

2025 3A-4A YOUTH FOOTBALL LEAGUE RULES

*Revised and accepted on **May 28, 2025** for the 2025-26 season*

All **Arkansas Activities Association (AAA)** rules will govern this youth football league unless a specific rule is listed or written in this document that is different from the rules of the AAA.

Period Length

3rd Grade - 7 Minute Quarters

4th Grade - 7 Minute Quarters

5th Grade - 8 Minute Quarters

6th Grade - 8 Minute Quarters

Half-time for all games is 5 minutes.

Teams will start on the 30 yard line at the beginning of each half and after a score. All punts will be net 30 yards, unless the punt will put the ball inside the 20 yard line. If a punt puts the ball inside the 20 yard line, the ball will be placed on the 20 yard line.

Game Clock

Clock will run unless:

- a. time-out is called,
- b. penalty is called,
- c. incomplete pass,
- d. a touchdown is scored,
- e. play goes out of bounds (clock will restart when the ball is marked ready for play).
- f. change of possession (clock will restart when the ball is marked ready for play).
- g. a player injury.

Clock will stop for 2 minute warning at dead ball at 2-minutes or immediately after play has ended in each half. The last 2 minutes of each half the clock will run like a high school game.

Play Clock

A 35-second play clock will run and a penalty will be assessed for 5th-6th grade.

For 3rd-4th grade after the 35-second clock expires, the game clock will stop until the ball is snapped but no penalty will apply.

Time-outs

Each team will get three (3) time-outs each half.

Each team will get one (1) additional time-out each overtime.

Time-outs will NOT carry over.

Overtime

Ball will be placed on the 10 yard line with 4 downs to score.

Teams will have one down for the 2-point conversion from the 5 yard line.

All games will continue until a winner is determined.

Mercy rule

Mercy rule will start when a 30 point lead occurs. Teams leading while the mercy rule is in effect will not be allowed to call timeouts once the mercy rule starts. Clock will run continuously.

Admission

\$5.00 (League Admission Price) AAA passes & school staff passes will be accepted for all events.

Game Times

Saturday games: 9:00 AM

Weeknight games: 5:30 PM

The next game will start ten minutes after the finish of the game before.

Equipment

3rd-4th Grade: Wilson TDJ or Nike Junior.

5th- 6th Grade: Wilson TDY or Nike Youth.

Game balls must be new or near new condition.

Officials

Three (3) AAA certified officials will be required for all games.

Each official will be paid a minimum of \$45.00 per game.

Stop game play for players to put in mouthpieces.

Officials may stop play to remove a fan, if a fan is ejected and refuses to leave, that fan's team will forfeit.

Officials must not be employed in any way with the home team school or by anyone coaching that team.

Violation of any of the rules for officials will result in forfeit of game.

Coaches

Two (2) coaches will be allowed on the field during the game.

Use of profanity or bad sportsmanship will not be tolerated. A coach who is using profanity must leave the field and stadium.

No radios or electronic communication devices will be allowed during games.

Teams/coaches may film their own games, but may not film games they are not participating in. Coaches may trade film of games with other league coaches if they desire.

Coaches will help monitor sidelines and stress sportsmanship at all times, for themselves, their players and their fans. When the score gets one sided remember that there are young children on the other team. Please try not to run up the score.

School Choice Students

Our league is school based and should follow the order of priority listed below when determining a student's playing eligibility:

1. Students can play for the school in which they attend or the school district they live in.
2. If the school in which they attend or the school district they live in does not offer a youth football program, they have the option to play at any school that allows out of district players.

Home School Students

Home School students will be allowed to play for the school's team in the school district in which they live if that school offers a program and allows them to participate. If that district does not offer a program, see #2 above.

Out of District Player

Students attending a school that does not offer any type of youth football (example: City Parks and Rec, Boys & Girls Club, Optimist Club or school team.) in the school district or town they live in may play for a school in this league if that school allows out of districts students to play on their team.

Age of Players

3rd Grade Maximum age 9 on or before August 1st.

4th Grade Maximum age 10 on or before August 1st.

5th Grade Maximum age 11 on or before August 1st.

6th Grade Maximum age 12 on or before August 1st.

A player can move up to play in the next grade level but can never move down to play. Teams having 15 or more players may not move players up.

Players may not play on two or more teams for schools having multiple teams in a given grade level.

3A Schools

Bismarck	3rd-6th
Glen Rose	3rd-6th
Centerpoint	4th & 6th

4A Schools

Bauxite	3rd-6th
Fountain Lake	3rd-6th
Harmony Grove	3rd-6th

Our league will have separate championship games based on the current Arkansas Activities Association (AAA) classification cycle. We will review and adjust our league according to numbers used by the AAA each cycle.

3A Championship Game Schedule

2024 - Glen Rose

2025 - Bismarck

2026 - Centerpoint

4A Championship Game Schedule

2024 - Fountain Lake

2025 - Harmony Grove

2026 - Bauxite

Schools hosting the championship games will provide trophies for the winner and runner-up in each grade level. Host school will also be responsible for all expenses of hosting games.

Tie Breaker Rule

The Arkansas Activities Association (AAA) tie breaker rule explained below will be used to determine which teams qualify for Conference Championship games as needed.

Arkansas Activities Association Handbook Section 10, Page 65, Rule 5. Tie Breaking Procedure:

- A. If two teams tie, and one of the teams has defeated the other in a regular scheduled conference game, the winner shall be declared the conference play-off representative. Three or more tied teams shall first be considered in sets of two-way ties.

NOTE: *If three or more teams are tied, use head to head record among the tied teams (a miniconference) to break ties for seeding. Only utilize points to break ties among teams when the ties are a perfect triangle with each team having the same record among the tied teams (miniconference).*

- B. If two teams tie and the tied teams split or have not played each other in a conference game (no round robin) the team with the greater sum of winning margin using the following point system, shall be the play-off representative.
- C. If more than two teams remain tied after applying (A) above, the following point system shall be used to eliminate all but two teams. Tabulate the sum of the winning margins of each team's conference games as indicated in the following:
 - 1. If the margin of victory is more than 13 points only 13 points shall count.
 - 2. Losses shall be tallied as 0 (zero) points.
 - 3. Forfeited games. Offended teams shall receive 13 points when tabulating the sum of the winning margins for breaking conference ties.
- D. After tabulating the sum of the winning margins, all teams except the two with the greater sum shall be eliminated, and the selection process shall begin again with paragraph (A).
- E. If teams remain tied after the above procedures are applied, the play-off representative shall be determined by a coin toss.

Sportsmanship Policies

The 3A-4A Youth Football League is committed to promoting the ideals of sportsmanship, integrity, and ethics at all levels of competition. It is the responsibility of each member school to establish policies for sportsmanship and ethical conduct consistent with the educational mission and goals of that school and to continually educate students, coaches, teachers, parents, and all involved about those policies.

- 1. Any student-athlete, coach, or spectator who verbally threatens and/or physically assaults an official, coach, player, school administrator shall be expelled immediately and banned from all further league participation or coaching.

Ejections

- A. A participant, coach, administrator, spectator is prohibited from participation and/or attendance from the point of ejection plus: (See notes 1, 2, and 3 below)
- B. Second offense in the same season: Next two games.
- C. Third offense in the same season: Prohibited from participation for the remainder of season and placed on probation or warning. If there are fewer than 3 games remaining in the season, the prohibition of participation carries over to the next season to total at least 3 games.

NOTE 1: Any student-athlete who is ejected may attend but may not participate in the next game while serving the ejection penalty.

NOTE 2: Any coach who is ejected may not be present at the next game or participant in any coaching duties during the next game while serving the ejection penalty.

NOTE 3: Any spectator who is ejected may not attend the next game while serving the ejection penalty.

It will be the responsibility of each member school to enforce and review all league sportsmanship policies and ejection penalties.