

6U Rules High School Rules with these exceptions.

- 1.) Game clock will be 4- 8 minute quarters with high school rules last 2 minutes of the second and fourth quarter.
- 2.) Each team gets 1 timeout per half and one official water break per half
- 3.) After initial score clock will stop for untimed extra point attempt, once extra point attempt completed clock will stop for 1 minute only, then restart regardless if teams are ready for play.
- 4.) Extra points are worth 1 for a run and 2 for a pass
- 5.) Mercy rule once point difference reaches 25 or more points and never returns to regular clock
- 6.) No kickoffs, ball placed at the 30 yard line. Punts will be 30 yard mark off but not inside the 10 yard line
- 7.) Maximum penalty is 10 yards
- 8.) Two coaches allowed on the field during play but once the QB has addressed the ball all coaches must be out of the play. First offense-5 yard penalty, Second, 10 yard penalty, third, head coach ejected from game
- 9.) No lining up over center at any time
- 10.) Linebackers at least 3 yards off LOS and cannot advance forward until ball is snapped, 5 yard penalty
- 11.) If fumble occurs behind the LOS and no possession has taken place ball goes back to spot and down counts. If possession did take place ball is spotted at the fumble spot, play is blown dead and down counts.
- 12.) If fumble occurs beyond LOS it is considered a live ball and CAN be advanced.
- 13.) Play clock will be enforced, after third warning each foul will be a loss of down, but NO penalty yards enforced
- 14.) If both teams have at least 13 present players they will play 11 on 11, but at any time the amount of physical abled player's drops below 11 they will play with the same amount. If a team drops below 8 players prior to or during a game it will be considered a forfeit loss
- 15.) Game played on an 80 yard by 40 yard field.

8U Rules High School Rules with these exceptions.

- 1.) Game clock will be 4- 10 minute quarters with high school rules last 2 minutes of the second and fourth quarter high school rules with clock operation
- 2.) Each team gets 3 timeouts per half
- 3.) Extra point attempts will be 1 point for run and 2 points for a pass
- 4.) Mercy rule once point difference reaches 25 or more points and never returns to regular clock
- 5.) No kickoffs, ball placed at the 30 yard line. Punts will be 30 yard mark off but not inside the 10 yard line
- 6.) No coaches on the field at any point, unless the opposing team allows and agrees. Then no more than 1 coach on field

U10/U12 /U14 DIVISIONS HIGH SCHOOL RULES APPLY WITH THESE EXCEPTIONS

- 1.) Game Clock is four 10 minute quarters, high school rules with clock operation
- 2.) Each team gets 3 timeouts per half
- 3.) Extra points will be 2 points for all successful field goal extra point attempts. All successful runs and passes count as 1 point
- 4.) Field goal and punt attempts the defense cannot line up or hit the center.
- 5.) Over-time Rules: After the completion of the first OT and score is still tied both teams must attempt field goals after any score

ALL LEVELS EXTRA RULES

- 1.) If the chain volunteers are not ready for the start of the game the official will start the game clock, but after 2 minutes has passed on the game clock a documented un-sportsman like conduct penalty will be assessed to the head coach of the team in violation. However, once 5 minutes has passed on the game clock it will be considered a forfeit loss by the team considered to be the hosting team.
- 2.) The officials will report all acts of misconduct and any un-sportsmanlike conduct penalties that were thrown to the SWFYFL Executive Board within 24 hours of the completion of the game.
- 3.) OT procedures for all games will follow Kansas City Tie Breaker Rules with the exception that the ball will be placed at the opponent's 25 yard line instead of the 10 yard line. First downs can be achieved within the series.