

Addendum to Jones County Youth Football League Bylaws (Revised 08/05)

***For the Tournament there will be 5 lbs. extra weight allowed for positions used to advance the football. **(NO EXCEPTIONS WILL BE MADE)**

Section II (B) Division Ages and Restrictions:

1. Bantam Division: Ages 7 – 8 (Tournament 91 lbs)
All players 86lbs and over can not play positions used to advance the football. (Tackle to tackle).
2. Mite Division: Ages 9 – 10 (Tournament 126 lbs.)
All players 121lbs and over can not play positions used to advance the football. (Tackle to tackle).
3. Junior Division: Ages 11 – 12 (Tournament 146 lbs.)
All players 141lbs and over can not play positions used to advance the football. (Tackle to tackle).
4. General Provisions to Division ages and restrictions:
 - A. Division age is age of player for current year as of September 1st.
 - B. 'Tackle to Tackle' those team positions not used to advance the football or have the opportunity to advance the football in defensive play. 'Tackle to Tackle' may not play on kickoffs and kickoff returns.
 - C. 'Tackle to Tackle" players are allowed to play on punt and punt return teams.
 - D. Tackle to Tackle' players will be identified and designated by tape markings on helmet (BIG X on back) or any other method as established by the Board of Directors.
5. No waiver of division ages and restrictions are allowed by consent of opposing coaches.

Section VI (E) Exceptions to the Georgia High School Association Rulebook:

A. Bantam and Mite Divisions play on an 80-yard field and play 8-minute quarters and Junior Division plays on a 100-yard field and plays ~~10-minute~~ quarters.

*8 minutes
for Tournament
JH*

B. In bantam league, two coaches are allowed on the field for offense. One coach will huddle backs and direct play. One coach will line up offensive line to prepare for play and will not huddle. The purpose of the additional coach is to get plays off in normal time under GHSA rules. Coaches that choose to huddle their teams are reminded that delay of game will be enforced. Offensive line coach will move out of play area prior to backfield taking position. Mite division has one coach allowed on field during offense.

C. One coach allowed on field during defense, Bantam and Mite division.

Coaches are not allowed to direct or coach after the offensive line is set in Bantam League and after the offense breaks the huddle in Mite League. Coaches during play will move back at least 5 yards behind the last player so as not to cause any interference with the play. This applies to Bantam and Mite Divisions.

D. No Noseguard will line up "heads-up" on center in bantam league.

E. In bantam league, the middle linebacker will begin play at least 3 yards from line of scrimmage and will not move forward until after the ball is snapped. In mite and junior league, the middle linebacker must delay 2 seconds after ball is snapped before blitzing on the center or until centers head is up.

F. Defensive and Offensive guards and tackles will line up "heads-up". No lining up in the gaps between the tackle positions. (Bantam league)

G. 'Tackle to Tackle' players must start play in 3 point or 4 point stance. Initial contact between players should not be directly to the knees. This applies to all divisions.

H. Kickoffs and Kickoff Returns: 'Tackle to Tackle' players are not allowed on kickoffs and kickoff returns. In Bantam league, if kick is touched by front lineman, the ball is dead and placed in play at point of contact. If ball passes front lineman and goes 10 yards without being touched, the ball is live and may be recovered by the kicking team.

I. Punts and Punt Returns: In bantam and mite, a team may chose to move the ball 20yards instead of punt. A punt will be announced to the referee prior to play commencing. All players must kneel except punter and two return men for receiving team. The punter may punt from any position as long as the punter remains behind the line of scrimmage. The ball is dead and will be put into play at the point of farthest distance punted from the line of scrimmage regardless of bouncing back or where a return man obtains control of the ball. This applies to Bantam and Mite divisions.

J. Extra Point: No kick for extra point except Junior Division. All divisions have choice of going for one or two points. Team Captain will make choice known to referee prior to play starting. Teams may score by running or passing the ball. 1 point will be awarded for scoring from the three-yard line. 2 points will be awarded for scoring from the five-yard line.

*ADD WORTH
2PTS*

K. Kicking in Junior League: Kicked extra points and field goals are worth 3 points. Extra points will be snapped from the three-yard line and ball will be kicked from the eight-yard line. Field goals will be kicked from five yards behind the line of scrimmage and can be kicked on any down. There will be no rushing during the kick. The defense will take a knee.

*NOTE
THIS!*



2. Violations of exceptions to Georgia High School Association Rules.

A. First infraction: Warning at referee's discretion.

B. Repeated infractions: Penalty for unsportmanship like conduct at discretion of the referee.

JCYFL
Rookie Football Rules
Age 5 and 6 year olds

The Rookie Football League is an introduction to real football with an emphasis on instruction

Eight Man Football (full pads)

- No kick off
- No punting—ball will be moved 20 yards but not inside the 15 yard line

Weight Restrictions

- Must be 65 pounds or below to run the football
- Linemen—no weight limit

Offense

- 5 linemen (tackles, guards, center)
- 3 backs (halfbacks, quarterbacks)
- The only player who can run the ball are the halfbacks and quarterback
- Running backs must be lined up in the backfield between the tackles
- Referees will try to correct the backs before the snap if they are lined up improperly

Defense

- 4 lineman (tackles, guards) *MUST BE HEADS UP. (NO GAP PLAY)*
 - *No player over center (no nose guard)*
 - *Linemen only can rush*
- 4 linebackers, cornerbacks, or safeties....no middle linebackers
 - *No player over center*
 - *All players other than 4 down linemen must be 5 yards from the line of scrimmage and not moving forward when the ball is snapped*
- No blitzing
 - *The key to the success of the game is allowing the offense to get a play off*

NO SHOOTING CENTER/GUARD GAP.

Penalties

- Penalties ---5 steps of the official or 1/2 the distance to the goal
- Clipping will be called in all cases
- Obvious holding will be called
- Facemask will be called in all cases
- Defensive player lining up too close to the line of scrimmage
- Delay of game (this will be handled at official's discretion)
- Any other flagrant fouls

Start Game Play

- Start game by placing ball at the 20 yard line
- At the flip of a coin, the winner will take offense first
- Loser of the flip will have choice of the end of the field
- Run 4 plays on offense, if no score, then offense must decide whether to turn the ball over or go for the touchdown. If the offense turns the ball over to the other team, the ball will be advanced 20 yards but not inside the 15 yard line. Then the other team will take over offense.

** NO FIRST DOWNS — 5- TOTAL DOWNS TO SCORE.*

If the offense goes for the touchdown and does not make it, the ball will remain where the offense gives it up.

- If the ball is turned over inside the 15 yard line the ball will be brought back to the 15 yard line for the opposing team
- If the offense scores, the ball will be taken back to the 20 yard line.
- Extra points: 5 yards out for 1 point and 10 yards out for 2 points
- Fumbles — *INTERCEPTIONS ALSO WILL BE A DEAD BALL.*
 - Ball will change possession if defensive team recovers a fumble
 - No advancing of fumble by a defensive team recovering the fumble
 - Offensive linemen cannot advance a fumble recovery
 - Offensive backs can advance an offensive fumbles
- Interceptions
 - Dead ball handled same as fumbles

Time of game

- 20 minute halves and 7 minute half time
- Running stop watch (official may keep clock on the field)
- 45 second play clock

Overtime

- Each team gets 4 plays (not 5) from their own 20 yard line like regular play. Both teams will have equal possessions until the tie is broken.
- If there is no score the ball changes possession.
- Extra points will be like regular play

2- COACHES Allowed on field, OFFense + Defense.