

2019

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Badger Central Youth Football Alliance

V. General Rules:

All general WIAA rules will apply from August to November.

Max Games allowed per level:

- Grade 4 – 6 games plus 1 optional scrimmage – prior to the start of the season
 - Grade 5 – 7 games plus 1 scrimmage-prior to the start of the season
 - Grade 6 – 7 games plus 1 scrimmage-prior to the start of the season
- (Scrimmages will be held 1 week before the first game)

There shall be at the most (1) one game per week with at least **4** days in between games.

VI. Game Rules:

- Each quarter shall be **(9) eight minutes in length.**
- The clock will run with normal WIAA rules. Officials will enforce a 25-second clock with the understanding that this is an instructional league.
- Coaches can mutually agree to shorten quarters.

Modified Punt Rule – Grades 4, 5 & 6:

- Punts are untimed downs
 - After 3rd down, coach will confirm, 'live play or Punt'
 - If punt, clock will stop, and Ready for play will start 25 sec clock
- No Rushing by Offense OR Defense
- Encourage long snap
 - No penalty if the ball hits the ground
- Must be punted between the tackles
- NO Returns
 - If caught:
 - Receiving team awarded **5** yards from the catch
 - If NOT caught:
 - Possession begins from the furthest point traveled
- NO possession will begin inside the 20 yard line(either side of the field)
- Must have 22 players on the field(or 16 for 4th grade 8 man game)

Modified Kick-Off Rules – Grades 4, 5, 6:

- ****The 1st & 3rd Quarters will begin with a 'kick-off'**
 - All kick-offs will be from the 40 yard line
 - Kick-Offs are Dead ball plays
 - No Returns
 - If caught receiving team is awarded **10** yards from the spot of catch
 - Not past the 50 yard line

- If not caught, possession starts from the furthest point the ball traveled
 - Can NOT be inside the 20 yard line
- Must have 22 players on the field(or 16 for 4th grade 8 man game)
- **After all other scoring plays, the ball will be put in play at the 35 yard line.**
 - **Except safety—50 yard line**

Field Goals / Extra Points: Grades 4,5,6:

- Must have 22 players on the field(or 16 for 4th grade 8 man game)
- Dead ball plays
 - NO rush
- Long Snap in encouraged
 - No penalty for ball hitting the ground or not directly caught by holder
- Extra Points are scored:
 - By kick = 2 Points
 - Live play = 1 Point
- Field Goal
 - 3 point play
 - If no good
 - Ball is put in play at previous spot
 - Never inside the 20 yard line
- Any turnover, or turnover on downs inside the 20 yard line, will be played from the spot of the turnover.
- All games that end in a tie shall remain tied.

Point Differential Rule:

- It is important to keep scores down and the game competitive. Coaches are encouraged to do what they can to see that this happens. The purpose of the league is to allow players to play, learn the fundamentals of the game, and enjoy the game of football.

If a point differential of **21 or more points exists, teams shall:**

- Coaches of team leading WILL make position changes to give more playing time to others
 - Key players will play other positions
- Coaches should communicate strategies during TOs, halftime, change of possession, change of quarters to facilitate this goal—Referee may facilitate this discussion & changes...
- **After a team is up by 24 points, the opposing team will have the ball placed at the 50 yardline as long as there is a 24 point or greater difference**
- Keep the game Fun, competitive & engaging for all!

8 Man football(4th grade only)

4th grade will offer the traditional 11 man schedule as well as a 8 man schedule

- Will follow all the same rule modifications as the 11 man 4th grade
- Will play with no tackle position and 1 less back
- Max 3 Blue Stripe players on offensive line
- Max. 2 Blue Stripe players on the defensive line

Offense Rule Modifications

Offensive Rules: All grades(4-5-6th grade)

- Normal line spacing shall be from foot-to-foot up to (2) two feet or arms length.
- Lineman may pull.
- One offensive coach may be on the field with offense – must be at least one yard deeper than the Referee---No coaching once cadence begins!
- Any blue stripe player may not carry the football – ball will be dead immediately.
 - **Blue stripe players must be on the line of scrimmage and can not play end.**
- Maximum number of blue players on the field at any one time is 5.
- May be in 2,3 or 4 point stance

Grade 6:

- Grade 6 may use any legal offensive formation
 - Center is protected until head is up...reasonable

Grades 4, 5:

- No motion or shifting.
- No quarterback sneaks
 - Definition- A direct hand to hand snap while under center, with the quarterback immediately taking the ball, and running toward the line of scrimmage.
- No Twin receiver or Trips formations allowed.
- Splits by End or Wide Receiver can be no more that 12 yards.
- Backs may be in "I" or split backfield and may be in 2-point or 3-point stance.
- Offensive line must be balanced formations
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Grade 4:

- All lineman, except the center, will be in a **2 point** stance
- Must be parallel to the line of scrimmage with feet squared under the shoulders, forearms /Hands on the knees(Ready Position)
- All lineman must intersect the mid section of the center

Defense Rule Modifications

Defensive Rules: All Grades(4-5-6th grade):

- Linebackers/D-Backs must play a minimum of (5) yards behind the defensive line until the snap.(Umpire will set at 5 yards pre-snap)
 - At goal line & short yardage situations---The d-Backs will be at 5 yards off of the LOS at the snap.
 - LineBackers/D-Backs—on a drop back pass, Will not cross the LOS until:
 - After the pass
 - QB is outside the tackle box
 - **PENALTY---1st Warning---2nd & beyond—10 yd penalty from previous spot.**
- Any defensive player on the LOS, must line head up on the offensive line player
 - Defensive ends are allowed to line up on/inside/outside shoulder of offensive end's
 - Note...(to cover a split end, the defender will be either head up & on the LOS or 5 yards off the LOS)
- No blitzing by any position.
- Interior Defensive linemen may be in a(2)two, (3) three or (4)four point stance.(5th & 6th Grade)
- Any blue stripe player may not carry the football – ball will be dead immediately.
- **Blue star players must play interior line and can't play end other than a four-man front.**
- Maximum number of blue stripe players on defense is 4.

6th grade:

- Grade 6 may use any legal defensive formation. (must maintain head up alignment)
 - Interior Defensive linemen may be in a(2), (3) or (4) point stance.(5th & 6th Grade)
 - Remember, Center is protected until their head is up and can defend themselves in reasonable time

4 & 5th grade:

- Either a 6-man front or a 4-man front may be used.
- Defense may not cover center position.
 - Center is protected until after the exchange

4th grade:

- All Defensive line players, must align in a **2 point** stance
- Must be parallel to the line of scrimmage with feet squared under the shoulders, and forearms/ Hands on the knees(ready position)
- Must be within 1 foot of the line of scrimmage