

Rules of the Game - 2017

Smurf Division

League Age

Any child between the ages of four and seven are eligible to play at the Smurf level. Seven year olds must not turn eight before November 1. Four-year olds are required to have a signed waiver from a parent or legal guardian in order to participate. Four-year olds do not count toward the total number of players on the team's Pre-Season Roster and are the only new players that can be signed directly by any camp that does not have siblings in the camp. However, camps can register no more than (six) four-year olds per season initially (Richlands teams.) After all teams have acquired their (six) four-year olds, any remaining four-year olds that want to play will be placed on teams by that season's draft order.

Weights

Smurf players weighing over 80.0 pounds will be restricted to the offensive and defensive line. Players weighing 80.0 pounds or less may play any position. Any defensive player may advance an interception or fumble. All players that are restricted to the offensive and defensive line must wear a jersey number between # 50 and #79.

Offensive Scheme

The mandatory offensive parameters on the Smurf level are as follows. The Offense must employ a double tight-end set. The Center to Guard to Tackle to Tight-end splits may not be more than 2 feet per split. There must be at least three backs in the backfield at all times, including the quarterback. The backfield is defined as the area that exists behind the offensive line from the outside shoulder of the left offensive tackle to the outside shoulder of the right tackle (five technique to five technique.) A flanker or Z may be utilized, and can line up as wide as they wish. If these parameters are not met by the offense before the snap of the ball, a fifteen yard "illegal offensive set" will be levied against the offense. The Shotgun formation may be utilized. There is no motion allowed. It shall be illegal to employ an unbalanced line. The tight ends have to be in a three or four point stance. Offensive linemen may utilize a two, three or four point stance. **Blocking below the waist by any position shall be illegal and result in a fifteen yard "illegal blocking penalty."**

Defensive Scheme

The defense must utilize a 5-4-2 defense in the Smurf division. Linebackers and Corners must be at least three (3) yards off the football. At the snap of the ball, they may attack any gap. The Nose and Defensive Tackles must go forward at the snap of the ball. They cannot back pedal and "roam" to the football and cannot drop into pass coverage. **Linebackers, Defensive Ends, Corners and Safeties must weigh 80.0 pounds or less and wear the appropriate jersey number. No defensive player can line up in the A gap.** The Linebackers or Corners cannot simulate a stunt or blitz and must be stationary until the snap. If these parameters are not met, a fifteen yard "illegal defense" penalty will be levied against the defense. The required alignments for the defenders are as follows:

Nose Tackle – Zero technique (head-up on Center) the nose tackle must be at least one yard off the football (measured from head or down hand, whichever is closer to the football). The Nose Tackle must play in a three or four point stance.

Defensive Tackles – Four techniques (head up on the offensive tackles.) DT's must play in a three or four point stance.

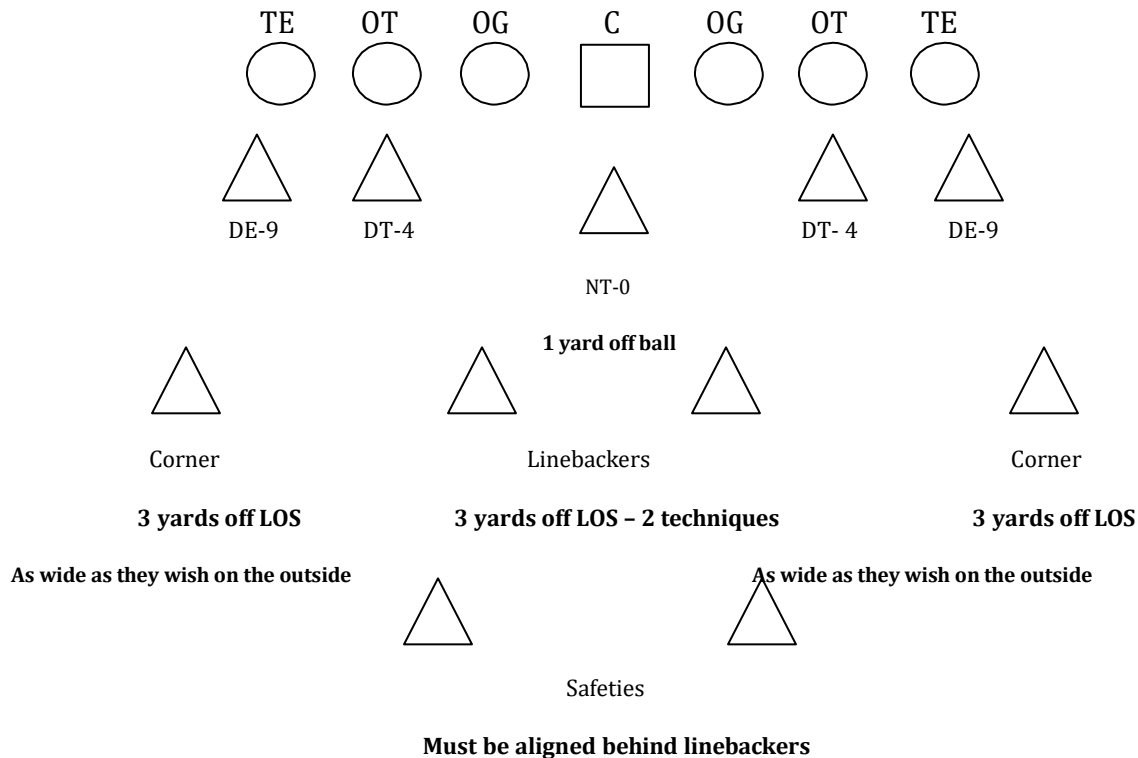
Linebackers – Two techniques (head-up on the offensive guards) and three yards off the football.

Defensive Ends – Aligned as nine techniques (outside eye of the tight ends) and on the Line of Scrimmage. The players at this position must not weigh over 80.0 lbs., and must wear the appropriate jersey number. Defensive Ends may play in a 2, 3, or 4-point stance.

Corners – The corners must be at least three yards off the football and line up as far outside as they wish.

Safeties – The only requirement of the safeties is that they align behind the linebackers.

Defensive Alignment Template



Goal Line Defense

When the defense is inside their 10 yard line, the defense may employ a goal line defense. While employing the goal line defense, the linebackers will have no alignment and no movement restrictions. There may not be more than 5 defensive linemen inside the tackle box while in a goal line defense. **No A Gap Defense.** If offense is in shotgun formation, the defensive nose tackle must be at least 1 yard off the ball head up on the center.

Special Teams

There will be no kick-offs at this level. The ball will be placed at the offenses' thirty-five yard line during any kick-off situation (beginning of either half or after a score.) There is no live punting in the Smurf division. At the request of the coach of the offensive team, the ball will be marked off thirty-yards down field in lieu of a punt. The offense will not be allowed to "punt" when inside their opponent's thirty-yard line. There is no set kick-off or kick-off return teams. The PAT play (run) will be worth one point and a PAT play (passing) will be worth two points. A PAT Kick will be worth two points. Field Goals are worth three points. An unsuccessful field goal attempt will spotted on the LOS at the original spot. A 2 inch kicking block must be used at all times when attempting field goals or point after touchdown.

Games

Smurf games will be four quarters @ **nine** minutes per quarter and will be an active running clock. Each team will have **three** timeouts per half. Traditional game play will be enacted in the last two minutes of the 2nd and 4th quarter. Each time-out will be for one (1) minute. **Half-time will be six minutes, after the conclusion of the home team cheer routine. Both Smurf will be allowed to use the remainder of the half to allow the 4 and 5 year olds to scrimmage on field.** The play clock will be strictly enforced. The offense will have thirty-five (35) seconds between plays. The officials will signal the start of the play clock immediately after the coin toss. This will help ensure that the games stay on schedule. This will be the responsibility of the officials. The use of the play clocks will be determined at the discretion of the officials. After a team falls behind their opponent by eighteen points (18) the game clock will only stop for a timeout and injury. This will continue until the end of the game or until the lead becomes less than eighteen points (18).

Rules of the Game-2017

Smurf Division

Officials

The Head of Officials shall organize and schedule officials for all events. The League will use both VHSL certified officials and officials that are not VHSL certified. VHSL certified officials will be paid \$25 per game. Officials that are not certified will be paid \$20 per game. The official game ball will be the Wilson K2. There will be two Wilson K-2 footballs bought specifically for each location (Richlands, Honaker Grundy, Hurley, Twin Valley, Lebanon) The two balls supplied will be used for **all** Smurf division games at that location.

Coaches

The Smurf division allows three (3) coaches on the field during game play. There is no limit to the number of total coaches on each team's staff. Camp Heads are allowed on the sidelines at any time they wish. Head Coaches will be the only communicator to the officials. All assistants will forward any concerns to the head coach. **At the snap of the ball, coaches on the field must be behind the deepest safety (defensive) and behind the deepest offensive back between the hash marks and must not physically affect game-play. In addition, at that time all coaches on the field will refrain from touching the players, coaches are allowed to issue directions and encouragement to the players. All coaches are to remain at least 5 yards behind the deepest players.**

Pre-Game Warm-ups

Teams on all levels may begin warming up at the beginning of the preceding game. At Ernie Hicks Stadium, the home team will warm up on the scoreboard end of the field. The visiting team will warm up on the opposite side. The teams will not be allowed on the field of play while the preceding game is still being contested. Neither team will be allowed to enter the field area until kick-off of the preceding game. At Ernie Hicks Stadium, both teams shall enter the field via the gate underneath the stadium on the eastern end (teams will enter with all team members together).

Overtime

All levels will conduct overtime in the same manner. The visiting team will call the coin toss. The winner has first choice of offense or defense or end of field to play on. The loser of the coin toss has choice to which is remaining. Each team shall have four downs on their opponent's ten yard line to score. If the score is still tied after the first overtime period, the procedure will repeat until a winner is decided.

Post game clean-up

Sanitation of the stadiums is everyone's responsibility. At, Ernie Hicks Stadium, unless otherwise scheduled, it shall be the responsibility of the final two teams that play for the day. This includes picking up the leftover garbage and making sure all cans have clean bags in them. It shall be the responsibility of the Duty Officer at the stadium to ensure that this is completed. Smurf and Pee-Wee coaches will make a trip through the stadium after their games and empty any garbage cans that are full and replace them with a clean liner and pick up any visible garbage.

Conduct

The conduct of the team is the responsibility of the head coach. Verbal or physical abuse will not be permitted in any form. This includes coaches, officials, fans, volunteers and players. It is the responsibility of the officials to notify the head coach of any "trash talking" on the field by players and to control the field of play. Players may only be ejected from the game for fighting, punching, kicking or cursing. The player will receive an additional one game suspension.

Attachment "A"

Rules of the Game-2017

Pee-Wee Division

League Age

Any child between the ages of eight and ten are eligible to play in the Pee-Wee level. Ten-year olds must not turn eleven before Nov. 1

Weights

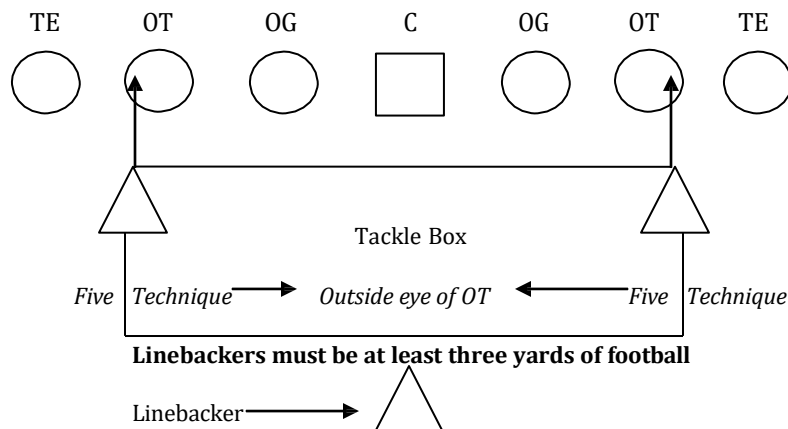
All Pee-Wee players weighing over 120.0 pounds, will be restricted to the offensive and defensive line. Players weighing 120.0 pounds or less may play any position. Any defensive player may advance an interception or fumble. Players that are restricted to the offensive and defensive line must wear a jersey number between #50 and #79.

Offensive Scheme

Any offensive scheme is permitted at this level. The quarterback must initially align under the Center or in any Shotgun formation. It shall be illegal for the Quarterback to switch from under Center to a Shotgun formation, once he/she is initially set and vice-versa. This type of quarterback motion is prohibited, all other motion is permissible. Offensive linemen may utilize a two, three or four point stance. **Blocking below the waist by any position shall be illegal and result in a fifteen yard "illegal blocking penalty."**

Defensive Scheme

Any defense is permissible. All linebackers that are in the "Tackle Box" must be at least three yards of the football. **Linebackers in the "Tackle Box" are not permitted to simulate a stunt or blitz. They must be stationary and at least three yards off the football. However, linebackers in the "Tackle Box" may move laterally to counter any offensive motion for coverage purposes.** At the snap of the football, the linebackers may attack any gap. Defensive linemen that weigh over 120.0 lbs. in the Pee-Wee division must be lined up in the "Tackle Box" on the LOS and wear the appropriate jersey number. This is the area on the defensive LOS that exists between the outside shoulder of the right offensive tackle and the outside shoulder of the left offensive tackle (five technique to five technique). There may be up to, but no more than five defensive linemen (of any weight) in this area on the LOS. All defensive linemen in the "Tackle Box" must be in a three or four point stance. If the offense utilizes a shotgun offense while there are five defensive linemen in the "Tackle Box" on the LOS, then the Nose Tackle must remain one yard off the football (as described in the Smurf level and the rule is applied in the same manner.) If there are less than five defensive linemen in the "Tackle Box" while the offense employs the shotgun formation, the nose tackle has the option of moving one yard back or shifting to a two-technique (head-up over either offensive guard.) **No defensive player may line up in the "A" gap.** Any linebacker or defensive back that is aligned outside of the "Tackle Box" may line up on the LOS and blitz or stunt at the snap of the football. This can only take place in the C-gap (between the offensive tackle) or in the D-gap (outside of the tight end.) Failure to adhere to any of these parameters will result in a fifteen yard "illegal defense" penalty.



Rules of the Game-2017

Pee-Wee Division

Goal Line Defense

When the defense is inside their 10 yard line, the defense may employ a goal line defense. While employing the goal line defense, the linebackers will have no alignment and no movement restrictions. There may not be more than 5 defensive linemen inside the tackle box while in a goal line defense. **No A Gap Defense.** If offense is in shotgun formation, the defensive nose tackle must be at least 1 yard off the ball head up on the center.

Special Teams

The kick-off team will line up on the forty-five yard line. The kick-off return team shall line-up on the forty-five yard line to receive. In the punt game the offense will have a choice. At the request of the coach of the offensive team, the ball will be marked off thirty-yards down field in lieu of a punt, or the offense can punt the football. During the punt, the defense cannot rush and must backpedal at the snap of the football. There will be no fake punts, the offense cannot leave the LOS until the ball is kicked. The defense can return or fair catch the punt. There is no set kick-off or kick-off return teams at any level. Extra points and Field goals may be attempted at all levels. This is a dead ball play. The kick-block team may stand up, wave their arms, jump and make noise. They are not allowed to penetrate the LOS at any time. In the event that the snap is fumbled by the holder, the play is whistled dead and the try will be signaled as an unsuccessful attempt. Fake kicks are not allowed. An unsuccessful field goal attempt will spotted on the LOS at the original spot. The PAT kick is worth **two points**. The PAT play run or pass is worth **one point**. Field goals are worth **three points**. This is an attempt to develop kickers. A 2 inch kicking block must be used at all times when attempting field goals or point after touchdown.

Games

Pee-Wee games will be four quarters @ seven minutes per quarter. Each team will have three timeouts per half. Each time-out will be for one (1) minute. Half-time will be six minutes. **The play clock will be strictly enforced. The offense will have thirty (30) seconds between plays. This does include special teams.** The officials will signal the start of the play clock immediately after the coin toss. The kickoff and return teams will be on the field ready to begin at the scheduled start time. This will help ensure that the games stay on schedule. This will be the responsibility of the officials. The use of the play clocks will be determined at the discretion of the officials. After a team falls behind their opponent by eighteen points (18) the game clock will only stop for a timeout or injury. This will continue until the end of the game or until the lead becomes less than eighteen points (18).

Officials

The Head of Officials shall organize and schedule officials for all events. The League will use both VHSL certified officials and officials that are not VHSL certified. VHSL certified officials will be paid \$25 per game. Officials that are not certified will be paid \$20 per game. The official game ball will be the Wilson K2. There will be two Wilson K-2 footballs bought specifically for each location (Richlands, Honaker, Grundy, Hurley and Twin Valley, Lebanon) The two balls supplied will be used for **all** Pee-Wee division games at that location.

Coaches

The Pee-Wee division allows two (2) coaches on the field during game play. There is no limit to the number of total coaches on each team's staff. Camp Heads are allowed on the sidelines at any time they wish. Head Coaches will be the only communicator to the officials. All assistants will forward any concerns to the head coach. **At the snap of the ball, coaches on the field must be at least 5-yards behind the deepest safety (defensive) and behind the deepest offensive back between the hash marks and must not physically affect game-play. In addition, at that time all coaches on the field can issue directions to players.**

Rules of the Game-2017

Pee-Wee Division

Pre-Game Warm-ups

Teams on all levels may begin warming up at the beginning of the preceding game. At Ernie Hicks Stadium, the home team will warm up on the scoreboard end of the field. The visiting team will warm up on the opposite side. The teams will not be allowed on the field of play while the preceding game is still being contested. Neither team will be allowed to enter the field area until kick-off of the preceding game. At Ernie Hicks Stadium, both teams shall enter the field via the gate underneath the stadium on the eastern end (teams will enter with all team members together).

Overtime

All levels will conduct overtime in the same manner. The visiting team will call the coin toss. The winner has first choice of offense or defense or end of field to play on. The loser of the coin toss has choice to which is remaining. Each team shall have four downs on their opponent's ten yard line to score. If the score is still tied after the first overtime period, the procedure will repeat until a winner is decided.

Post game clean-up

Sanitation of the stadiums is everyone's responsibility. At, Ernie Hicks Stadium, unless otherwise scheduled, it shall be the responsibility of the final two teams that play for the day. This includes picking up the leftover garbage and making sure all cans have clean bags in them. It shall be the responsibility of the Duty Officer at the stadium to ensure that this is completed. Smurf and Pee-Wee coaches will make a trip through the stadium after their games and empty any garbage cans that are full and replace them with a clean liner and pick up any visible garbage.

Conduct

The conduct of the team is the responsibility of the head coach. Verbal or physical abuse will not be permitted in any form. This includes coaches, officials, fans, volunteers and players. It is the responsibility of the officials to notify the head coach of any "trash talking" on the field by players and to control the field of play. Players may only be ejected from the game for fighting, punching, kicking or cursing. The player will receive an additional one game suspension.

Rules of the Game-2017

Midget Division

League Age

Any child between the ages of eleven and thirteen are eligible to play in the Midget level. Thirteen-year olds must not turn fourteen before Nov. 1. Eighth graders may play in this division , but must meet age requirements

Weights

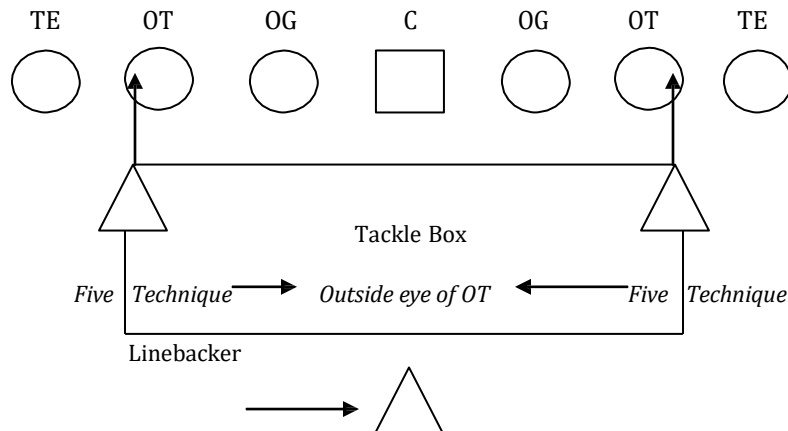
All Midget players weighing over 150.0 pounds, will be restricted to the offensive and defensive line. Players weighing 150.0 pounds or less may play any position. Any defensive player may advance an interception or fumble. Players that are restricted to the offensive and defensive line must wear a jersey number between #50 and #79.

Offensive Scheme

Any offensive scheme is permitted at this level. The quarterback must initially align under the Center or in any Shotgun formation. It shall be illegal for the Quarterback to switch from under Center to a Shotgun formation, once he/she is initially set and vice-versa. This type of quarterback motion is prohibited, all other motion is permissible. Offensive linemen may utilize a two, three or four point stance. **Blocking below the waist by any position shall be illegal and result in a fifteen yard "illegal blocking penalty."**

Defensive Scheme

The defense must align in a 50 front, 40 front or a 3-5. All linebackers that are in the "Tackle Box" are allowed to blitz the B, C, or D gaps. **Linebackers in the "Tackle Box" are permitted to simulate a stunt or blitz. They may lineup on the line of scrimmage. However, linebackers in the "Tackle Box" are also allowed to move laterally to counter any offensive motion for coverage purposes.** At the snap of the football, the linebackers may attack only the B, C, or D, gaps. Defensive linemen that weigh over 150.0 lbs. in the Midget division must be lined up in the "Tackle Box" on the LOS and wear the appropriate jersey number. This is the area on the defensive LOS that exists between the outside shoulder of the right offensive tackle and the outside shoulder of the left offensive tackle (five technique to five technique). There may be up to, but no more than five defensive linemen (of any weight) in this area on the LOS. All defensive linemen in the "Tackle Box" must be in a three or four point stance. If the offense utilizes a shotgun offense while there are five defensive linemen in the "Tackle Box" on the LOS, then the Nose Tackle must remain one yard off the football (as described in the Smurf / Peewee level and the rule is applied in the same manner.) In a 50 front, the nose tackle has the option of moving one yard back or shifting to a two-technique (head-up over either offensive guard.) **No defensive player can line up in the "A" gap.** Any linebacker or defensive back may line up on the LOS and blitz or stunt at the snap of the football. This can only take place in the B, C, or D-gaps. Failure to adhere to any of these parameters will result in a fifteen yard "illegal defense" penalty.



Attachment "A"

Rules of the Game-2017

Midget Division

Defensive Fronts and Goal Line Defense

The League mandates all Midget team must use a 50 front, 40 front or a 3-5. A 50 front and the 3-5 will employ 3 defensive linemen in the "tackle box." Examples of the 50 front are the 50 Slant, Vanilla 5-2 and the 5-3 and the 3-4. The 3-5 will also incorporate the 3-3 Stack. The 40 front will employ 4 defensive linemen in the "tackle box." Examples of the 40 front are the 4-4 and the 4-3. *When the defense is inside their 10 yard line, the defense may employ a goal line defense.* In this event, the defense may have an additional lineman (no more than 5) in the "tackle box." While employing the goal line defense, the linebackers will have no alignment and no movement restrictions. Outside linebackers in a 4-4, 4-3, 3-4 or 3-5 may line up on the LOS, must be head up or outside the tight end. **No A Gap Defense.** If offense in shotgun formation, the defensive nose tackle must be at least 1 yard off the ball head up on the center.

Special Teams

The kick-off team will line up on the 40 yard line. The kick-off return team shall line-up on the 50 yard line to receive. There is no set kick-off or kick-off return teams at any level. Punting is live and any punt team formation or punt return formation can be utilized. The only restriction is that the Center on the punt team may not be covered or shaded and no defender may line up in the "A" gap. Extra points and Field goals may be attempted at all levels. This is a dead ball play. The kick-block team may stand up, wave their arms, jump and make noise. They are not allowed to penetrate the LOS at any time. In the event that the snap is fumbled by the holder, the play is whistled dead and the try will be signaled as an unsuccessful attempt. *An unsuccessful field goal attempt will spotted on the LOS at the original spot.* Fake kicks are not allowed. The PAT kick is worth **two points**. The PAT play is worth **one point**. Field goals are worth **three points**. A 2 inch kicking block must be used at all times when attempting field goals or point after touchdown. This is an attempt to develop kickers.

Games

Midget games will be four quarters @ eight minutes per quarter. Each team will have three timeouts per half. Each time-out will be for one (1) minute. Half-time will be seven minutes. The play clock will be strictly enforced. The offense will have twenty-five (25) seconds between plays. This does include special teams. The officials will signal the start of the play clock immediately after the coin toss. The kickoff and return teams will be on the field ready to begin at the scheduled start time. This will help ensure that the games stay on schedule. This will be the responsibility of the officials. The use of the play clocks at Ernie Hicks Stadium and Fuller Field will be used at the discretion of the officials. After a team falls behind their opponent by eighteen points (18) the game clock will only stop for a timeout. This will continue until the end of the game or until the lead becomes less than eighteen points (18).

Officials

The Head of Officials shall organize and schedule officials for all events. The League will use both VHSL certified officials and officials that are not VHSL certified. VHSL certified officials will be paid \$25 per game. Officials that are not certified will be paid \$20 per game. The official game ball will be the Wilson TDJ. There will be two Wilson TDJ footballs bought specifically for each location (Richlands, Honaker, Grundy, Hurley, Twin Valley, Lebanon) The two balls supplied will be used for **all** Midget division games at that location.

Coaches

All Midget division coaches must remain on the sideline during game play. There is no limit to the number of total coaches on each team's staff. Camp Heads are allowed on the sidelines at any time they wish. Head Coaches will be the only communicator to the officials. All assistants will forward any concerns to the head coach.

Rules of the Game-2017

Midget Division

Pre-Game Warm-ups

Teams on all levels may begin warming up at the beginning of the preceding game. At Ernie Hicks Stadium, the home team will warm up on the scoreboard end of the field. The visiting team will warm up on the opposite side. The teams will not be allowed on the field of play while the preceding game is still being contested. Neither team will be allowed to enter the field area until kick-off of the preceding game. At Ernie Hicks Stadium, both teams shall enter the field via the gate underneath the stadium on the eastern end (teams will enter with all team members together).

Overtime

All levels will conduct overtime in the same manner. The visiting team will call the coin toss. The winner has first choice of offense or defense or end of field to play on. The loser of the coin toss has choice to which is remaining. Each team shall have four downs on their opponent's ten yard line to score. If the score is still tied after the first overtime period, the procedure will repeat until a winner is decided.

Post game clean-up

Sanitation of the stadiums is everyone's responsibility. At, Ernie Hicks Stadium, unless otherwise scheduled, it shall be the responsibility of the final two teams that play for the day. This includes picking up the leftover garbage and making sure all cans have clean bags in them. It shall be the responsibility of the Duty Officer at the stadium to ensure that this is completed. Smurf and Pee-Wee coaches will make a trip through the stadium after their games and empty any garbage cans that are full and replace them with a clean liner and pick up any visible garbage.

Conduct

The conduct of the team is the responsibility of the head coach. Verbal or physical abuse will not be permitted in any form. This includes coaches, officials, fans, volunteers and players. It is the responsibility of the officials to notify the head coach of any "trash talking" on the field by players and to control the field of play. Players may only be ejected from the game for fighting, punching, kicking or cursing. The player will receive an additional one game suspension.

These "Rules of the Game" were reviewed and revised in a meeting of the RMFLI Board of Directors, representatives of Twin Valley Little League Football Inc., a representative from Honaker Youth Football, representatives from Grundy Youth Football, representatives from Hurley Youth Football, a representative from Lebanon Youth Football and numerous League coaches and was facilitated by RMFLI President Shawn Cole on 3/19/17. All other rules not described above will fall under the VHSL rule book.

All other rules not listed in the above aforementioned rules will fail under the VHSL Rule Book.

RMFLI Past President: Mac Lewis Signature: Original on file

Date: March 19, 2018

RMFLI Current President: Chris Asbury Signature: _____

Date: April 24, 2019