

League Rules

Arkansas Athletic Association (AAA) rules will govern this football league unless a specific rule is listed or written in this document that is different from the rules of the AAA

Team Sub-Classifications

Each school, by grade, will draft rosters for both Varsity and Junior Varsity teams. Varsity teams will be defined, at a minimum, as the starting quarterback, running backs, wide receivers, center, linebackers, defensive backs, and safeties.

No Varsity starter on offense or defense shall play in a JV game. The term “starter” is defined as any player playing 50% or more in the Varsity game. Should a team have insufficient numbers to meet this requirement, the team will backfill the JV roster with less skilled varsity players who will only be allowed to play on the line. This will be communicated clearly to the opposing team prior to the game.

The purpose of the junior varsity team is to provide an avenue for the less skilled/athletic players to test the skills they have obtained in practice in a live and sustained environment.

Furthermore, the varsity and junior varsity rosters should be fluid by nature, allowing for the rise and fall of individual athletes based on their contributions, skills, and work effort.

Prior to the start of the game. Varsity and junior varsity rosters will be provided to the opposing team and the press box. A team’s failure to provide the rosters will result in their forfeiture of the junior varsity game.

Clock Management

➤ Varsity and Full JV Game

- 4; 10-minute running quarters.
- The game clock will run unless a time out is called, injury occurs, change of possession occurs, a penalty is called, or during an extra point attempt. The exception to this rule is **(The final 2 minutes of the game follow all JR High rules unless the score is > 16 pt deficit.)**
- 40-second play clock penalty assessed for 4th, 5th, & 6th grade.
- Each team will get (3) time outs per half. Any coach may call a timeout.
- End of 1st and 3rd quarter break is 1min; half time is 5 minutes.

➤ Junior Varsity Game after the Varsity Game

- (2) 10-minute quarters with the clock starting at the snap of the ball

- The game clock will run unless a time out is called, injury occurs, change of possession occurs, a penalty is called, or during an extra point attempt. The officials will alert the clock operators as to when to restart the game clock.
- Time outs: (1) per half in game after varsity. Any coach may call a time out.
- Half time is 1 minute
- 40- second play clock penalty assessed for 4th, 5th, & 6th grade.

Ball Placement

- Teams will start on the 30-yard line at the beginning of half and after a score.
- All punts will be net 30 yds, unless the punt will put the ball inside the 20-yd line. In such a case, the ball will be placed on the 20-yard line.

Mercy Rule

- Running clock once the score is a 18-point deficit in the second half

Age of Players

- **4th grade:** Maximum age 10 on or before September 1st.
- **5th grade:** Maximum age 11 on or before September 1st.
- **6th grade:** Maximum age 12 on or before September 1st.

A player can move up to play at the next grade level but can never move down to play. Teams having 15 or more players may not move players up. Players may not play on two or more teams for schools having multiple teams in each grade level.

Team Size

- No maximum team size will be defined by the league. Each team will be required to manage this aspect such that all players receive the playing time necessary to develop.

Admission

- Will be at the sole discretion of each school; the school will provide their admission rules to the league so that they may be posted for the parents.

Game Times

- Saturday games will generally start at 9:00 am unless 3rd grade is playing. When this is the case, the host school will communicate the change to the visiting program and coordinate. Weekday games will begin at 6:00pm. The next games will begin no later than ten minutes after the completion of the game before.

Game Scores

- The host team's board point of contact will be responsible for sending the scores for Varsity and JV to the designated score keeper.

Equipment

- 3rd & 4th grade will use "pee-wee" sized footballs
- 5th and 6th grade will use a "junior" sized football
- The game ball must be new or in a new condition.
- Helmet visors must be such that the referee is able to see the eyes of the athlete. (most officials deem that this must be clear)

Officials

- Three AAA certified officials will be used in all games.
- Officials will stop the game if a player needs to install a mouthpiece.
- Officials must not be employed in any way with the home team school or by anyone coaching that team. Violations of any of the rules for officials will result in forfeiture of the game.
- It is the ultimate responsibility of the home team to ensure that officials follow all rules that are adopted by this league. Failure by officials to properly follow the rules may result in home team forfeiture of the game upon investigation by the board of directors.

Coaches

- 3rd and 4th grade is allowed to have (2) coaches on the field during varsity and junior varsity play.
- 5th grade is allowed (1) coach on the field during varsity. Jv games will allow (2) coaches on the field.
- 6th grade **(0) No coaches on the field.** The exception is for jv when (2) coaches will be allowed from each team on the field.
As a recap, 3rd and 4th can now have (2) varsity coaches on the field during play while 5th grade is allowed (1) and 6th grade is allowed none.
- When coaches are present on the field, they must stay at least 5 yards behind the deepest player on offense and defense.
- If the officials determine that a defensive coach impeded the play in any way, they are to throw a flag and award the offence an automatic 1st down. If it is determined that the offense impeded the play of defense, then the official shall award at his discretion.
- No radio or communication devices are allowed during games

- On-field coaches may not give instructions once the ball has been snapped
- Teams may film their own games from the sidelines or stands but not on the field.
- They may only film games they are participating in.
- Coaches may trade films of games with other league coaches if they desire
- The use of profanity or bad sportsmanship will not be tolerated.
- All coaches are required to complete the USA Football – sponsored Youth Tackle Coach Certification.
- All players on the sidelines, in uniform, must play in either the varsity or jv game. Teams not following this rule may forfeit the game upon investigation by the board of directors.
- Should a coach be ejected from a game by an official, AAA rules regarding the coach's participation in the current and subsequent game will govern; however, that coach may appeal the ejection to the league Board for final disposition.

Rules for Communication

- The chain of command is as follows: Referee, Site director, AYFL Board

Overtime

- The ball will be placed on the 10-yd line with 4 downs to score. Teams will have one down for the extra point. After 3 overtimes, if the score remains tied, the game will end in a tie. This applies only to regular season games. Playoff and Championship games will be played to completion. This applies to both VARSITY AND JUNIOR VARSITY.

Extra Point

- Should a team choose to attempt a two-point conversion, the ball will be placed on the 5 yd line. A standard one-point conversion will start from the 3-yard line. Should a team choose to kick the extra point, the ball will be placed at the 3-yard line and the holder will set up at the 10- yard line. The defense **CANNOT** rush the kicker. An errant snap does not negate the play, the ball will be placed with the holder and the attempt is made.

Field Goal

- The ball will be placed on the line of scrimmage and the holder will set up 7 yards behind the line of scrimmage. The defense **CANNOT** rush the kicker. An

errant snap does not negate the play; the ball will be place with the holder and the attempt made.

Tie Breaker Rule

- The AAA tie breaker rule will be used to determine seeding for end-of-year championship play if needed. (reference Arkansas Activities Association Handbook, Article IV, Section 4, Rule 14)

Game Schedule

- The game schedule developed by the league board will be followed by all members. Should a scheduling conflict occur due to field availability, weather, etc., the two league members involved will work to reschedule the game to a mutually- acceptable time and date. In every case, however, said game must be scheduled before the last scheduled game of the year so as not to interfere with the determination of participants in the championship.

Championship

- The top 4 teams in each grade level will compete in a playoff. The winners of the playoff games will then advance where they will play each other in the Super Bowl. Trophies for the Super Bowl Champion and runner up will be furnished by the league.