

- \*NO JEWELRY, MEDICAL BRACELETS MUST BE TAPED
- \*Ball Size-TDJ-Junior Size Ball – Grades 3rd –6th
- \*Shirt Must be tucked into shorts.
- \*No metal cleats; any football/soccer cleat is allowed.
- \*No tying of flags is allowed.
- \*Two one minute time-outs per game.
- \*Offensive team has 30 seconds to call a play.
- Ball will be placed on nearest hash-mark if
- player's flag belt is pulled between hash & sideline.
- Ball will placed on nearest hash-mark if ball carrier
- runs out of bounds on either sideline.
- \*Offense – QB can run directly with the ball after snap
- \*A 2 pt. stance is required on the line.
- \*Offense – 3 players on the line of
- scrimmage. (No more, no less)
- \*No Center Sneaks allowed
- \*Defense must start at or behind 5 yard
- rush line at snap of ball (see rule for exception).
- \*Defense – no restrictions on pass rushers.
- \*Defensive player must "play the flag not the carrier"
- \*Team may punt at anytime but Must tell
- the referee. There will be no rush. If the
- punt hits the ground, it is a dead ball.
- \*All players are allowed to catch a forward pass.
- \*No fumble recoveries, ball is dead at spot.
- \*No Blocking allowed by offensive team.
- \*Blockers may move feet in form of moving screen
- or pivot around to impede oncoming defender.
- \*No casts allowed of any kind.
- \*Mouth Guards are required.

**West Pioneers Blvd.**

