

**2009 RIVALS INVITATIONAL YOUTH FOOTBALL TOURNAMENT  
HOSTED BY THE BROWNSBURG JUNIOR FOOTBALL LEAGUE**

<b>2009 TOURNAMENT RULES OF PLAY</b>
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**I. TEAM AND PLAYER ELIGIBILITY**

- A. This is an invitational tournament designed for all-star teams made up from recreational leagues. Once a player is on a team roster he may not play for any other team in the tournament.
  
- B. Age and Grade Requirements – the following is a breakdown for age and grade per each division:
  - 1. 3<sup>rd</sup> Grade Minor division: Must be in 3<sup>rd</sup> grade and not be 10 years of age prior to Aug. 1, 2009
  - 2. 4<sup>th</sup> Grade Minor division: Must be in either 3<sup>rd</sup> or 4<sup>th</sup> grade and not be 11 years of age prior to Aug. 1, 2009
  - 3. 5<sup>th</sup> Grade Major division: Must be in 5<sup>th</sup> grade and not be 12 year of age prior to Aug. 1, 2009
  - 4. 6<sup>th</sup> Grade Major division: Can be in either 5<sup>th</sup> or 6<sup>th</sup> Grade, not be 13 years of age prior to Aug. 1, 2009.

Players must be in the grade that they are playing in. An example of what **will not be allowed** is: A player who meets the age requirements, but who is in a grade above. Example: Johnny was not 10 yrs old prior to Aug 1<sup>st</sup>. However Johnny is in the 4<sup>th</sup> grade currently. Johnny cannot play in the 3<sup>rd</sup> Grade Minor tournament. He must play in the Minor 4<sup>th</sup> grade tournament.

- C. Age and Grade Verification – each team must be able to produce the following by no later than the time of weigh-in:
  - 1. Team Roster (only players listed on the roster may play in the tournament)
  - 2. Grade verification – a team may verify an athletes grade in school in one of two ways:
    - a. A report card showing the athlete's name and grade in school, or
    - b. An official "Tournament Current Grade Sheet" signed by the athlete's principal/administrator

The purpose of these documents is to verify that each player is playing in the correct grade bracket.

- D. After weigh in players can not be added to your roster. If a player does not get weighed in with his team and plays, that team will be disqualified for all future games.

**II. WEIGHT**

While there is no minimum or maximum weight to play in the tournament, there is a weight limit for ball carriers (see below). Weigh-ins to determine ball carrier eligibility will be conducted before a team's first game. Players do not have to wear equipment while weighing-in.

Players weighing over the ball carrying weight are not eligible to play in the offensive backfield or offensive end position or in any position eligible to advance the ball. Players over ball carrying weight will be allowed to kick, punt, and hold for PAT's and field goals.

All defensive positions (defensive backs, line backers and defensive ends, etc.) may exceed the ball carrying weight. A fumble recovered by a player over ball carrying weight, will result in the play being blown dead immediately with the recovering team taking possession at the spot of the recovered fumble. However, an interception by a player over the ball carrying weight **can** be advanced by that player. Flagrant violations will be penalized by loss of possession.

All boys exceeding the ball carrying weight at the official weigh-in shall have their helmets marked front and back with a two-inch wide tape stripe four inches long. Tape shall be of a distinctive contrasting color so as to be readily identifiable by the game official and to distinguish them as ineligible ball carriers.

The following is a breakdown for maximum **running weights** per division:

- A. 3<sup>rd</sup> Grade Minor Division: Any player weighing above 90.00 pounds will be ineligible to run the ball.
- B. 4<sup>th</sup> Grade Minor Division: Any player weighing above 100.00 pounds will be ineligible to run the ball.
- C. 5<sup>th</sup> Grade Major Division: Any player weighing above 115.00 pounds will be ineligible to run the ball.
- D. 6<sup>th</sup> Grade Major Division: Any player weighing above 120.00 pounds will be ineligible to run the ball.

### III. FIELD OF PLAY

- A. All games will be played on a 100 yard field. *The ball will be placed* on the 40 yard line for all kickoffs.
- B. The President, *Director of Operations, Director of Field Maintenance*, Vice President, Director of Player Personnel or Tournament Director may rule the playing field “unsuitable for play – hazardous to the safety of playing personnel”. These games will be rescheduled.
- C. Only players and coaches may be on the sidelines and must stay between the two thirty (30) yard lines. A maximum of five (5) coaches may be on the designated sideline at any given time of the competition of the teams. Only the Head Coach and the Assistant Coach shall be allowed on the field of play. The Field Referee and/or the Officer of the Day will issue a single warning for violation of this rule. A fifteen (15) yard penalty will be assessed to the violating team for next and each subsequent infraction.
- D. Once offensive and defensive huddles are broken, the coaches on the field – minors only, will give NO FURTHER INSTRUCTIONS. Penalty of ten (10) yards each and every infraction will be assessed. Major Coaches (5<sup>th</sup> & 6<sup>th</sup> Grade Coaches) are not allowed on the field to call plays. They can only go out on the field during time outs.
- E. A neutral zone will be marked along each sideline and end zones. Parent and non-players will not be permitted to enter this neutral zone during play.
- F. The tournament director does have the option of scheduling a team or teams to play a maximum of 2 games in one day, due to scheduling conflicts or weather. If two games are scheduled for any team, there must be at least 90 minutes in between games.
- G. We reserve the right to change game times or add games to any day of the week if weather conditions dictate. Locations may vary as well due to weather conditions.

#### IV. TOURNAMENT PLAY

- A. All tournament games will be played in accordance with the Indiana High School Athletic Association rules. In addition to the aforementioned rules, the following rules will be applicable in all games.
- B. Each quarter will be eight (8) minutes long with a maximum of fifteen (15) minutes between halves. The clock will be stopped for penalties, out of bounds, first downs, incomplete passes, injuries and timeouts.
- C. When only one (1) official is available for scheduled games, an appointed Board member, or like representative agreed upon by both coaches, will act as the second official.
- D. Each team is allowed three (3) time-outs per half, excluding official time-outs for injuries. Any player injured during a play causing an official's time-out must sit out for at least the next play. A player continuously injured will upon the decision of the Officer of the Day and an observing Board member is required to immediately discontinue play. If an injury requires medical treatment, a licensed medical doctor's release will be required before the player will be allowed to return to participation.
- E. Tournament Kicking Rule – the offensive team must notify the umpire of their intention to punt, kick a field goal or PAT. The umpire will then relay this information to the defensive team. All punts, field goals and PATs will commence with a center snap.

In the minor divisions, the defense may not rush the kicker and the offense may not execute a fake kick. If the ball is not kicked within 4 seconds from the snap or goes behind the punter/holder, it will be blown dead and will be placed at the line of scrimmage with a change of possession.

In the major divisions, the middle four linemen may rush upon the snap of the ball. However, due to the limited rush, fake kicks are prohibited. If the ball goes behind the punter/holder, it will be blown dead and will be placed at the line of scrimmage with a change of possession.

- F. Punters, kickers, and holders may exceed the ball carrying weight but advancement of the ball by either a run or a pass by such a punter or kicker is not allowed per Section II of the Rules of Play. Any player over running weight can not advance the ball
- G. A score for an extra point conversion after a touchdown will be awarded in the following manner:
  - 1. If the ball is placed on the three (3) yard line, one (1) point will be awarded for the advancement of the ball over the goal line;
  - 2. If the ball is placed on the five (5) yard line, two (2) points will be awarded for advancement of the ball over the goal line.
  - 3. If the ball is placed on the three (3) yard line and spotted on the ten (10) yard line, two (2) points will be awarded for a kick through the uprights.
- H. A game tied at the end of regulation will continue under the overtime format. At the end of regulation time, a two (2) minute official's time out will be called. During this time out, team captains will meet with the officials for a coin flip to determine which team will have possession. The overtime periods will be in accordance with the IHSAA rules. If after the first overtime period, the score remains tied, a second overtime period will be played. All games will be played until there is a winner

**V. CODE OF CONDUCT – PARTICIPANTS**

- A. Each player and coach will conduct themselves in a sportsmanlike manner at all times.
- B. Fighting on the field will cause the player or players to be expelled from the game and a 5 day suspension, with possible subsequent actions taken.
- C. Swearing or arguing by a participant will not be tolerated at any time. The referee or coach may request the individual to leave the field and a fifteen (15) yard penalty may be assessed. The Board of Directors for possible additional action will review a situation of a player or coach being removed from the game.
- D. Throwing or kicking of any equipment including league equipment may cause suspension of the player from the game.
- E. Players will not be allowed to sit on their helmets.
- F. No air horns will be allowed at the facility.
- G. Noise makers or any device that is disruptive to the offense play calling will not be allowed, after the huddle has broken.
- H. During a game, teams may not use any type of electronic equipment for communication between coaches, players and/or parents. This includes the use of cell phones.
- I. The Zero Tolerance Reprimand process shall be followed.

**VI. CODE OF CONDUCT – PARENTS**

- A. Parents and non-players are not permitted to enter the neutral zone as marked along the sidelines and end zones.
- B. Swearing, physical or verbal abuse by a parent will not be tolerated at any time. The referee, coach or Officer of the Day may request the individual to leave the field and a fifteen (15) yard penalty may be assessed.
- C. Physical violence or verbal abuse by non-participants toward anyone will not be tolerated and the offender will be asked not to participate or attend games.
- D. No air horns will be allowed at the facility.
- E. Noise makers or any device that is disruptive to the offense play calling will not be allowed, after the huddle has broken.