

AWYFAE / CMYA INTERLEAGUE NON DIVISION GAMES 2021

AWYFAE / CMYA RULES AND REGULATIONS

1. Quarter times

Tinamites 8 mins
Rookies 8 mins
Midgets 9 mins
Peewees 9 mins

2. Clock Stops

- a. Touchdowns
- b. Measurements
- c. 3 consecutive pre-snap penalties by the offense
- d. Officials timeout
- e. Injury
- f. Team timeout
- g. Heat timeout (**4 min mark of each quarter**)
- h. Extra Points

*** Game clock starts after Kicker places the ball in the tee and the official blows the whistle.**

3. **Officials:** Splitting of officials each interleague non division game will feature 2 Area Wide Youth Football Association Elite officials and 2 Central Mississippi Youth Athletic Association officials.

4. Defensive alignment

Nose guards will be implemented in Rookies - Juniors games. (8u-13u)
No nose guards allowed in Tinamites games 6u.

5. Weight Limits

Tinamites 70 pounds 6u
Rookies 105 pounds 8u
Midgets 120 pounds 10u
Peewees Unlimited 12u
Juniors Unlimited 13u

6. **Special teams:** Teams will have the option to punt or have a 30 yard walk-off with a 10 second run-off of clock.

***There must be a kickoff at the beginning of each half for 8u - 13u (Rookies - Juniors)**

7. Extra points @ 2.5 yard line equals 1 point, extra points @ 5 yard line equals 2 points.

Teams have the option to kick for the extra points from the 2.5 for 1 point or 5 yard line for 2 points or use an offensive play @ the 2.5 yard line for 1 or for 2 points from the 5 yard line. No rushing allowed on field goals.
Teams can jump to attempt a field goal block.

8. Eligibility / Jersey Rule- Runners 1-49; Receivers 80-89; Linemen 50-79

6u thru 10u ball carriers & receivers must wear Runner/Receiver number.

6u thru 10u Linemen may wear any number.

Example: #5 can run the ball and play center position legally.

#55 CANNOT align in backfield but can align at TE (ineligible to catch a pass).

12u/13u ball carriers may wear any number.

12u/13u Receivers must wear Runner/Receiver number to catch a pass beyond the line of scrimmage.

Example: #60 may carry the ball out of backfield. #60 CANNOT catch a pass beyond the line of scrimmage.

Turnovers, Fumbles and Deflections

1. Offensive linemen can advance a deflected pass if caught by the linemen. Linemen can also advance a recovered fumble.

2. Defensive linemen can advance a recovered fumble or interception. (This applies to 6u-13u, Tinamites - Juniors)

9. Overtime starts at the 10 yard line with the winner of the coin toss getting 4 downs to score. Each team will get a possession in overtime

until one makes a defensive stand. In the 2nd overtime the ball is placed at the 5 yard line. After scoring a touchdown the scoring team must go

for a 2 point conversion. The 2 point conversions will be spotted on the 5 yard line. The 3rd overtime will consist of the same format as the 2nd overtime

until a defensive stand has occurred on the 4 downs or an extra point resulting in a final score and winner.

10. REGULATION TIME

Regulation time is the last 2 minutes of the 2nd and 4th quarters of the interleague games.

*** *Note the clock stops on 1st downs and incomplete passes during regulation time.***

11. Coaches on the field

Tinamites 2 coaches

Rookies 1 coach

Midgets no coaches

Peewees no coaches

13u no coaches

12. Blitzing will be allowed in Rookies thru Juniors league games. (8u-13u)

13. No quarterback sneaks allowed in 6u (Tinamites) games.

14. Books and rosters must be checked pre-game before coaches take the field for the coin toss before each game.

15: Late arriving players must come to check-in area and can check into games after halftime. Players are considered late if they arrive after the kickoff of their team's game.

16. Field length will be **100 yards** for all non-division games 6u-13u (Tinamites-Juniors)

