

# **THOMSON-MCDUFFIE ARTHUR GREEN CLASSIC YOUTH FOOTBALL TOURNAMENT**

## **GOVERNING RULES: 10U BOYS**

All games will be governed by the current rules and regulations of the Georgia High School Association Constitution and By-Laws, and by the National Federation Edition of Football Rules for the current year, with exceptions as noted in the Georgia Recreation & Park Association Athletic Manual 2011 and these by-laws.

### **1. PLAYER ELIGIBILITY:**

- A. 10U division shall be 10 and under prior to September 1st (Mites).
- B. A team must have ten (10) players to start or continue a game. They can continue the game if the removed player leaves for any reason other than ejection. There is a roster limit of 30 players and once the roster has been submitted, it becomes official and no changes can be made. Teams should have records at all check-ins. Team Book/Information should consist of a numerical team roster for each color uniform and birth certificates.

### **2. Youth coaches must be certified by one of the following programs: NYSCA, ACEP, GHSA, or SIMPLY THE BEST.**

### **3. WEIGHT LIMIT INFORMATION:**

- A. The maximum weight limit for any player to receive a hand-off or pass from scrimmage is 120 pounds (10 and under). Any player ineligible to carry the ball must wear a red stripe "X" (unless a team has red helmets and then the "X" stripe will be white) on the back of their helmet. Maximum weight players must play on the line (players not eligible to run the ball must play tackle to tackle) and must be in a 3 or 4 point stance. Coaches will be responsible for maintaining the stripes and making sure players are in the correct playing position. Illegal participation, by a maximum weight player, during the game will result in a loss of down for the offense and automatic first down against the defense. Also, there is a 15 yard penalty against the team in violation.
- B. A player's weight is defined as that weight which is determined by the Thomson-McDuffie Recreation scales when the player weighed at their official weigh in. No player will be allowed to totally strip for a weigh in and must have at least gym shorts on at all times. Players should be in numerical order for weigh-ins and a coach should be present with their roster and birth certificates in numerical order, as well.
- C. The Official Weigh-in shall be conducted one hour prior to game time.
- D. Players absent from their first game must weigh in prior to any following or subsequent games. Once weight requirement has been met, players will not be required to reweigh.

during the tournament unless challenged/protected. **\*If a player is found to have not weighed in, penalty for player and/or coach will be as follows: EJECTION FROM FACILITY AND PLAYER EJECTION FOR THE REMAINDER OF TOURNAMENT.**

- E. All players will be weighed regardless of position and the actual weight will be recorded on the official roster prior to the first game played. Each team will be allowed two weight protests per game. If player is deemed eligible, protesting team will be charged with a time out. If all time outs have been used, then an unsportsmanlike penalty will be assessed. If a player is deemed ineligible, it will result in the player and coach ejections and/or disqualification of team from tournament. All protests must be made prior to the conclusion of the game. **(All protested players must weigh within a five pound variance of the actual weight prior to first game.**
- F. If a player is found to be overweight at official weigh-in, he will be ineligible to carry or advance the ball in that game. He may weigh in again for the next game. **THERE WILL BE NO EXCEPTION TO READING OF OFFICIAL SCALES! Any team(s) found utilizing ineligible players will be penalized either by player ejection and/ or team forfeiting the game.**

#### **4. UNIFORM REQUIREMENTS:**

- A. A uniform for youth football shall include helmet with face guard, **2 or 4 point chin strap snaps**, shoulder pads, football pants with pads protecting the hips, thighs and knees, and jersey with numerals on front and back. It is mandatory that all players wear such uniforms.
- B. Mouth pieces must be worn by all players in the game and meet current GSHA requirements. They should be attached to the helmet and visible to the game officials.
- C. GRPA waives the GSHA position numbering system requirements.

#### **5. APPROVED EQUIPMENT:**

- A. Shoes are mandatory for play in youth football games.
  - (1) Shoes which have plastic, nylon, hard rubber or other synthetic materials, and which have cleats which are detachable are not allowed (No screw in or steel spikes allowed).
  - (2) Shoes with rubber-molded cleats are permissible, as are smooth, soft-sole shoes such as tennis or basketball shoes.
- B. No jewelry (watches, earrings, bracelets, etc.) will be allowed.
- C. The official game ball will be provided by the Thomson-McDuffie Recreation Department, no other balls are allowed. The game ball provided will be a Wilson "TDJ" football.

#### **6. GAME RULES:**

- A. A regulation game shall consist of four (4) 8-minute quarters.
- B. Each team shall be allowed three (3) time outs per half.
- C. Half-time shall consist of no more than 10 minutes.
- D. The playing field shall be 80 yards in length for 10U Division.
- E. The time allowed to snap the ball after it has been declared ready for play is 30 seconds.
- F. Kickoffs will be from the *30 yard line for 10U division*. All kick-offs out-of-bounds will be placed on the 35 yard-line or at the point of the out-of bounds whichever is greater. If the receiving team fumbles the kick-off out-of-bounds, the ball will be placed at that point.
- G. There is a limit of 5 coaches on the sideline and all 5 should have the same color shirt on. One coach is allowed in the huddle of the offensive and defensive team. Once the huddles are broken, the coaches are to back up at least 10-yards. Coaches on the field are not allowed to communicate/talk to their players after the huddle is broken (penalty is 5 yards). All other coaches are required to stay within the boundaries of the coaching box which extends from the 25-yard line to the 25-yard line.
- H. The home team will be on the opposite side of the field facing the scoring tower. Home coaches will provide two persons (preferably adult) to hold the yard or down marker. The visiting team coaches will provide one person (preferably adult) to hold the yard or down marker.
- I. ***Mercy rule*** - If in the second half a team gains a 21-point lead the clock will run continuously for the balance of the game except after touchdowns and during timeouts, injuries, penalties and scores. If the losing team gets within seven points the clock will return to regulation.

**J. Tie Score:**

- (1) After a two-minute break, the captains of each team will meet in the center of the field for another coin toss.
- (2) The ball will be placed at the ten-yard line. Each team shall have four downs in which to score.
- (3) If the offensive team turns the ball over, their down ends at that point.
- (4) Field goals are allowed in overtime periods.
- (5) 1st and 2nd Overtime will use 10 yard procedure and 3rd overtime will use penetration with the ball placed on the 10 yard line. **Only one timeout per team for each overtime period.**
- (6) The ten-yard line for the overtime period will be on the end of the field with the scoreboard.

## **7. Lineman and Linebackers:**

- A. Linemen must be in a 3 or 4 point stance – any player tackle to tackle is considered a lineman on the line-of-scrimmage (All players over 120 pounds must play lineman position).
- B. Linebackers (tackle to tackle) must be off the line-of scrimmage – depth must be the back of the furthest lineman position. The penalty for this infraction is the same as being off sides.

## **8. Punts:**

- A. The offensive team must verbally state their intention of punting before leaving their huddle. After a verbal declaration of punting, the clock will stop until the change of possession.
- B. **10U division** punts will be a dead ball kick; all defensive players will take a knee during the kick except for one defensive punt receiver. The ball will be spotted where the receiver catches or controls the ball.
- C. All punts must be from long snapped formation.
- D. Ball must be kicked in thirty (30) seconds. Delay of game can still be called even though punts are dead ball.
- E. No fake punts will be allowed (penalty is 5 yards and rekick).

## **9. Extra Points and Field Goals:**

- A. Successful run or pass for point after touchdown will count as one point. The ball will be placed at the three (3) yard line. This is a live play.
- B. Successful PAT Kick - Two (2) points
  - 1) The ball will be placed at the three (3) yard line. Dead Ball with no rush, defense can raise hands and try to block only, ball must be snapped to holder at the 8 yard line whom places on standard orange kicking tee and holder does not have to hold ball while ball is being kicked; in fact, kicker can actually adjust ball after being placed on kicking tee by holder (Defensive players cannot jump up and down to block the kick).
  - 2) Ball must be kicked in thirty (30) seconds after the snap of the football.
  - 3) Defensive team talking to the kicking team during the PAT will result in unsportsmanlike conduct. A fifteen (15) yard penalty will be assessed on the kickoff. If the PAT is missed during the unsportsmanlike conduct, remove the defensive team and rekick.
  - 4) Field Goal attempts have the same rule except team awarded 3-points.