



North Texas Football League

GAME RULES: 4th 5th & 6th GRADE TACKLE

July 18, 2024 (amended August 11, 2024)



GAME RULES 4th 5th & 6th GRADE

GENERAL GAME RULES

- 1) General game guidelines
 - a. All games shall be played according to the current rules of Texas UIL football unless otherwise stated in these rules.
 - b. Immediately prior to the start of a game, all referees, both head coaches, and field officials will meet at midfield for introductions and coordination of game rules.
 - c. 4th 5th and 6th grade are eleven (11) players on the field for each team
- 2) Game duration
 - a. Four 10-minute. Regulation clock.
 - b. Play clock follows 25/40 Texas UIL rules. Twenty-five (25) at the start of drives, kickoffs, extra points, and after administrative stoppage (fouls, injuries or timeouts). Forty (40) seconds between plays.
 - c. Three (3) time-outs per half.
 - d. Ten (10) minutes between halves.
 - e. Games or half cannot end on a defensive penalty.
 - f. If the score is tied at the end of regulation, overtime rules apply.
 - g. Running clock when a team has a 30 point lead.
- 3) Official game football
 - a. All game balls must be a good grade of Authentic Leather or Composite Wilson Football, Nike Vapor, Nike All-field, or Nike Tournament, as approved by the NTFL Board, and be brown in color.
 - i. 4th Grade Football Size
 1. Wilson K-2
 2. Nike Pee-Wee
 - ii. 5th & 6th Grade Football Size
 1. Wilson TDJ
 2. Nike Junior
- 4) Players
 - a. A game must be played between two teams consisting of a minimum of eleven (11) players present and available to participate for each team. If less than eleven (11) players are present and available at the start of the game, then the game will result in a forfeit loss for the team will too few of players. This does not include in game injuries that result in too fewer than the minimum requirement. Only players appearing on the official NTFL team rosters are allowed to play.
- 5) Scoring
 - a. Touchdowns are 6 points.
 - b. Interceptions and fumbles can be returned for a defensive touchdown during regular play.
 - c. Extra points
 - i. Pass or Run Play from the 3-yard line are 1 point and from the 5-yard line are 2 points.
 1. Interceptions or fumbles returned to the defensive goal result in 2 points for the defensive team.
 - ii. Kick extra point from 3-yard line are 1 point. No rush by defense.

GAME RULES 4th 5th & 6th GRADE

1. Snap, hold, and kick must be error free. If ball is fumbled the play is dead. Maximum 3 seconds to execute kick.
 2. Blocked extra points are not returnable and result in failed try.
 3. Field goal attempt does not count as a play for 5 play minimum purposes.
- d. Field goal is 3 points. No defensive rush.
 - i. Snap, hold, and kick must be error free. If ball is fumbled the play is dead. Maximum 3 seconds to execute kick.
 - ii. Blocked field goals are not returnable. Change of possession occurs at the spot from where the kick was attempted.
 - iii. Field goal attempt does not count as a play for 5 play minimum purposes.
 - e. Safety is 2 points.
- 6) Playing fields
- a. Games shall be played on a regulation football field
 - b. Goal posts are necessary for extra point try and field goals.
- 7) Kicking off and Kickoff Return
- a. Kickoff – Modified Onside Kick Rules
 - i. Onside kick rules apply but just at 20 yards instead of 10 yards.
 1. The return team may line up 20 yards away from kicking line of scrimmage under this rule.
 - ii. Live ball means recoverable by either team for possession.
 - iii. For the first three (3) quarters, the ball must go beyond 20 yards for a live ball. If the ball does not go 20 yards, not recovered by receiving team, and kicking team recovers, the ball is dead and receiving team maintains possession.
 - iv. If receiving team touches the ball anywhere on the field, it is a live ball.
 - v. If a kick does not achieve 20 yards, there is no penalty. The ball is dead at the spot it is recovered ~~or goes out of bounds~~ and the receiving team gains possession.
 - vi. During fourth quarter, onside kick rules apply at 10 yards.
 - b. Kickoff return
 - i. Weight restricted players can line up on front line
 1. Weight restricted players cannot advance ball of kickoff return
 - a. If weight restricted player recovers the ball, the play is dead where it is recovered
 - c. Kickoff will be bypassed when a team is down by 30 points.
 - i. The team down by 30 points will accept the ball at the return team 40-yard line without a kickoff.
 - ii. The team down by 30 points will still perform kickoff subsequent to a score.

8) Punt Rules

- a. 4th Grade – Controlled Punt
 - i. Punting team will snap and punt the ball.
 - ii. Return team (defensive) is allowed 2 players to drop deep to recover punt. The remaining defensive players are not allowed to rush or block.

GAME RULES 4th 5th & 6th GRADE

- iii. If the ball is punted more than 20 yards, it is down where the ball stops or where the returners cover the ball. The ball cannot be batted forward to reduce the distance of the punt. If the ball is knocked forward and then recovered, the ball will be placed at where it is first touched. If the ball is punted less than 20 yards, the result will be 20 yards walk off and change of possession.
 - iv. Controlled Punt does not count as a play for 5 play minimum purposes.
 - b. 5th & 6th Grade
 - i. Live punt rules.
- 9) Moving the ball
- a. A ten-yard chain and down maker will be used
 - b. The offensive team will have four downs to achieve a first-down
 - c. The home team is responsible for providing the chain crew. The visiting team has first right of refusal if the chain crew is on their sideline, and they would like to provide their own crew members.
 - d. Down markers and chain must be on opposite side of the field as the game film view so that yard markers and chain can be visible on the sideline the game film is recording.
- 10) Penalties
- a. Offensive Penalties will follow Texas UIL rules.
 - b. Defensive Penalties will follow Texas UIL rules.
 - c. Blocking below the waist is not allowed.
- 11) Game uniform
- a. All team members must wear the same color jersey.
 - b. All jerseys must be numbered. Numbers must range from 0 to 99.
 - c. Each jersey must have the player's last name on the back that matches Zorts registration. Any exception for jersey name must be approved by the NTFL Board.
 - d. Players must wear football pants with hip, thigh, and knees pads. Knee pad must cover knee.
 - e. Jerseys will be tucked in at all times.
 - f. Molded rubber cleats (no metal spikes).
 - g. Mouthpiece required
- 12) Prohibited equipment
- a. No colored, shaded or iridescent visors. Facemask visor must be clear.
 - b. Any equipment, in the opinion of the referee that will endanger or confuse players.
 - c. Hard metal or any other hard substance on a player's clothing or person.
- 13) Officials
- a. There can be three (3) or four (4) referees per game.
- 14) Player substitutions
- a. The free substitution rule is always in effect and a player may enter the game anytime the ball is dead.
- 15) Overtime
- a. Overtime period will take place with each team receiving a possession.
 - b. Coin Flip determines choice of 1st or 2nd possession.
 - c. Possession begins ten (10) yards from the goal line with the down being 1st and ten (10).

GAME RULES 4th 5th & 6th GRADE

- d. If a touchdown is scored, a team can elect to go for a 1 or 2 point conversion during the first overtime. In all subsequent overtime periods, a team must go for 2 points.
- e. Game will end on a defensive score due to a safety, fumble or interception with scoring team as the winner.
- f. If the game is still tied, overtime will be repeated until there is a winner.
- g. Teams alternate first possession each overtime period.