



## **SYFC 6<sup>TH</sup> GRADE DIVISION 2019 GAME RULES**

### **GENERAL/MISCELLANEOUS:**

- ONLY PLAYERS ON THE OFFICIAL ROSTER WILL BE ELIGIBLE TO PARTICIPATE IN THE GAMES
- THE HEAD COACH SHALL BE RESPONSIBLE THAT EACH PLAYER ON THE FIELD HAS THE PROPER FOOTBALL EQUIPMENT TO SAFELY PARTICIPATE IN THE GAME.
- GAMES WILL BE PLAYED IN ACCORDANCE WITH THE INDIANA HIGH SCHOOL ATHLETIC ASSOCIATION (I.H.S.A.A.) RULES
- ONLY PLAYERS, COACHES, MANAGERS, AND OFFICIALS ARE ALLOWED INSIDE THE BENCH AREA OR ANYWHERE ELSE ON TEAM SIDELINES DURING GAME PLAY. ALL FIELDS MUST BE MARKED OFF AT THE BENCH AREAS.
- PLAYERS CANNOT BE PAST THE 6TH GRADE OR OVER 13 YEARS OF AGE AS OF SEPTEMBER 1<sup>ST</sup> OF CURRENT YEAR AND SEASON. (BIRTH CERTIFICATES SHOULD BE MADE AVAILABLE UPON REQUEST)
- MERCY RULE SHALL FOLLOW IHSAA RULE (AFTER 35 POINT LEAD IN 2ND HALF, THE CLOCK WILL RUN CONSTANTLY. CLOCK SHOULD ONLY STOP AFTER A SCORE, CHANGE OF POSSESSION, AND INJURY) IF LEAD GETS BELOW 35, REGULAR RULES AROUND CLOCK MANAGEMENT GO BACK INTO EFFECT

### **OFFICIALS:**

- AT LEAST ONE OFFICIAL MUST BE I.H.S.A.A. APPROVED FOR FOOTBALL AND MUST PROVIDE PROOF PRIOR TO THE START OF THE SEASON. NO TOLERANCE RULES IN EFFECT ACCORDING TO THE I.H.S.A.A. RULES AND REGULATIONS FOR PLAYERS, COACHES, AND FANS.

### **PAT'S:**

- PATS SHALL FOLLOW THE IHSAA RULES FOR ALL INSTANCES

### **PUNTS:**

- PUNTS ARE PERMITTED, BUT SHALL FOLLOW THE IHSAA RULES FOR ALL INSTANCES



#### **PLAYERS:**

- EACH TEAM SHALL PLAY 11 PLAYERS ON OFFENSE AND DEFENSE
- TEAMS WILL MATCH DOWN TO 10 PLAYERS IF THE OTHER TEAM MUST PLAY 10 BECAUSE OF INJURY OR ABSENCE.
- TEAMS ARE NOT REQUIRED TO FURTHER REDUCE THE NUMBER OF THEIR PLAYERS BELOW 10 REGARDLESS OF HOW MANY PLAYERS THE OTHER TEAM HAS ON THE FIELD.
- A TEAM MAY NOT START THE GAME WITH LESS THAN 10 PLAYERS. IF THE TEAM CANNOT FIELD A TEAM OF AT LEAST 10 PLAYERS A 20-0 FORFEIT WILL BE AWARDED. BUT THE GAME MAY STILL BE PLAYED ACCORDING TO THE ABOVE RULES.

#### **CLOCK MANAGEMENT:**

- THE CLOCK WILL BE OPERATED IN ACCORDANCE WITH THE I.H.S.A.A. RULE BOOK.
- THE GAME WILL CONSIST OF (4) 8 MINUTE QUARTERS WITH 1 MINUTE BETWEEN QUARTERS AND A 5 MINUTE HALFTIME.
- OFFICIALS WILL KEEP A 25 SECOND PLAY CLOCK ON THE FIELD. THEY WILL INFORM THE COACH WHEN THE CLOCK IS DOWN TO 10 SECONDS. IF THE BALL IS NOT SNAPPED IN 25 SECONDS, A DELAY OF GAME PENALTY WILL BE ENFORCED.
- TEAM WILL HAVE 3 TIMEOUTS PER HALF

#### **OVERTIME:**

- A COIN TOSS WILL BEGIN OVERTIME.
  - WINNER OF THE TOSS SHALL CHOOSE OFFENSE OR DEFENSE FIRST
- EACH TEAM WILL GET 4 DOWNS FROM THE 10 YD LINE TO SCORE AND THEN THEIR CHOICE OF PAT'S AFTER A TOUCHDOWN.
- TEAMS WILL ALTERNATE WHO GOES FIRST EACH OVERTIME
- DURING THE REGULAR SEASON A MAXIMUM OF 2 OVERTIMES PER GAME, IN 2<sup>ND</sup> OVERTIME TEAMS MUST MAKE A 1 POINT (KICK) ATTEMPT AFTER SCORING.
- DURING PLAYOFFS OVERTIMES WILL CONTINUE UNTIL A WINNER HAS BEEN DECIDED

#### **LEGAL EQUIPMENT:**

- ALL TEAMS WILL USE A WILSON TDY FOOTBALL OR A BALL OF EQUIVALENT (YOUTH) SIZE.
- TEAMS WILL BE ALLOWED TO USE THEIR OWN BALL ON OFFENSE.



**COACHES CONDUCT:**

- HEAD COACHES ARE RESPONSIBLE FOR THE CONDUCT OF THEMSELVES, THEIR ASSISTANTS, THEIR PLAYERS, AND THEIR FANS.
- HEAD COACHES SHOULD BE THE ONLY PERSON ON THE SIDELINE WHO HAS QUESTIONS ABOUT PENALTIES OR THE LACK THEREOF
- COACHES WILL REFRAIN FROM THE USE OF PROFANE LANGUAGE. USE OF PROFANE LANGUAGE WILL RESULT IN AN UNSPORTSMANLIKE CONDUCT PENALTY, AND MAY RESULT IN EJECTION (THIS WILL BE AT THE DISCRETION OF THE OFFICIAL).
- EJECTION SHALL RESULT IN A MINIMUM OF 1 GAME SUSPENSION FOR THE COACH.
- COACHES SHALL REFRAIN FROM THE USE OF ALCOHOL, DRUGS, AND/OR TOBACCO PRODUCTS WHILE AT THE BALL FIELDS. (ANY PRACTICE OR PLAYING FIELD IN THE LEAGUE).

COACHES SHALL DRESS APPROPRIATELY. (NO CUT UP SHIRTS, NO CUT OFF PANTS, NO CLOTHING HAVING PROFANITY PRINTED ON IT, AND NO CLOTHING WITH OBSCENE PICTURES OR GESTURES ON IT)