



Conway Rotary Club Youth Football Rules & Regulations 2024 Aug 1, 2024



ELIGIBILITY

1. Players must be in the 2nd, 3rd, 4th, 5th, or 6th grade and cannot be 13 before September 1st of the current year. (No one below 2nd grade or above the 6th grade may participate – Proof of Age/Grade may be required.)
2. Player must reside in, and/or attend school within Faulkner County.
3. Player must attend Mayflower Public Schools to play for the Mayflower football teams.
4. Each Player must have a signed Registration Form, to include “Indemnity and Save Blameless”, Medical Release, and Equipment Rental Agreement. Players participating without completing this process will not be covered under the Sport Accident Policy that covers participants in the League. Any player practicing or playing with a team outside of the league will not be covered under Rotary Insurance.

REGISTRATION

1. All players must complete a registration form and make payment for the proper amount (checks payable to Conway Rotary Club), each year, including returning players.
2. All players will be assigned to a team in the League by one of the following procedures:
 - a. Returning from the previous year
 - b. Drafted by the coach after tryouts
 - c. Assigned to a team by League Commissioner
3. If new participants have a brother/sister playing in the league, they will be assigned to the same team, if requested by parent or guardian. This should be noted on the application and birth certificates will be required (or marriage certificate in the case of step-siblings) both parents name will be required on the registration for step-siblings.
4. New players will be required to participate in an evaluation event, for coaches to evaluate. Participants should wear appropriate attire to complete the events (Tennis Shoes / Cleats, T-Shirt, and Shorts)
5. For those players choosing to rent League equipment, they will be fitted by a qualified representative of the Rotary Club or member of the community.
6. All players will be weighed during the registration process on the Rotary certified, digital

scale. The player will have one opportunity to weigh and that will be their official weight for the entire season. Players weighing within 0.5 lbs. of 125 lbs. (4th – 6th grade) or 100 lbs. (2nd / 3rd grade division) must have a Rotary Football Committee member signature on the player's registration form, certifying the weight. Returning players will be weighed on the first visit to register. New players will be weighed at the initial signup. Players will NOT be permitted to re-weigh at a later date if they are over the weight limit on their first weigh-in.

7. There will be no refunding of fees after the first scheduled game is played.

DRAFT

1. When evaluations are complete and registration is closed, the coaches will participate in a draft procedure, selecting new players to their teams. After these selections are made, the coaches will contact each player/parent and inform them of the team's practice times and location.
2. Once a player has been placed or drafted to a team, he or she must remain on that team as long as he is eligible to participate in the program.
3. If for any reason, a player does not choose to return to his or her previous team, the player will sit out one year and then go through the draft procedure the following year.
4. Each team will select one (1) new player (automatic) per team. The coach must contact the parent(s) and obtain approval. The automatic must sign up with the returning players and not participate in tryouts. Any new player that participates in tryouts must be placed in the draft and may NOT be any team's automatic.
5. Any assistant coach, who has been active with the same team and USA Football Certified for 3 consecutive years, may have their child placed on the team, in place of their team's 3rd round draft pick.
 - a. This will not count as the team's automatic player.
 - b. Only 1 assistant coach per team, per season is eligible.
 - c. The head coach must bring this to the attention of the commissioner, by August 1st, in order to confirm the coach's participation.
 - d. The new player must register with returning players.
 - e. Head Coach's child/grandchild is automatically on the team without forfeiting their at-large automatic and without forfeiting their 3rd round draft pick.
6. Draft order will be determined in the following order:
 - a. Playoff Finish position
 - b. Overall Record
 - c. Head to Head
 - d. Established Point System
 - e. Coin Toss
7. Last place team (or Expansion Team) will pick first, working down to the 1st place team. Each team will maintain the same draft position in each round. Leveling off (if deemed necessary by the Football Committee) will begin in the 5th round, with leveling off teams picking no more than 2 players in each round.
8. Expansion Team draft will occur as follows:
 - a. 1st Round will select 1-4th grader, 1-5th grader, 1-6th grader, and 1 player, any grade.

- b. This process will continue until the expansion team reaches a comparative number of players as other teams, as deemed by the football committee, at which time the expansion team will fall into normal draft procedures and leveling off procedure.
- c. The Expansion team must have a minimum of 11 5th and 6th graders, to complete the draft.

PRACTICES

1. All teams are required to teach Heads Up Tackling as their primary tackling technique
2. Each coach must notify the Commissioner of their practice location and projected times, in order to allow Player Safety Coach visits.
3. Practices are limited to a maximum of 2 hours per day.
4. Five (5) practices per week are allowed prior to season start. Season start is defined as the first scheduled Rotary League game.
5. After season start, all teams will be limited to the following:
 - a. 1 game and 2 practices
 - b. 2 games and 1 practice
 - c. Events such as riding in the Fair Parade do not count as a practice (Request Commissioner approval, if in doubt).

ROTARY SPECIFIC RULES OF EMPHASIS

1. Games will run according to the rules of the Arkansas Activities Association, and whatever other rules promulgated by the Football Committee, Rules Committee, and League Commissioner, for the safety of the players.
2. All coaches on the game field will be Level I Tackle trained and certified (or recertified) by USA Football and attend the Rotary/USA Football Coach's Clinic, each season.
3. All Head Coaches will have a complimentary membership to the Conway Rotary Club and will serve as a Rotary representative at all team organized events.
4. All Game Field coaches will submit to a criminal background check.
5. All Game Field coaches must wear a Rotary issued credential with picture.
6. Only properly credentialed personnel, players, referees, and cheerleaders are allowed inside the designated coaches/players area or on the game field.
7. Coaches and players must stay between the 20-yard lines during the games (unless on the field coaching).
8. Parents/Spectators are NOT allowed within 5 yards of the playing surface or side lines. They

are encouraged to remain in the seating area. Violations of this rule will result in penalties being assessed to their child's team. Parents entering the field during the game for any reason other than an injury to their child will result in a 15-yard unsportsmanlike conduct penalty and the parent/spectator will be ejected from the football game and must leave Curtis Walker Park.

9. Coaches and parents will not verbally abuse officials at any time. Coaches and parents should set the example of sportsmanship for all present.
10. Each coach must review and agree to follow the "Coach's Code of Conduct" established by the league. In addition, the coach must review with all parents the "Parent and Player Code of Conduct" established by the league.
11. A Player Safety Coach will be assigned by the Commissioner each season and that Player Safety Coach (PSC) must be certified by USA Football. The PSC will be responsible for overseeing and enforcing the league safety policies, in addition to training / mentoring coaches, parents and players.
 - a. Conduct Coach's Clinic
 - b. Conduct Parent and Player Clinic
 - c. Visit Practices and games to assist with Heads Up Tackling and Player Safety
12. Games will be played, according to the schedule prepared by League Commissioner, on Monday, Tuesday, and Thursday evenings. Games will be played at Peyton Hillis Field (formerly the Conway Youth League Rotary Football Field) at Curtis Walker Park on Museum Road.
13. Game jerseys are provided by the Rotary Club. Jerseys and rented equipment must be turned in at the conclusion of the last scheduled game.
14. For the safety of the players, running backs, blocking backs, quarterbacks, and pass receivers (players eligible to touch the ball) cannot weigh over 125 lbs. (4th-6th grade) or 100 lbs. (2nd / 3rd grade division) without equipment as recorded at the time of registration. Should any player not meeting the above weight limits, intercept a pass or recover a fumble, the ball may not be advance and is ruled dead at the spot of the interception or recovery.
15. Any coach providing or supporting a player or parents of a player in the administration of diuretics and/or any form of weight loss drug or substance will be removed and banned from any future league play.
16. "A" GAMES:
 - a. One coach may stay on the field behind the offense and one coach may stay behind the defense.
 - b. Coaches may communicate with players but may not physical touch or move a player after the offensive team breaks the huddle. A five-yard penalty will be assessed for violation of this rule.
 - c. There will be a 30-second time limit for huddles.
 - d. Clock Management:
 - i. Each game will consist of four 7-minute quarters.
 - ii. Junior High Clock Rules Apply: (Clock will stop for following reasons):
 1. Restart when ball is set for play:
 - a. Official Time-out
 - b. First Down

- c. Change of possession (Offense to Defense, Kickoff, etc.)
- d. New Quarter

2. Restart on the Snap:

- a. Team Time-out (2 per half)
- b. Delay of game penalty with less than 2 minutes remaining in each half.
- c. Incomplete Pass
- d. Tackled out of bounds

- e. The Official ball that will be used in games is Wilson TDJ for (Size 7 Junior, Ages 10-12).

17. 2nd & 3rd Grade and “B” GAMES:

- a. The intent is to fully coach these “first time” players in the program; therefore, the rules are relaxed and more coaching is encouraged. Two coaches per team may be on the field during 2nd/3rd grade and “B” games.
- b. Referees will also relax penalty rules in order to teach the players, but will have the authority to enforce rules whenever they feel it is necessary.
- c. If a player plays on the “B” team, then he cannot play on the “A” team until the 2nd half. If this happens, then the team will forfeit the “A” game. No 6th grader will play on the “B” team unless the child has special needs and is approved by the League Commissioner.
- d. Running clock with two 15 minute halves. (Clock will stop for the following reasons):
 - i. Official Time-out
 - ii. Team Time-out (1 per half)
- e. There will be a 30-second time limit for huddles.
- f. The Official ball that will be used in B games is Wilson TDJ (Size 7, Junior, Ages 10-12).
- g. The Official ball that will be used in 2nd / 3rd grade games is Wilson K2 (Size 3, Pee-Wee, Ages 6-9).

18. Penalties - Officials will focus on the following penalties:

- a. Face Mask
- b. Holding
- c. Tackling while leading with the head (Spiking).
- d. Late Hit
- e. Unsportsmanlike Conduct by players (Spiking Football, Foul Language, Talking Back to Officials)
- f. Unsportsmanlike conduct by the coaches or parents
- g. Mouthpiece – must be attached to helmet to ensure that it is used.
- h. Team A – Offside

19. Scoring:

- a. Touchdown = 6 points
- b. Extra points: The offensive coach will notify the head official of choice to go for 1 pt. or 2 pts.
 - i. 3 yard marker Pass/Running Play = 1 point
 - ii. 5 yard marker Pass/Running Play = 2 points

20. A-Team Playoff Game Tie-Breaker (Non-Playoff Games Will End In A Tie):

- a. No clock
- b. Ball is placed on the 10 yard. Each team will have four plays to score a touchdown.
- c. If score still tied after the 1st overtime, each team will be required to attempt a 2 point conversion for the remainder of the overtimes.

21. Punts: If the offense selects to punt the ball, the officials will move it 20 yards up to, but not beyond, the 10 yard line.

22. If, in the referee's opinion, one team intentionally tries to run up the score on the opposing team, after having been warned, the offending team will lose the game by forfeit. (We have a 21 point gentlemen's agreement!) If there is a 21 point spread the head official will call a time-out. He will discuss with both head coaches what options they would like to put in effect (i.e. run the clock, put "B" team players in, give the other team the ball, etc.)

23. Conference structure:

- a. A minimum of two conferences will be established – Blue and Gold, with a maximum of 7 teams per conference. Two conferences can exist, even if each conference does not have the same number of teams.
- b. Every 3 yrs., (beginning in 2018) conferences will be re-aligned based on the most recent season's playoff results. Top 2 teams automatically stay in opposite conferences with a coin flip to determine conference. #3 team will be placed in a conference based on coin flip. #4 team will go to the opposite conference. This process will continue until all teams are placed in conferences. Expansion / New teams will be considered the last place finisher from the previous year and will go in the opposite conference as the previously placed team.

24. Out of league play is authorized with consent of League Commissioner. If player is playing on competitive tournament team, the player will not be covered under Rotary Insurance for those periods. For Rotary "Teams" scrimmaging outside of the league or participating in a tournaments / jamborees, with consent of League Commissioner, players and coaches will be covered under insurance.

25. The schedule of games will be a round-robin style with only the A Team conference record counting toward determining playoff positions. Ties for playoffs will be determined in the following way:

- a. In case of a tie between two or more teams for a position in the playoffs, the Arkansas Activities Association tie-breaking rules will be used (rule #4 page 23 of the AAA handbook).
 - i. If two teams tie and one of the teams has defeated the other in a regular

schedule conference game, the winner shall be declared the conference playoff representative. Three or more tied teams shall first be considered in sets of two- way ties.

- ii. If two teams tie and the tied teams split or have not played each other in a conference game (no round robin), the team with the greater sum of winning margins, using the following point system, shall be the playoff representative.
- iii. If more than two teams remain tied after applying (1) above, the following point system shall be used to eliminate all but two teams. Tabulate the sum of the winning margins of each team's conference games as indicated in the following:
 1. If the margin of victory is more than 13 points only 13 points shall count.
 2. Losses / Ties shall be tallied as 0 (zero) points.
 3. Forfeited games. Offended teams shall receive 13 points when tabulating the sum of the winning margins for breaking conference ties.
 4. After tabulating the sum of the winning margins, all teams except the two with the greater sum shall be eliminated and the selection process shall begin again with paragraph (1).
- iv. If teams remain tied after the above procedures are applied, the playoff representative shall be determined by a coin toss. The coin toss, supervised by the Commissioner, shall be used to eliminate all but two teams and then begin again with paragraph (1).
- v. In the event the conference is eligible for more than one playoff representative, each subsequent playoff representative shall be chosen by reapplying the procedures above.
- vi. All conferences will use the AAA adopted procedures for breaking ties that occur in the order of standings when round robin schedules are completed.

26. Playoffs 4th – 6th grade:

- a. The #1 Team from each Conference will be declared Conference Champion
- b. First Round: 1 vs 4; and 2 vs 3 (For each Conference)
- c. Semi-Finals: Winner 1/4 plays Winner 2/3 (For each Conference)
- d. Winners of Semi-Finals will play in the Superbowl Championship Game (B team will use same clock rules as A game (i.e. four 7 minute quarters)

27. Playoffs 2nd & 3rd grade:

- a. The teams that finish 1 thru 4 in the standings at the end of the regular season will qualify for the playoffs.
- b. First Round: 1 vs 4; and 2 vs 3
- c. Winners of First Round will play in the Superbowl Championship Game (same clock rules as regular season will apply.)

Emails of Interest:

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Websites of Interest:

www.usafootball.com

www.conwayyouthfootball.com

www.ahsaa.org

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