

## THE BASICS

- Kindergarten - 2<sup>nd</sup> grade will play on a 20x50 field.
- A coin toss determines the first possession.
- The offensive team takes possession of the ball at its 5-yard line and has three (3) plays to cross midfield; once a team crosses midfield, it has three (3) chances to score a touchdown; If the offense fails to score a touchdown, the ball changes possession and the new offensive team takes over on its 5-yard line.
- If the offensive team fails to cross midfield, the opposition starts its drive from its 5-yard line.
- All possessions, except interceptions, start on the offense's 5-yard line.
- Interceptions may be returned.
- Teams change sides after the first twenty (20) minutes. Possession changes to the loser of the coin toss unless deferred. The second half begins immediately after possession is declared.

## GAME RULES

- Teams may have five (5) players on the field at a time.
- Two (2) 20-minute halves
- 5-minute halftime
- Clock runs continuously
- Each time the ball is spotted, a team has 30 seconds to snap the ball.
- Each team has two 30-second time-outs per half.
- Officials can stop the clock at their discretion.

## SCORING

- Touchdown = 6 points
- Extra Point (played from the 5-yard line) = 1 point
- Extra Point (played from the 10-yard line) = 2 points
- Safety = 2 points (After a safety, the ball will be placed at midfield)
- On an extra point attempt, an intercepted pass or fumble that is caught before hitting the ground may be returned by the defense for two points.

## RUNNING

- The quarterback cannot run with the ball, unless the ball is given back by another hand-off.
- Direct handoffs and lateral pitches are allowed behind the line of scrimmage. If a fumble occurs on a handoff or lateral pitch, the ball is dead at the spot of the fumble.
- Offense may use multiple handoffs.
- The player who takes the handoffs can throw the ball from behind the line of scrimmage.
- Once the ball has been handed off, all the defensive players are eligible to rush.
- Spinning is allowed, but players cannot leave their feet to avoid a defensive player (no diving).
- The ball is spotted where the flag is pulled, not where the ball is.

## **RECEIVING**

- All players are eligible to receive passes (including quarterback if the ball has been handed off behind the line of scrimmage).
- Only one player is allowed in motion at a time.
- A player must have at least one foot inbounds when making a reception.

## **PASSING**

- Shovel passes are allowed.
- The quarterback has a “seven-second pass clock”. If a pass is not thrown within the seven seconds, the play is dead and there is a loss of down. Once the ball is handed off, the seven-second rule no longer is in effect.

## **DEAD BALLS**

- The ball must be snapped between the legs, not off to one side, to start the play. The snap may be direct hand to hand to the quarterback or shotgun snap to the quarterback.
- Substitutions may be made during any dead ball.
- Play is ruled dead when:
  - Ball carriers flag is pulled.
  - Ball carrier steps out of bounds.
  - Touchdown or safety is scored.
  - Ball carrier’s flag falls off or knee touches the ground.
- There are no fumbles. The ball is spotted where the ball hits the ground.

## **RUSHING THE QUARTERBACK**

- All players who rush the passer must be a minimum of seven yards from the line of scrimmage when the ball is snapped.
- Any number of players can rush the quarterback. Players not rushing the quarterback may defend on the line of scrimmage.
- Once the ball is handed off, the seven-second rule no longer is in effect, and all defenders may go behind the line of scrimmage. The referee will designate seven yards from the line of scrimmage. Remember, no blocking or tackling is allowed.

## **SPORTSMANSHIP/ROUGHING**

- If the referee witnesses any acts of tackling, elbowing, cheap shots, blocking or any unsportsmanlike act, the game will be stopped and the player will be ejected from the game. FOUL PLAY WILL NOT BE TOLERATED.
- Trash talking is illegal. The referee has the right to determine offensive language. If trash talking occurs, the referee will give one (1) warning. If it continues, the player will be ejected from the game.

## **PENALTIES**

- The referee will call all penalties.
- Defensive penalties include:
  - Off-sides – 5 yards and automatic first down
  - Interference – 10 yards and automatic first down
  - Illegal Contact (blocking, tackling) – 10 yards and automatic first down
  - Illegal flag pull (before receiver has ball) – 5 yards and automatic first down
  - Illegal rushing (starting rush inside 7 yard line) – 5 yards and automatic first down
- Offensive penalties include:
  - Illegal motion – 5 yards and loss of down
  - Illegal forward pass (thrown beyond line of scrimmage) – 5 yards and loss of down
  - Offensive pass interference (illegal pick play, pushing off) – 10 yards and loss of down
  - Flag guarding – 5 yards (from line of scrimmage) and loss of down
  - Delay of game – clock stops, 5 yards and loss of down
- Referees determine incidental contact that may result from normal run of play. All penalties will be assessed from the line of scrimmage.
- Only the coach can ask the referee questions about rule clarifications and interpretations. Players cannot question judgment calls.
- Games cannot end on a defensive penalty, unless the offense declines it.

## **ATTIRE**

- Tennis shoes and Rubber cleats are allowed, NO metal spikes.
- Hard or plaster casts are not permitted

## **COACHES**

- The head coach is responsible for the physical and mental well being of all children while entrusted to his or her care.
- The head coach is responsible for the management of minimum play.
- The head coach is responsible for maintaining an adequate level of discipline on his or her team.
- All head coaches and assistant coaches must wear the Kids, Incorporated coaches shirt.
- Only coaches wearing a Kids, Incorporated coaches shirt will be allowed on the field and the side line/bench area.
  - All others will be asked to move back.
- All assistant coaches must be listed on the roster and have a background check on file.
  - This will allow the officials to be able to identify the coaches.
- All head coaches are to report injuries to the Kids, Incorporated office.
- Coaches are responsible for making sure the team areas are cleaned after practices and games.

## **CODE OF CONDUCT**

- The Code of Conduct applies to parents, coaches/volunteers, spectators, parents, contracted employees, officials, and professional staff.
- Profane, obscene, abusive, degrading/threatening language, gestures and/or taunting in the presence of anyone attending a Kids, Incorporated event is prohibited.
- Do not handle a child/participant in an aggressive or abusive manner.
- Any act of violence is prohibited.
- Accept the decision of the game officials as being fair and called to the best of their ability.
- Do not knowingly permit an ineligible player to play in any game.
- Please use good sportsmanship.
- The use of drugs, alcohol, vaping, or tobacco in any form is not permitted while attending any Kids, Incorporated event.
- No firearms or weapons will be permitted at any Kids, Incorporated event.

**AT ANY TIME, AT THE SOLE DISCRETION OF KIDS, INCORPORATED, VIOLATION OF THE CODE OF CONDUCT IS SUBJECT TO SUSPENSION OR EXPULSION FROM OUR PROGRAM.**

## **CONCUSSION PROTOCOL**

Our commercial insurance carrier requires us to have a concussion protocol in place should an injury ever occur where a concussion is suspected or even a remote possibility. Here is our policy:

In the event that an injury occurs during a Kids, Incorporated sponsored activity, and where a possible head injury is involved, the Kids, Incorporated office should be notified immediately. Generally, our paid officials will contact our office should an event of this nature occur.

Kids, Incorporated will require a "Permission To Return" document from a licensed, medically-trained professional, before allowing the player to participate in future scheduled activities.

If you have any questions about this policy, please contact our office at 580-374-4332.