafe for a MSC athlete will result in a fifteen-yard penalty on the first offense.
 - b. A second offense shall result in an immediate ejection
 - c. There shall not be any warnings or exceptions provided
- 10. Spectator Ejection from the game
 - a. If an official, coach, parent, player or spectator is being harassed, berated or physically threatened by a spectator, the official has the authority to eject the spectator from that game. This will result in disciplinary action referenced previously
 - b. Upon ejection, the spectator must vacate the facility
 - c. If the spectator does not leave, the official may choose to call the local authorities to have the individual removed and charged with trespassing.
 - d. If the spectator does not leave, if is up to the official's discretion to declare the game a forfeit by the associated team.
- 11. Heat awareness
 - a. During a change of possession, the officials must grant each team a water break if the temperature is excessive (typically above 90 degrees Fahrenheit) on the field.
 - b. Game officials shall follow the MISD heat index guidelines for all game activity

