

**Bulloch County Recreation and Parks  
Tackle Football Rules 2022**

***Rule 1: Eligibility of Players***

Section I. Age Division

Tiny Mite (7-8 yr olds)  
Minor (9-10 yr olds)  
Midget (11-12 yr olds)

\*\*\* Age Control Date is September 1<sup>st</sup> (Zero Tolerance) \*\*\*

Section II. Weight Limit

No player exceeding the weight limit can advance or carry the football. The weight limit for Tiny Mite is 85lbs, Minor 105lbs and Midget League 125lbs

Section III. Ineligible Ball Carriers

All players exceeding the weight limit must wear a strip of black tape on their helmet. An ineligible ball carrier can not intentionally receive a pass on offense. (Penalty: offensive pass interference.) Any time an ineligible ball carrier gains possession of the ball. (Ex. fumble or interception) the play will be blown dead.

***Rule 2. Player Assignment and Teams***

Section I. BCRPD staff will divide teams.

Section II. Coaches must accept all players assigned to their team. **NO TRADING OF PLAYERS WILL BE ALLOWED!**

***Rule 3. Conduct***

Article 1. The Football program is constantly in the public eye. In fact, it is many times the first experience with football and BCRPD programs, therefore, each participant is to adhere to a high standard of conduct and maintain an atmosphere of friendly competition.

Article 2. BCRPD officials, coaches, assistant coaches, players, spectators and any other persons administered hereunder, shall conduct themselves in a gentlemanly manner; exercising due restraint and acting responsible under generally accepted principles of good conduct.

Article 3. Any coach, team member, scorekeeper or fan who physically abuses in any way to a game official, league supervisor or

employee of the BCRPD will be automatically suspended for the activity in question.

- Article 4. BCRPD coaches should stress hustle, self-discipline and the will to give a good effort at all times. Coaches should promote respect for and pride in the BCRPD sports programs and all of Bulloch County. Coaches should also promote the importance of good discipline and good academics in the respective classrooms of the players.
- Article 5. Fans, players and coaches who verbally abuse other players, fans or officials may be asked to leave the park.
- Article 6. All individuals not directly involved with the event in progress must remain off the playing surface. Failure to do this could result in the suspension for the remainder of the activities in question.
- Article 7. Repeated violations of any of the above policy statements may result in expulsion from any activities sponsored by BCRPD.

#### ***Rule 4. Equipment***

- Article 1. All players will be provided the following by BCRPD:  
-One (1) protective helmet  
-One (1) set of protective shoulder pads  
-One (1) mouthpiece  
-One (1) jersey
- Article 2. The provided helmet, shoulder pads and jersey MUST be returned at the end of the season.
- Article 3. The player is to provide the following:  
-Protective football pants with sewn in hip, thigh and knee pads.  
-Plastic cleats
- Article 4. Any player that is experiencing a medical condition to where a protective brace or cast must be worn must have the item approved by BCRPD staff prior to the first practice or game where which the brace or cast is worn.
- Article 5. BCRPD to provide balls, practice equipment and other items that pertain to game operation.

#### ***Rule 5. Playing Rules***

##### Section I. Duration of the Game

Midget league will play two (2) **twenty-five** (25) minute running clock halves divided by a halftime. The clock will only stop for time-outs or injuries in the first twenty-three (23) minutes of each half. **The last two (2) minutes of each half, the clock will be run according to Georgia High School Rules.** Minor and **Tiny Mite** leagues will play two (2) **twenty** (20) minute running clock halves divided by a halftime. The clock will only stop for time-outs or injuries in the first twenty-three (18) minutes of each half. **The last two (2) minutes of each half, the clock will be run according to Georgia High School Rules.**

**Tiny Mite the clock will only stop for Time-outs and injuries. 9-17-22**

- Section II. Half-Time  
Between the end of the 1<sup>st</sup> half and the start of the 2<sup>nd</sup> half, there will be a ten (10) minute intermission. (Teams will only change ends at half time.)
- Section III. Time-Outs  
Each team may take two (2) time-outs per half.
- Section IV. Touchdown Rule  
Any team leading by three (3) touchdowns (18 points) **cannot** call time-out during the last four (4) minutes of the second (2) half. (Except to remove their starting backfield.)

## ***Rule 6. Kick-Offs and Punts***

- Section I. Kick-Offs  
There will be no (kick-offs) in the tackle leagues.  
\*\*\*The ball will be spotted on the 20 yard line to start.
- Section II. Punts
- Article 1. NO defense is allowed to rush on punts. (Midget & Minor league only)
- Article 2. NO punts are allowed in **Tiny Mite** tackle. The ball will be marked 30 yards from the line of scrimmage. The ball cannot be spotted inside of the 20-yard line.

## ***Rule 7. Scoring***

- Section I. All touchdowns are worth six (6) points
- Section II. Points After Touchdowns (PAT's)

After a touchdown, a team has the option of going for: one (1) point from the three (3) yard line or two (2) points from the five (5) yard line. (The ball will be placed as soon a player of the scoring team tells the official what option they will take. Taking a time-out can only change the decision.)

Section III. Safety = 2 points for the opponents.

### ***Rule 8. Special Offensive Rules***

Section I. All offensive linemen must be in a down position in a 2, 3, or 4-point stance.

Section II. After the ball is ready and before the snap, each player on offense must be within **twelve** (12) yards of the spot where the ball is to be snapped.

Section III. At any point during the ball game, if a team is **eighteen** (18) or more points ahead, the entire starting backfield (quarterback, fullback and tailback) as designated by the BCRPD staff, must come out of the backfield. Also, they may not receive the ball by hand, pass or punt return.

Section IV. No unbalanced lines are allowed. You must have a guard and tackle on both sides of the center. You may have a tight end on either or both sides, but not on the same side. Split end must be **five** (5) yards or more outside of the tight end.

Section V. No Quarterback sneaks will be allowed except inside the 5 yard line or when a nose guard is present.

### ***Rule 9. Special Defensive Rules***

Section I. Defensive Lineman

Article 1. **A team may have no more than six (6) men on the line of scrimmage. (Except inside the five (5) yard line).**

Article 2. You may have a nose guard inside the five-yard line only.

Article 3. All defensive linemen must be in either a three (3) or four (4) point stance. (Including defensive ends)

Article 4. Defensive linemen must line head up (no gaps). (Except inside the five (5) yard line).

Section II. Line Backers

Article 1. Line Backers must play at least **three** (3) yards off the defensive line of scrimmage and behind the marker placed by the official. (Except inside the **five** (5) yard line). If on the line of scrimmage, the player must be in the down position.

Article 2. Defensive backs (cornerbacks & safety) must line up **one** (1) yard behind the linebackers. They can be even with the linebackers if they are split wide.

***Rule 10. Coaches Position During the Game***

Section I. In ***Midget Tackle*** all coaches must be on the sideline between the **twenty** (20) yard line and the **forty** (40) yard line. No coach is allowed on the field except for time-outs or an injury.

Section II. In Minor and Tiny Mite tackle, **one** (1) coach for each team will be allowed on the field during the games.

***Rule 11. Playing Requirements***

Section I. All players listed on the team roster are recommended to play a minimum of **twenty** (20) minutes of each ball game provided they have met practice requirements.

Section II. **Players missing practice must provide a written excuse to their coach.** The coach must then give that excuse to a BCRPD staff member. Coaches should notify the scorekeeper of the game if they have a player who has not met the practice requirements. **These players will be allowed to participate in only the first ten (10) minutes of the second half. If a player misses more than two practices he can be suspended for the next game. Only the Athletics Manager can withdraw this suspension.**

**NOTE:** If there are any questions on a rule, all interpretations will be made by the Athletics Manager.

Section III. If any player does not play for disciplinary reasons or if she or he is unwilling or unable to play half of a match, it is the responsibility of the coach to notify the field supervisor. Coaches not playing their players the required time will receive:

1<sup>st</sup> offense: Verbal warning

2<sup>nd</sup> offense: Written warning

3<sup>rd</sup> offense: Suspension of coaching duties

\*\*\*Any confirmed violations may result in immediate dismissal.

## ***Rule 12. Penalties***

- A. Loss of 5 yards
  - 1. Failure to wear required equipment
  - 2. Delay of Game (Dead Ball)
  - 3. Encroachment (Dead Ball)
  - 4. False Start (Dead Ball)
  - 5. Illegal Snap (Dead Ball)
  - 6. Illegal Motion
  - 7. Illegal Shift
  - 8. Illegal Forward Pass (Loss of Down)
  - 9. Intentional Grounding (Loss of Down)
  - 10. Illegal Formation
  
- B. Loss of 10 Yards
  - 1. Two or more consecutive encroachments
  - 2. Pass Interference
    - Offense (Loss of Down)
    - Defense (Automatic First Down)
  - 3. Unsportsmanlike Conduct ( Players or Coaches)
  - 4. Illegal Contact
  - 5. Roughing the passer (Automatic First Down)
  - 6. Illegal Participation
  - 7. Face Mask

## **League Standings**

League Standings will be determined by *winning percentage*.

Winning percentage is figured by wins/losses/ ties.

Win = 1 Point

Loss = 0 Point

Tie = 0.5 Point

The percentage is figured by Total Points divided by Total Games Played.

In the event of a tie in the league rankings the tie breaker will be head-to-head competition. If the teams remain tied after head-to-head competition, the next tie breaker would head-to-head record against the next highest ranked team in the league. This will continue down through the ranks until a winner is determined. If the teams remain tied after the head-to-head records, a coin flip will be used to determine the winner.

## **Provisions for Minor and Tiny Mite Tackle**

### **1. Offense**

Minor and Tiny Mite tackle will be required to run specific formations on offense as to promote uniformity of the teams and focus on the fundamentals of the game. These formations include the I formation, the Pro Set, and the Wishbone.

### **2. Defense**

Minor and Tiny Mite tackle will also be required to run specific defensive sets. These formations include 4-4, 6-2, 4-3, 5-3/5-2 head up. (Inside the 5 yard line defensive formation will be coaches' choice.)