



EVW Youth Football 2009 League Rules

Pee Wee's – 3rd & 4th Graders
Jr. Midgets – 5th & 6th Graders
Midgets – 7th & 8th Graders

Rules for the EVW Football League are rules and regulations from the EVW Football Board of Directors, reputable handbooks and the Nebraska High School Athletic Association. All rules are enforced by the EVW Football Board of Directors.

Goals of the League

To provide kids in 3rd through 8th grade the opportunity to play organized football.
To teach kids proper fundamentals of tackle football, in a safe manner.
To have kids enjoy the game and to keep away any pressure of winning.

Pee Wee Coaches

Pee Wee teams may have 1 coach on the field for offense and 1 coach for defense during the regular season. Coaches are allowed into the huddle, but must stay 12-15 yards behind the line of scrimmage once teams break their huddle. Coaches will not be allowed on the field for Friendship bowl games and playoff games for the division winners.

Field

The field will be 100 yards X 53 yards. The bench area will be marked at both 30-yard lines and officials can penalize a team if the players are out of the marked areas. No parents are allowed in these areas, unless they are assisting with the game.

Ball

A good grade of leather or composite football will be used by all teams on game day and are provided by the home team. Visiting teams who wish to use their own ball when they are on offense must present the ball to the head official prior to the start of the game.

Pee Wees will use a Pee Wee Size Football
Jr. Midgets will use Junior Size Ball
Midgets will use a Youth Size Ball

Rosters

Complete team rosters, with player jersey numbers, along with names, e-mail addresses and phone #'s of all coaches must be presented to the EVW Board of Directors via e-mail, on official league forms, a minimum of 48 hours prior to each teams scheduled weigh-in.

Rosters become final at weigh-ins. The placement of any player registering after weigh-ins will be at the discretion of the EVW Board of Directors. The EVW Board of Directors must grant approval before the new registrant can play in a game.

Team Size/Number of Players

The maximum # of players allowed per team will be 25. The minimum # of players allowed per team is 11.

8-Play Rule

All players are required to play a minimum of 8 plays per half. Plays to be counted can include kick-offs, extra points, and 4th down automatic punts. Each team is required to have one person designated to track each player's playing time. If a team is found to have not played each player a minimum of 8 plays per half, they are subject to automatic forfeiture of the game. Additionally, coaches in violation of this rule will be placed on league probation for a first offense and will be suspended a minimum of 2 games, including all practices, for subsequent violations. In the event that a player will not play the minimum of 8 plays per half, this must be communicated to the opposing teams head coach prior to the start of the game. The parent(s) of the player(s) must also be notified prior to the start of the game. Reasons for a player not playing 8 plays per half can include missing practices, illness, injury or disciplinary reasons. In the event of injuries that occurred during the game that prevents a player from competing a minimum of 8 plays in a half, the opposing head coach must be notified either at halftime or immediately following the game, depending on when the injury occurred. Failure to comply with proper communication and reasons will result in automatic forfeiture of the game.

Grade/Weight Requirements

Pee Wees will consist of players in the grades of 3rd & 4th.

Jr. Midgets will consist of players in the grades of 5th & 6th.

Midgets will consist of players in the grades of 7th & 8th.

Pee Wees

Will have a running back weight limit of 85 lbs. Any player 85 lbs. and over will not be allowed to touch the ball and must play in between the tackles.

Jr. Midgets

Will have a running back weight limit of 120 lbs. Any player 120 lbs. and over will not be allowed to touch the ball and must play in between the tackles.

Midgets

Will have a running back weight limit of 160 lbs. Any player 160 lbs. and over will not be allowed to touch the ball and must play in between the tackles.

Striper Rule

Players that are at or over (85 lbs. Pee Wees / 120 lbs. Jr. Midgets/ 160 lbs. Midgets) must have a horizontal stripe on their helmet. The tape must be visible on all sides of the helmet and must be 1" wide. Light colored helmets must have black tape and dark colored helmets must have white tape.

Striper players must play from tackle gap to tackle gap and the helmet cannot be any further out than the shoulder of the opponents tackle. Striper players must be in a 3-point or 4-point stance, unless on the kick-off or kick receiving teams, or if a team starts an offensive play with its lineman in a 2-point stance.

A play will be blown dead if, and when, a striper comes into possession of the ball.

The exception is if the punter is a striper. In this case the punter must punt; he cannot fake a punt or advance the ball. This only applies at the Midget level.

Older/Lighter Rule

Eligible 5th graders and eligible 7th graders will be allowed to play down one age division if they meet the following requirements:

- 5th graders weighing 55 lbs. or less have the option of playing at the Pee Wee level.
- 7th graders weighing 75 lbs. or less have the option of playing at the Jr. Midget level.
- 9th graders are prohibited from playing in EVW Youth Football.

Older / Lighter players will be denoted with a Double Stripe on their helmet and are not allowed to play the quarterback or running back positions and are not allowed to advance the ball unless they intercept a pass, return a punt or kickoff, recover a fumble or catch a forward pass beyond the line of scrimmage. Double strikers are not required to play tackle-to-tackle.

All older / lighter players must be identified to the league prior to, or immediately after, your teams scheduled weigh-in.

Official Game Times

All EVW Youth Football games will be 4 – 10 minute Quarters with a 10-minute halftime. There will be a stop and go clock. Each team is allowed 3 timeouts per half.

Scoring

Pee Wee's & Jr. Midgets

Touchdowns	6 points
Point after TD by Play	1 point
*Points after TD by Kicking	2 points
Safety	2 points
*Field Goal	3 points

Midgets

Touchdowns	6 points
Points after TD by Play	2 points
Point after TD by Kicking	1 point
Safety	2 points
Field Goal	3 points

***Pee Wee's:** Kicking team must alert the officials that they are going to attempt an extra point or field goal. The officials will alert the defensive team that an extra point or field goal is going to be attempted. The defensive team will not be allowed to make contact with any player on the offensive team. The defensive team will be allowed to jump and waive their arms, but touching an offensive player or crossing the line of scrimmage will result in an offside penalty being assessed.

- Once the offensive team snaps the ball, they have 10 seconds to get the ball kicked. After the ball has been snapped, and before the kicker kicks it, the football may not be touched by any player on the offensive team except the holder. If the ball is not kicked in the allotted 10 seconds, the play is dead and no points are awarded. The head official will be responsible for timing the kick.

No fake extra points or field goals will be allowed at the Pee Wee level.

***Jr. Midget's:** The start of the play, and the ball, will start in the hands of the holder. The cadence will be as follows: Down...Set...Hut. The start of the play is always on the first hut. At that point, the play is live and is a regular play. The defensive team is then allowed to cross the line of scrimmage and attempt to block the kick. Fake extra point attempts are not allowed by the offense if the play is started with the ball not being snapped from center. In the event of a blocked extra point or field goal, the ball becomes dead at the spot it is recovered.

No fake extra points or field goals will be allowed at the Jr. Midget level.

Overtime Rule

Each team will be given 4 plays to score from the 10-yard line. If no team scores or both teams score and are tied after the first overtime, we will attempt a second overtime. If the first team to have the ball scores, then the second team must score in the same amount of plays or fewer. If still tied after the second overtime the game will be ruled a tie. If tied in the Championship game the game will continue until there is an official winner.

Mercy Rule

Once any team is winning by 21 or more points the clock will run continuously. Coaches will have no input as to whether or not this rule goes into effect. The only time the clock stops once the Mercy Rule is reached is by injury, time out, change of possession or change of quarter. If a team's lead becomes less than 21 points the Head Referee will instruct the time keeper to start operating the clock under NSAA rules.

Forfeits

The following reasons are all reasons for forfeiture of a game:

- If a team does not have at least 11 players to play the game.
- If the field is not lined properly with all lines, sidelines and end zone lines, clearly visible.
- If a player is not given the minimum of 8 plays per half without following league rules and guidelines.
- Holding any type of individual or team practices prior to the official league start date of August 10th, 2009.

Kick-Offs

Kickoffs are by rule. An on-side kick must go 10 yards before being recovered by the kicking team. No onside kicks are permitted by a team leading by 21 or more points.

Punts

Pee Wee teams have the option to punt the ball or ask the officials for an automatic punt. The automatic punt will be on 4th down only and the ball will be moved 35 yards automatically. The ball can be placed no further than the 20-yard line on an automatic punt; you cannot pin your opponent inside of their own 20-yard line. If a Pee Wee team chooses to have a player punt, no rush is allowed and no contact can be made by either team until after the punt has occurred. No fake punts are allowed. The punting team cannot release downfield field until the punt has taken place. During actual punt plays, the receiving team must have a minimum of 5 players lined up on the line of scrimmage. Pee Wee coaches have 10 seconds to give the head referee their decision as to punt or attempt a 4th down play. If the coach fails to provide a decision to the head referee within 10 seconds, the game clock will be stopped and will not restart until the ball is put back into play.

Jr. Midgets can elect to punt the ball. There are no automatic punts at the Jr. Midget level. If electing to punt the ball, the punter must line up at least 10 yds. behind the line of scrimmage, with the ball in hands. The cadence will be as follows: Down...Set...Hut. The play becomes live on the first hut and the defensive team can rush the punter. The punter must punt the ball. No fake punts are allowed. In the event of a blocked punt, the ball becomes dead at the spot it is recovered.

Midgets can punt and will follow high school rules. The exception is if the punter is a striper. In this case, the punter must punt; he cannot fake a punt or advance the ball. There are no automatic punts at the Midget level.

Player Conduct

Butt-Blocking and Spearing

Butt-blocking and spearing will not be tolerated. Butt-blocking is a blow driven directly into an opponent with the facemask front or tip of the helmet as the main point of contact. Spearing is deliberately driving the helmet into a player who is down, is going down, or leaving the field of play. Tackling with helmets is unsafe and not proper football. The penalty will be handled in the following manner:

1. One warning will be issued to the player, plus a 15-yard penalty.
2. Player will be removed from the game for a second offense.

Players will be removed from a game for the following:

1. If injured, the player must leave the field for at least 1 play.
2. Profane language (1st offense will result in a warning by officials and if the same player is warned again during the current game he/she will be ejected).
3. Spearing and butt-blocking (1st offense will result in a warning by officials).
4. The league will not tolerate fighting, hitting, or kicking a player while down, during or after a play.

Game Officials

Game Officials are hired and paid by the EVW Football League. A minimum of 2 officials per game will be used. The head officials will keep time on the field. The home team will need to provide 2 people to run the chains. A "4-minute warning" will be given by the head official at the end of the 2nd and 4th quarters. This is done as a signal to make sure that all players have gotten in the game for the full 8 plays each half. Have a coach in charge of tracking plays.

There will be **NO** protest. When a game has ended it is **OFFICIAL**. Please remember this game is for the kids to have fun and learn to play football. No one call makes a difference.

Season Standings

End of Season Tie-Breaker for Division Championship

1. Head-to-Head record.
 - a. In the event two teams are tied for the division lead going into week #7, and the teams have not played each other head-to-head; all efforts will be made to pair up those teams for the final regular season game to determine an outright division championship.
2. Best Division Record / Winning Percentage
3. Opponents Strength of Schedule (Opponents Winning Percentage)

End of Season Tie-Breaker for Playoff Seedings

1. Head-to-Head record.
2. Opponents Strength of Schedule (Opponents Winning Percentage)
3. Coin Toss

End of Season Games

At the end of the regular season of play, each team that does not win their division championship will be scheduled a "Friendship Bowl" game. The opponents for these games will be decided by pairing teams of equal records against one another. Friendship Bowl pairings will be made by the EVW Board of Directors. All teams are required to honor and play in their assigned Friendship Bowl game. All efforts will be made to pair teams together they have not played during the season. It is required that all teams play in a Friendship Bowl game.

The division champions at each level will be seeded for Conference Championship games. Each Conference will have a Championship game and the division winners will face each other with the chance to win and then play for the League Championship against the Champion from the other conference. The higher seeded team will receive Home Field Advantage for their playoff game(s).

Equipment

Coaches are responsible for handing out their teams' equipment and need to check for proper fit and that all equipment is worn properly.

Required:

1. Helmet
2. Jerseys
3. Shoulder Pads
4. Athletic Supporter/Compression Shorts
5. Pants with hip, kidney, thigh, knee pads
6. Mouth guard with strap and attached to the helmet (Cannot be Clear Color)
- If a player has a strapless dental mouth guard, the head coach must bring it to the attention of the head official prior to the start of the game.
7. If glasses are worn they must be safety glasses with a strap that fits securely around the head.
8. Casts – Any player who is wearing a cast and wishes to play must present a doctors release form to the head officials prior to the start of the game. Additionally, the cast must be a soft cast and have a minimum of 1" of foam wrapped around it securely.

Coaching Limits/Guidelines

Prior to the start of each game, a game official will meet with the Head Coach from each team. The game official will answer any questions and address any concerns the coaches may have. The game official will also remind both coaches to maintain proper conduct in the spirit of youth football.

Each team will consist of 1 designated Head Coach and 3 designated Assistant Coaches. Additionally an "8-Play" person will be allowed on the sideline of each team, but cannot coach. A maximum of 5 adults will be allowed on the sidelines for each team throughout the season. Officials will be monitoring this and if a team has more than 5 people, outside of their players, on the sideline, then the Head Coach will be asked to have any extra(s) sit in the stands and observe the Parent No Talk Rule. The head official will stop the game and it will not resume until all non-essential personnel are off of the sideline area. The first infraction, a warning will be assessed and the game stopped until only designated coaches and the 8-play parent remain. On the second infraction, the game will be stopped again until the non-essential adults are off of the sideline area and a 15 yd. unsportsmanlike conduct penalty will be assessed on that team.

Practice Start Dates

Football Practices cannot begin for any team or community participating in EVW Youth Football until Monday - August 10, 2009. No non-pad or non-contact practices will be permitted, including conditioning practices prior to this date. No exceptions. Failure to follow this guideline will result in forfeiture of the first game of the regular season. The first 2 practices must be non-pad, non-contact, helmet only. No pads or contact is allowed until the 3rd team practice.

Pee Wees and Jr. Midgets

Will be allowed to practice 4 times per week from August 10th through August 22nd. All practices beginning the week of August 23rd are limited to 2 times per week, maximum. Practices are limited to 2 hours maximum time length. Scrimmages will be allowed once per week and are considered a practice. A 1-hour walk-through practice without pads will be allowed once per week.

Midgets

Will be allowed to practice 5 times per week from August 10th through August 22nd. All practices beginning the week of August 23rd are limited to 2 times per week, maximum. Practices are limited to 2 hours maximum time length. Scrimmages will be allowed once per week and are considered a practice. A 1-hour walk-through practice without pads will be allowed once per week.

