

903 YF&C K/2 Division Guidelines

- **Grades and Age Restrictions:**
 - Consists of grades Kinder, 1st and 2nd grades.
 - No player over the age of 8.
 - Player age is determined by their age on December 31st of the current season.
- **Weight Limit:**
 - Weight limit to progress the football is 90.00 lbs.
 - Any player over 90.00 lbs. must be designated as an X player and may not advance the ball.
 - Overall weight limit is 120.00 lbs.
 - Any player over 120.00 lbs. cannot play in the K/2 age division but may play in 3/4. Any Kinder or 1st grade player under 7 for the duration of the season over 120.00 lbs. must wear a RED X and may only play offensive line and may not pull, trap block, lead block downfield, cut block, wedge, or pancake.
 - Player weight will be determined pre-season at weigh-ins.
- **Halo (X-Players):**
 - Halo players must have helmet markings: Contrasting 3" X on back of helmet and a Contrasting X 1.5" on the front.
 - See X player rules addendum.
- **Football Specifications:**
 - Pee Wee (Size 5) footballs required.
 - Footballs will be made of leather or composite, not rubber.
 - Teams will provide their own game ball while on offense.
- **Game Clock:**
 - 40 second play clock will be used.
 - 8-minute quarters.
 - 12-minute "developmental" 2nd quarter where no official score is kept.
 - 15-minute half-time.
 - During the developmental quarter, regular clock stoppages will be utilized. Coaches are to use this time as a scrimmage to ensure playing time for youth players still developing in the sport.
 - Mercy Rule: Continuous clock if a team is 18 points ahead unless the losing team's coach requests otherwise.
 - Timeouts:
 - 1st Half: Total of 3 timeouts.
 - 2nd Half: Total of 3 timeouts.
- **Game Rules:**
 - Teams may not run a nose guard and line heads up over the center but may rush the A gap. This will be determined solely by the game referees.

- Only 7 players may be on the line offensively or defensively. Violation of this rule results in a 15-yard penalty.
- K/2 Division will not punt or kick-off. Possessions start on the team's own 30-yard line.
- Max Blitz Limit: No more than 6 players blitzing across the line of scrimmage at one time, exceptions are within your own 10-yard line or 4th down and short situations. Short is defined by 3 yards or less.
- To ensure the Max Blitz rule is correctly enforced, only 6 defensive players may line up on the line of scrimmage. Referees will use discretion to determine if Cornerbacks or Outside Linebackers playing close to the tackle box are on the line of scrimmage and blitzing.
- On fourth down, teams can either go for it or choose a walk-off punt of 35 yards, but the walk-off punt cannot place the ball inside the opposing team's 10-yard line.
- **Coaching Rules:**
 - 2 coaches may be on the field for both offense and defense.
 - Coaches on the field must be out of the way of the play, or it will result in a 15-yard penalty.
 - Coaches on the field must become silent and can no longer direct or give verbal cues once the play snap is imminent.
- **Extra Points:**
 - Extra points will be played from the 2-yard line.
 - Two points if the team passes the ball into the end zone.
 - One point if the player runs the ball into the end zone.
- **Additional Rules:**
 - All other playing rules and guidelines follow Texas UIL policy for Jr. High athletics, defaulting to NCAA rules if no rule exists.