



NORTHWEST 9 on 9 Rules

Age Groups/Divisions

Age groups will be defined as:

6/7u, 8/9u, 10/12u

-1 player that is of higher age level will mean whole team will play higher (Ex a team with (12) 7 year olds and (1) 8 year old the whole team will play 8/9U)

-Age is defined as age on Sept 1 of previous year (ex. Birthday 08/20/2013 would make this participant 7 years old for year 2021 spring league)

-At any point any team that chooses to play up they will never play down during tournament/league play.

-Minimum 6 players on the field to participate; full team decides if they want to reduce number of kids on field however, it is an option.

Playing Time

1. Games will be 40 min running clock and stop only for time outs
2. NO HALF TIME
3. With (2) 1 minute time outs for the whole game

Officials

2 Officials per field

Officials will keep score, game clock and play clock

Playing field & advancing the ball

ALL DIVISIONS

1. will start from the 45 yard line (Starting Line) Right Hash
2. first downs will be at the 30 & 15 (And Goal) yard line
3. 3 downs to reach first down
4. 4 downs when at or in the 15 (And Goal) yard line
5. PAT will be from the 15 (And Goal) yard line for 2 pts
6. NO FG's
7. Offense will retrieve the ball and the center will be responsible to place the ball at line of scrimmage
8. Fumble is a dead ball where the ball landed

Scoring

Offensive Scoring

1. Touch down 6 pts
2. PAT from the 5 yard line 1 pt
3. PAT from the 10 yard line for (6/7u & 8/9u) & 15 yard line for (10/12u) 2 pt

Defensive Scoring

1. INT 3 pts (ball is dead no return needed)
2. Int on a PAT points awarded to what offense attempts
3. Defensive Stand - Turnover on Downs 2 Pts

Equipment

Flags

Northwest 9 on 9 will use sonic popper flags. Any other flags are not permitted.

Flags are to be a minimum of 12" in length

Flags are required for all skill players

- Any skill players without flag belt or missing flags will be declared down once in possession of ball

Any flags/Belts/Poppers that have been altered from manufacturing or adding any substance will result in a forfeit of the contest

Uniforms

Matching Uniforms, soft shell helmet, mouthpiece

Each team should have a way to use an alternate color if conflicting colors (visitor will wear alternate color)

Ball Size

6-9u shall use a leather/composite ball equivalent to Wilson k-2 or Baden Youth

10-12u shall use a leather/composite ball equivalent to Wilson TDJ, Wilson TDY, or Baden Junior

Penalties

All UIL/NCAA rules apply to Northwest 9 on 9 except what's defined below:

Offensive Penalties

All penalties other than delay of game by the offense will move the ball back to the previous first down but not to exceed the starting yard line. If the offense is at the starting yard line any penalty will be a loss of down. If loss of down occurs on a 3rd down at the Starting Line the result will be a turnover on downs.

- No Flag Guarding/Stiff Arm. Flags are to be on hips at all times at the start of the play. Any violation will result in moving ball back to previous first down.
- Play Clock will be 45 seconds once the ball is dead. Any delay of game will be a five yard penalty or loss of down
 - Offense will be responsible to retrieve the ball and play clock doesn't stop in retrieval of the ball
- QB run through A gap at snap of ball - Loss of Down

Defensive Penalties

- Defensive Pass Interference – ball moved to next first down. If foul occurs in endzone ball will be placed at the 5 yard line first and goal

Overtime

Games in regular season play will end in a tie

Games in tournament play will follow the following OT rules

1. Coin flip will determine possession by visiting team
2. Each team will have 1 offensive possession from the 10 yard line for 7u & 8u & from the 15 yard line for 9u & up
3. Will have 4 downs to score
4. If a 2nd OT is required a 2 pt conversion is required
5. Continue until there is a winner with 3rd, 4th, 5th OT until a winner is declared.

Offensive Formation

1. The offense must have no more than 4 players in the backfield
2. Linemen are not eligible receivers
3. Snap must be between the legs
4. Running the ball is allowed by all non-linemen positions
5. QB cannot run through A gap at snap of ball

Defensive Formation

Defense is allowed to rush the QB

1. Only allowed to rush 4 players at most. Rushing more than 4 players is illegal formation 5 yard penalty
2. LB's are allowed to blitz but must blitz within 1 yard of the line of scrimmage. Blitzers from more than 1 yard is an illegal formation 5 yard penalty

Defensive Contact

Defense is allowed to make minimal contact with wr's within 5 yards of the line of scrimmage with open hand(s).

Personal Fouls & Fighting

1. No player will initiate any contact with their head or to an opponent's head at any time. Any violation will be a personal foul and the ball will be placed at the next first down. If within the (And Goal) yard line the ball will be placed at the 5 yard line with a new set of downs.
2. Players are only allowed 2 personal fouls before disqualified per game.
3. Fighting from any player/Coach/Parent is an immediate ejection from the game and tournament.

Pass Clock

6u/7u the QB has 6 seconds to pass the ball

8u & up the QB has 4 seconds to pass the ball

Ref starts stop watch on snap. Stop watch is stopped at release of ball. If the time exceeds the time, the play is dead. No continuation of the play for the defense. Play is dead after the pass clock has expired. Next down or turnover on downs.

Blocking

1. Is allowed with 2 hands only
2. Is allowed down field

NO BLOCKING BELOW THE WAIST at anytime

1. Any violation is an Unsportsmanlike Conduct
2. Players are only allowed 2 Unsportsmanlike Conduct fouls before disqualified for game.

Coaches

6u/7u will be allowed to have 2 coaches on the field at all times

8u-12u will be allowed to have 1 coach on the field at all times