SOUTHWEST YOUTH FOOTBALL
2016 RULES
5th AND 6TH GRADES

The rules as promulgated by the Missouri State High School Activities Association applicable to High School Football Games shall apply at all times with the following exceptions:

A. All games shall consist of four (4) eight (8) minute quarters

B. Each team shall be authorized four time outs per half

C. Each offensive team shall cause the ball to be put in play within thirty (30) seconds

D. All potential ball carriers and receivers must not weigh over 120 lbs. for the fifth grade, or 130 lbs. for the sixth grade. Exception: Tight Ends may have an "X" if used as blocking ends only. Any illegal touching of the ball, other than for a fumble, will result in a 5-yard penalty & loss of down.

E. All linebackers must play a minimum of one (1) yard back, behind the down linemen

F. Any fifth grade player over 120 lbs. or any sixth grade player over 130 lbs. must have an "X" on the back of the helmet, clearly distinguishing such player as a non-eligible ball carrier or receiver. These players may recover fumbles, intercept passes, etc. but shall not be allowed to play any position normally occupied by a ball carrier or a receiver, except for blocking TE only.

G. No player over 120 lbs for the fifth grade, or 130 lbs. for the sixth grade shall be allowed on the offensive kick-off receiving team unless said player plays on the front line.

H. Only one (1) coach from each team will be allowed upon the playing field during any individual play. Field coaches must remain twenty (20) yards behind the line of scrimmage and SHALL NOT TALK TO THE PLAYERS AFTER THEY BREAK THE HUDDLE

   Penalties for the violation of this rule are:
   1st occurrence: Officials warning
   2nd occurrence: 5-yard delay of game penalty
   3rd occurrence: Coach will be asked to leave the field

I. All punts are live and the punter, who is in a ball carrying position, may be rushed. A punter may have an "X" but may not run with, or advance the ball in any way, other than to punt.

J. All players will be weighed before the first game and signed off by the opposing team representative. If there is not a documented and signed off weight for any player then they may not be in a ball carrying/receiving position as specified in Rule "D" above. If this rule is violated the "White Hat" referee will need to be notified immediately. An illegal formation penalty should be called and the player removed from such a position. If an illegal player carries the ball on a planned play then that team will forfeit the game. Such a play must be immediately protested and is at the discretion of the "White Hat".

K. Ball size will be Junior or larger (leather or synthetic leather) and teams will not be allowed to change size during the game.