



**PRE-GAME REFEREE/HEAD COACH MEETING REVIEW SHEET** – There should be a meeting of referees and 6U head coaches for a few minutes before each game to review the 6U rules.

- 1) 6U will play 20 minute running clock half's. Clock stops after a touchdown and during an extra point.(Once the ball is spotted and ready for play the clock will start)
- 2) Each half 20 minute running clock which will stop during change of possession on 4<sup>th</sup> down if the team punts or after touchdowns. Once the ball and chains are set. The clock will restart
- 3) 6u teams will have two timeouts per half (not three).
- 4) 35 second play clock
- 5) In the case of a tie, an overtime period will be conducted. The overtime will consist of each team getting the ball at the opponent's ten yard line, and getting four downs to score. After both teams have had a possession, the team with the highest point total wins. If after each team has had a possession and the score remains tied, the teams will go through the same procedure, with the opposite team getting the ball first.

**For 6u all normal football rules apply except as follows which are in effect:**

- Two coaches can be on the field behind their team 10 yards behind the last player
- NO kick-offs. Ball is placed on the 35 yard line
- NO punting. Offensive team can run a 4<sup>th</sup> down play or there will be a 25 yard walk off. Scores are kept and reported and standings are kept.
- Defensive linemen are NOT allowed to line up on the center and MUST hit another offensive player before hitting the center.
- The QB sneak from a direct snap (center to QB) is not permitted and if the play is run it will be IMMEDIATELY blown dead and the ball returned to the original line of scrimmage with a LOSS OF DOWN (no yardage penalty). QB sneaks from shotgun formation are ok.
- There is no blitzing. Only defensive lineman can rush the ball carrier and a team may not have more than six (6) defensive lineman.
- Linebackers and Defensive backs must play 3 yards off the line of scrimmage.
- - If a team has more than 6 defensive lineman the play should be blown dead and a 5 yard penalty will be called on the defense.
- -Extra Point Attempts 1 run, 2 pass, 2 kick(No rushing on a kick. Defense can put their hands up.)
- - No MPR rule
- Only badge coaches for their game are allowed on the field or sideline
- The visiting team must provide the chain crew.( Visitor are listed on the schedule
- Please bring both jerseys to every game so that teams don't have on the same color.
- Home should wear dark and visitor wear light color jerseys
- Coaches please keep your players off the field or track when you are not playing
- Team check in with each other and check off player cards 1 hour before game. You must be ready to play at game time. Meet on the field behind one of the end zones.
- Any Coach or player that is ejected from the game will be out for the remaining of the tournament.