

SOUTH CENTRAL JUNIOR FOOTBALL LEAGUE

Providing Junior Football Opportunities to Children in the 5th through 8th Grades *Only* From the Communities of Greenville, Hillsboro, Litchfield, Vandalia, Carlinville, Gillespie, Staunton, Pana, Southwestern, Roxana and East Alton Wood River. ***The rules of the IHSA apply except for the detailed differences within this rule book.***

Hand held communication devices are not allowed on the field (sidelines or playing field) for coaching purposes. Penalty of usage of communication devices for purposes of coaching will be forfeit of game.

Purpose

It is our purpose to promote safe healthy competition, fair play, sportsmanship, physical and mental excellence, a better understanding, and love of the game of football. It is by our example and encouragement that we can best reach these goals. It is our objective to field teams as much as possible, that are comparable in size, age and ability.

Disipline

Good sportsmanship and fair play will be demanded by the SCJFL. Profanity and dirty play, ie. Punching, Kicking, etc. will not be tolerated. Players or coaches found guilty of these activities will be subject to discipline by the SCJFL. *If a complaint is registered it will be investigated by the Board of Directors (President, Vice President and Secretary) and then brought forward to the SCJFL directors for a vote. Film of the incident may be required. Those being disciplined will be notified by mail. Player or coaches who are ejected from a game shall not be allowed to participate in the next game. For discipline to be implemented it requires 2/3 majority vote yes. If discipline involves removal of following game, the coach / player cannot attend following weeks games (all games for that day).*

Participants

Participants shall consist of individuals in the 5th through 8th grades *Only*, which will not turn (8th Grade 15 years), (7th Grade 14 years), (6th Grade 13 years), and (5th Grade 12 years) prior to Sept 1st of the season in which they desire to play. *Participants are only eligible to play 4 years in the SCJFL. Only 5th, 6th, 7th and 8th graders are eligible to participate. Also, players are only eligible to participate within a grade classification one year.*

Players must play in the grade that they are currently in at school other than the situation described below.

*Per IHSA rules players must play within the communities where they attend school. **This does not apply to players where their community does not provide a football program for their age group or school sponsored program.** If a player is in a situation where they move after the start of the season, the player has the option to finish the year on the team they started with or with the team where they now live. However, the player must play the following with the team where they attend school.*

For example if player plays on 6th grade team and then is either held back or fails the 6th grade school year, this player must participate on the 7th grade SCJFL team the following year and must participate on the 8th grade SCJFL team the year after that. The player would not be eligible to play their 8th grade season. Therefore, applying the rule of being eligible for four years of play.

Another example would be if a player only played one year as an 8th grader and either was held back or failed eighth grade, they would not be eligible to play the following season.

Participants are required to:

- 1) Have an athletic physical dated after October 1st of the year of participation.
- 2) Be covered by some insurance program, show proof of insurance and complete insurance waiver form.
- 3) Be outfitted with football equipment that meets current standards.

Teams

Teams for SCJFL play are divided into 4 classifications for league play as follows "A" team (8th Grade), "B" team (7th Grade), "C" team (6th Grade) and "D" team (5th Grade). It is realized that every town / team will have years when they may not have enough players in one level to make a complete team and would need to bring players up to complete a roster for 4 classifications. All four teams must be represented in order to play on game day.

Teams will be allowed to bring players up to complete 8th grade. If agreed to by town directors, players will be allowed to play down *(to fill a fifth grade*

team roster) or up (to fill all other team rosters). Teams can only bring up the required number of players to fill a 16 player roster.

Coaches are required to play healthy eligible players within the age classification prior to utilizing players from another age classification. An agreement must be made by the respected town directors and coaches for the game in question prior to the beginning of the game.

Team participants remain as follows (There will be a 2 lb scale variance allowed by all participating teams):

8th grade (155 lbs limit on running backs, receivers, and quarterbacks)
7th grade (140 lbs limit on running backs, receivers, and quarterbacks)
6th grade (125 lbs limit on running backs, receivers, and quarterbacks)
5th grade (110 lbs limit on running backs, receivers, and quarterbacks)

Weigh-ins are 15 minutes prior to start of the game, then at half time for the following games. All skill position players must be weighed in. Players must present game jersey at weigh-in and bring helmet. Coaches must provide team rosters to each town director prior to beginning of each game, which shall include name, weight and jersey number. If a player has not weighed in by the start of their game, that player may not play a skill position. If a player who has not been weighed plays in a skill position at any time during that game, the coach will be ejected immediately for the remainder of that game and the player will not be allowed to play any skill position for that game.

Medical Grade Scales must be used for weigh-in. No bathroom scales will be allowed.

All players not in the front row of kick return team must be within the weight limitations. *If ball is kicked past front row of kick return team, the front row players cannot advance the football if the front row players are striped players. Striped players must be within 5 yards of the line on all punt returns.*

It is agreed that any defensive player that may perform any defensive take away e.g. fumble recover, interception, etc. will be allowed to advance the ball until stopped by the opposing team. Any player in the front row of the kickoff team who receives an errant kick off will also be allowed to return / advance the ball as if a take away possession.

One coach will be allowed on the field during the 5th, 6th, and 7th grade games to help set up the offense and defense. His verbal and physical help shall not continue after the center is over the ball of during the running of any play. No coach will be allowed on the field during the 8th grade games. On field coaches shall refrain from disputing official's calls. They are on the field to coach only. Interference by the on field coach during the running of a play shall be penalized for unsportsmanlike conduct (15 Yards). *Per IHSA rules, if coach is removed by official, the coach is not allowed for the remaining games that day or the following week's games. If coach is present at following week's game the team must forfeit that game.*

Time for Saturday Games

8th Games will consist of Four 10 Minute quarters

7th Games will consist of Four 10 Minute quarters

6th Games will consist of Four 8 Minute quarters

5th games will consist of Four 8 Minute quarters

Game times shall be 10 a.m. (5th & 6th Grade), 11:30a.m. (7th Grade) and 1:30 p.m. (8th Grade). These times may be adjusted accordingly with home team needs. Any changes to these times must be coordinated between the town directors for the affected teams. Each Team will have thirty seconds to call and initiate the next play from scrimmage. Clock will be stopped in accordance with IHSA rules. Half time of each game will last 5 minutes for 5th and 6th games and 10 minutes for 7th and 8th games. Teams who play in the next game should begin warm up prior to their scheduled games. As time between games will be 10 minutes. In the event a team is 24 points or more ahead at half time or anytime during the second half, the clock will run continuously in the second half, stopping only for time outs, touch downs and injuries.

If games are rained out on Saturday's, the games are automatically rescheduled for Sunday's with the understanding that games can be made up by Tuesday of that weeks games. Make up games can also be completed during the open week at the end of the season.

Following footballs are to be used:

5th Grade Pee Wee

6th Grade TDJ

7th Grade TDJ

8th Grade TDY

At least one certified official is required for all games. It is understood that 48 hours notification that all attempts to acquire a certified official have failed will nullify this rule.

Game admittance fee is as follows: \$2.00 adults and \$1.00 students.

Time Outs

Each team will receive three time outs per half lasting forty five seconds in duration.

Rules / Considerations

- Kickoffs will be live on all 4 levels with kickoff occurring from the 40 yard line. Punts will be live with rush on the A level only. Punts on the B level will be dead ball punts with the defensive line standing with outreached hands on the line of scrimmage (not allowed to jump) with no rush. The punt is not live and if the snap is bad the punter will ~~be allowed to retrieve the ball and return to his mark to kick away~~ (without any rush). Once the ball is punted it will be considered down where it is received, or comes to rest or goes out of play. The receiving team must make every possible effort to receive the ball and may not snap the ball forward. If the receiver errors in the attempt to the ball it will be marked down on the spot the ball comes in contact with the player. Kicking Team may not proceed down the field with the kick. All punts, with the exception of A Level, may not exceed the opponent's 20 yard line. *B Level punt, 2 players back to receive (140 lb limit). If punt hits ground and rolls forward it is down where the ball lands; if ball hits ground and goes backwards the ball will be placed where it originally landed.*

On 7th grade punts, only 2 players may fall back to receive punt.

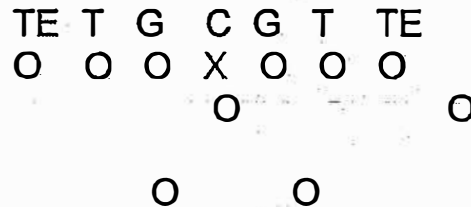
Punts on the C and D level will consist of the Offensive Teams notification of intention to punt at which time the ball will be moved 30 yards from beginning of opposing offensive team. Movement of the ball may not exceed the opposing team's 20 yard line. A Level and B Level Extra Point / Field Goal kicks will be attempted live. There will be no fakes allowed and if the snap is bad the play will be considered a failed PAT / Field Goal. *Kicker is allowed 3 yards to approach the kick.* Extra point conversion (Non-Kick) will be live on all 4 levels with successful attempt worth 2 points. (eg. Run or pass play). A striped

player must be within 5 yards of the line on all punt returns. All other rules will follow IHSA rules.

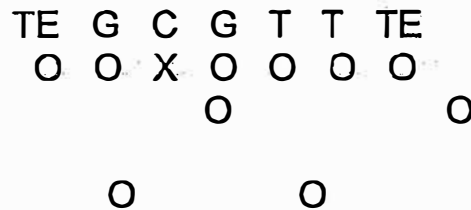
Rules may be modified, deleted or added. A vote of 2/3 majority in favor of change is needed. (One town. One vote)

➤ Offensive formations:

Offensive teams at all grade levels shall have a minimum of 6 players who make the weight limit for ball handler. Offensive formation must have players in their position from tackle to tackle. Tackle to tackle must be within arms length. Must have guard and tackle on both sides of center. Tackles must be covered on both sides. Any player who lines up within the tackle to tackle positions, is not eligible to carry the football regardless of their weight (striped player). *Penalty for illegal formation is 15 yards.* Examples of legal formations are:



Example of Illegal formation:



➤ *All town directors will choose which sidelines the chain gang shall be on.*

- *Overtime will be the same as IHSA. The ball is placed on the 10 yard line and each team will get four (4) tries to try and end the tie. For further details please refer to the IHSA Rule Book.*
 - *All coaches or directors will either call or email weekly scores for all games to the South Central JFL Secretary no later than the Monday following the games.*
 - *If a team is has a four touchdown lead or more during the second half, the team must punt **or attempt FG** on fourth down as long as they have a four touchdown lead.*
 - *A continuous clock will be put into effect if a team has a 24 point lead or more at the half time mark. Once the continuous clock has started it will not be turned off except for the following: time outs, injuries and touchdowns.*
 - *All rosters need to be given to the Athletic Director before the beginning of the first game.*
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- *If a skill position player has not been weighed by the beginning of their game, they will not be allowed to play in a skill position for that game. If they are put in to play a skill position without being weighed, the coach will be immediately ejected from that game and the player will not be allowed to play in that skill position for that game.*
 - *B Level (7th grade) field goals and extra points will be played the same as the A Level (8th grade) and these will be considered a live ball. However, if the snap is bad and a player has to move from their stance in order to retrieve the ball, the ball is considered "dead". Punts will remain the same as they have been in the past.*

PENALTIES

- *All face masks are 15 yards*
- *Head tackles are 15 yards*
- *Horse Collar tackles are not legal. If a player conducts a horse tackle the penalty is 15 yards.*

Let us all strive to work together for the children that have put their faith in us to be adult leaders. Let us help them learn about football, team sports, attitudes, winning. Let us all work together to make the SCJFL a showcase for young athletes.

Rules for 5th and 6th Grade Jamboree 2017

1. 4-15-minute rolling quarters and two time outs per half. The only time the clock will stop is if there is a time out within that last minute of the of the 2nd and 4th quarter and if there is a major injury on the field.
2. Coin flip still applies to see who gets the ball first. The ball when then be placed on the 40-yard line going toward the goal.
3. All other football rules will apply. Ex. You are able to get a first down after ten years.
4. You must go for it on 4th down since there are no punts
5. If the offense would happen to turn the ball over. The play is dead immediately and the opposing team will start from the 40-yard line.
6. If there is a penalty that occurs within the first 10 yards that can't be assessed than it will be a loss of down. If the penalty can be assessed without moving the ball passed the 40-yard line than the penalty will be assessed and may replay the down if that applies. If the penalty is a loss of down that that applies, if it is a penalty that is reply of the down than that applies. Under no circumstance does the ball ever cross the 40 yard headed in the other direction.
7. We are still going to run 3 man officiating crews. The 5th grade will have one official and the 6th grade will have two. It will be up to each school if they would like to have a coach help spot the ball in the 5th grade game.
8. 5 min for half-time and 2 min between quarters