

**2020 WEST GEORGIA TACKLE FOOTBALL RULES  
FOR 8, 10 & 12'S**



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**\*The first day to practice in pads is Monday, August 24----First game will be Saturday, September 26.**

**\*Games will be played by league rules and anything not covered in the league rules will be covered by Georgia High School Association rules.**

**\*A staff member from each community had a chance to review, make suggestions, make changes and vote yes or no to all rules. Please make sure all coaches have copy of these rules.**

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**COACHES MANDATORY RULES MEETING**

**There will be a mandatory rules meeting for coaches on Sunday, September 13 from 2:00 to 4:00pm. All coaches may attend but at least one from every team (in all ages) must attend. (Prefer the head coach). League rules and High school rules will be discussed and questions may be ask.**

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**PLAYER'S EGILIBILITY**

- 1. The age control date is the age prior to September 1, 2020.**
- 2. All departments should have all players birth certificates on file.**
- 3. Players may move up one age group but once either teams players a game he cannot move back down.**
- 4. Players can only play on one team and player's names should not appear on but one roster.**
- 5. Players that play on a school team are not eligible to play on a recreation team. If a player is cut or quits a school team, the player may play on a recreation team as long as rosters have not been turned. If a player has caused problems on a school team and got dropped by the coach, then the player is not eligible to play on a recreation team. Proof must be obtained from the school coach.**

**COACHES GUIDELINES**

- 1. Before coaching in the league, all coaches must pass a recent background check and a coach's certification. Any coach that cannot pass a background check cannot coach for any community that is a member of the league**
- 2. All coaches must be 18 years of age and know the fundamentals of the game of football.**
- 3. Teams are allowed to have only 4 coaches and 2 water boys under the age of 13 on the sidelines during games. Adults are not allowed to be water boys. No one else is allowed on the sidelines.**
- 4. \*Sidelines--Head coaches are responsible for keeping everyone off their sidelines except 4 coaches and 2 water boys. If anyone else is on the sidelines, the following will happen--1st offense will be a 15 yard penalty. 2nd offense--the head coach will be ejected. Due to being ejected, the ejected rule will go in effect. (See the ejected coach rule)**
- 5. The head coach must attend the coin toss with their captains. This is to let the opposing coaches and officials know who is in charge of the team and sidelines.**
- 6. Cheating of any kind will not be tolerated. Any coach caught cheating in any manner will be suspended for the remainder of the season plus 2021 season.**
- 7. If a coach touches a player, opposing coach, game official, recreation staff person or fan in anger, he will be suspended for the remainder of the year plus 2021 season.**
- 8. Profanity or trash talking to opposing coaches or game officials will get a coach suspended.**
- 9. Head coaches are responsible for the actions of his players and assistant coaches at all times.**
- 10. Coaches should never charge on the field after any official and coaches should watch what they say and how they question the officials calls. Both could get a coach suspended.**

**\*\*COACH'S EJECTION RULE--(If a coach gets ejected for any reason the following will take place)--**

- 1-Once ejected, the ejected coach must leave the playing field, sidelines and stadium at that time. If the coach is causing problems about the ejection or leaving, the police should be called to handle the situation.**
- 2. The ejected coach will be suspended from attending all practices and the team's next 2 regular season games. During practices the coach must stay 100 yards from practices and must stay out of sight and sound of the stadium during the 2 game suspension. (There will be no exception or appeal even if the coach has a child or other relative on the team)**
- 3. If the coach does not abide by the ejected rules, a 3rd game suspension will be added. It is the responsibility of the coach's recreation department to make sure the coach abides these rules.**

**4. The ejected coach's recreation department has the responsibility to notify all other departments and the league coordinator of any ejected coach.**

### **COACHING PASS**

**The team's 4 coaches will be given a coaching pass that must be worn around the neck and in plain sight when entering the gate and entire time on the sidelines at both home and away games. Any coach on the sidelines without his pass will be removed from the sidelines to the stands.**

### **DIVIDING TEAMS EQUAL**

- 1. If any department has more than 35 players registered in any age group, they have to make 2 equal teams. (No stacked or loaded teams allowed).**
- 2. Do not put all or the majority of the better player on one team and do not load one team up with all the older players. (Example--All or most 10 year olds on one and all or most 9 year olds on the other team) Even them out.**
- 3. There should be only 2 coaches per team before teams are divided. The other 2 coach should be added after teams have been selected. **DO NOT SWAPPED PLAYERS TO GET THE LAST 2 COACHES.** These 2 coaches should come from someone who has a son that was selected to the team or someone who does not have a child playing.**
- 4. If any complaints about stack or loaded teams, those teams will be checked on how the team/teams were selected and if found loaded, dropped from the league.**

### **OFFICIALS ROSTERS**

- 1. Rosters must be filled completely. Fill in all blanks.**
- 2. Jersey numbers must be in numerical order 1-35**
- 3. Suggestion only--If a player wants his name or something else on the back of his jersey, let the parents do that after he receives his jersey if this is what slows down some of you from receiving your jerseys on time.**
- 4. Make sure all players are on your rosters before turning them in. No one will be added to rosters after they are turned in to the League Coordinator. Rosters must be turned in by or before August 24.**

### **INJURIES/INSURANCE**

- 1. Players, cheerleaders and coaches should be offered insurance through their recreation department.**
- 2. If a player has any major injury he should not be allowed to practice or play unless a parent or legal guardian and a doctor gives their permission.**
- 3. Players may play with a cast with the permission of a parent or legal guardian and**

written permission from his doctor.

4. In order to play with a cast, it must be wrapped according to GHSA rules with 1/2 in padding and must have the approval of the game officials prior to the start of each game. The ruling of the officials at each game will be the final decision.

### **GAME GUIDELINES**

1. Games will start at 9:00am at all locations on Saturday. If any games are played on a week night, the first game will start at 6:00pm and the second game at 7:30pm. If only one game played it should start at 6:30pm. There will be a 10 minute grace period for the first game of the day only, even on week day games.

2. Coaches must have their teams warmed up and ready to play at their scheduled game time.

3. All ages will play 8 minute quarters with an 8 minute halftime.

4. Games cannot start early unless both head coaches agree.

5. Any videos by parents, coaches, players or anyone else will not be reviewed on any phase of the game including any calls or decisions by the game officials.

6. Cell phones may be used between coaches but not from any press box at any community. Note-If a coach has been suspended, he cannot make any contact with any coaches during games in any manner.

7. Teams must have 11 players to start and finish a game. If a team has only 11 players and one gets injured, the coach may use a time out if he has a time out remaining. If he has no time out, he may take a 10 yard penalty to check the player and see if he can continue playing. If he cannot continue, the game will be a forfeit.

### **WEIGH IN PROCEDURE**---(Note-there is a new weigh in procedure this year)

\*\* It is highly recommended that each hosting recreation department have a staff member meet all teams, letting them know who is in charge of games and if there are any weigh ins show them to the weigh-in station.

1. There will be two mandatory weigh ins. One on Sept. 19 and one at each team's first **Bowl game**.

2. 1st weigh in--There will be two locations set up on September 19 for all teams to weigh in. One at Carrollton and at Bremen. Each team will be given a set time to weigh in at one of the two sites.

3. Any player missing the weigh in on September 19 will have a chance on September 26 to weigh in at his first game. *Players cannot play in a game until they have weighed in.* If a player misses weighing in on both Sept. 19 or 26th, he may weigh in at his team's second game. *Any player not weighed in by their 2nd regular season game will have to play as an X player during the regular season regardless of his weight.* Only exception--If a coach thinks he may have a player that has lost

down to the weight limit may weigh the player in a any game during regular season.

4. Coaches cannot challenge the weight of any opposing players.

5. Second mandatory weigh in--This weigh in will be held at all teams first bowl game. At this weigh in it will be mandatory for all players be at the weigh in 45 minutes prior to their game time. Example--Game time at 9:00am--must be at the field for team weigh in at 8:15am. If any player/players is not at the field and misses the weigh in, it will cost the team's head coach a 15 yard penalty to start the game and the player will not be allowed to weigh and must play as an X player during all bowl games. Weigh in are not allowed after kickoff or during halftime. (no exceptions)

6. If a player has played as an X player during regular season but makes the weigh in at the Bowl weigh in, the weigh in person may remove the X and the player may play as a non X player. (Only the person weighing in may remove the X--not the player or coach)

**\*\*It is the responsibility of the parents and coaches to have their players at weigh in according the teams scheduled weigh in times\*\***

## 1. WEIGHT LIMITS

7 & 8-----100 Pounds

9 & 10---120 Pounds

11 & 12-140 Pounds

2. Any player over the weight limit in their age group cannot run or catch the ball and cannot play any stand up position on offense or defense.

3. The players over the weight limit will have an X taped to the back of their helmet and must play as a down lineman.

4. The X players in 8 & 10's may play with one or both hands on the ground on both offense and defense.

5. X players in 11 & 12's may play up or down on offense but must play with one or both hands on the ground on defense.

6. On offense (in all ages) the X player can never be the outside player. A player without an X must always be on the outside. On defense, the X player does not have to covered by a non X player. Note--*In all ages, the X players are not allowed to play outside any further than the tackle's outside foot.* This also includes an unbalanced line.

7. If an X player catches the ball on a punt, kickoff or a pass, the ball will be dead at the spot where the ball was caught. If the X player makes an attempt to catch the ball but muffs the ball it will be live an may be recovered by either team.

8. The X player may punt or kickoff but cannot run, pass or run a fake punt.

9. A coach or player cannot remove the X from the helmet. The only way the X can

be removed is by the person weighing the player and only if he makes the weight limit.

### **GAME EQUIPMENT**

- 1. All players must have the proper and legal equipment--a certified helmet, legal mouthpiece, shoulder pads and pants with the proper pads.**
- 2. All players on a team must have the same color jersey with numbers on front and back. Please do not give 2 players the same number. If a team has 2 sets of jerseys, both sets must have the same numbers as on the official roster.**
- 3. The high school numbering system will not be used.**
- 4. Game balls--8U-K-2 or Pee Wee---10U--TDY or Junior--12U-Youth or Intermediate. Balls may be leather or rubber. Do not use any ball except what the age group requires.**
- 5. In all ages, the black block tee must be used for extra points and field goals. Do not use the orange kickoff tee.**

### **7 & 8 GAME RULES**

- 1. One coach from each may be on the field with their team for their first 2 game both on offense and defense. One teams 3rd game, all coaching will done from the sidelines for the remainder of the season and suing the Bowl. Note--If one team has played 2 games and the other only team only one game due to having a bye, then both coaches may coach from the field for that's team 3rd game.**
- 2. No kickoffs in this age. The game will start from the 30 yard line.**
- 3. After a team gets a safety, the ball will be put on the 50 yard line to start play.**
- 4. There are no restriction on defense. Coaches may play any defense they chose.**
- 5. Punting--Coaches will have 2 choices if they wish to punt. (Free Punt or Regular Punt) The coach must tell the official which punt he wants before leaving the huddle. Free Punt--The officials will move the ball 25 yards down field unless the ball is on or inside the 40 yard line. In this case the ball will move to the 15 yard line. Regular Punt--There will not be any rushing. The punter may walk up to the center and take the ball through the center's legs and then walk back to punt. The punter will have 10 seconds to kick the ball even if he drops the ball. (may use a short punt formation). The clock will stop when the coach tells the officials he wants to punt. The ball will not be live and the receiving team will take the ball where it is caught or hit the ground. The clock will start back on the snap.**
- 6. Kicking EP or FG--There will be no rushing. If the coach wants to try either, he must tell the officials before leaving the huddle. Due to no rushing the kick will only count 1 point. The kicker may walk up to the center and take the ball through the**

center's legs and walk back to kick. The kicker will have 10 seconds to kick even if ball is dropped. The black block tee must be used for kicking both the EP or FG.

### **9 & 10 GAME RULES**

- 1. The 9 & 10's will kick off.**
- 2. Punting--No free punts in this age. If a coach wants to punt, he must tell the officials before leaving the huddle. There will be no rushing. The center must snap the ball to the kicker (short formation). Once the kicker receives the ball he will have 10 seconds to punt even if the ball is dropped.**
- 3. The punt will not be live and cannot be run back. The receiving team will take the ball where it was caught or where it hits the ground.**
- 4. Kicking EP or FG--(No rushing)--Due to no rushing if the kick is good it will only count 1 point. The coach must tell the officials if the wants to try either. The black block tee must be used for both.**

**11 & 12 GAME RULES--This age will play by league rule and GHSA rules. (School players cannot play on a school team and recreation team)**

### **PLAYING TIME**

**There is no set amount of time or number of plays players must play in games. The league rules states that all players on a team must play in every game. How much each player plays is up to the head coaches. Departments may set their own rule concerning playing time**

### **MERCY RULE**

- 1. If a team get s 26 point lead anytime during the game a running clock will go in effect. The clock will only stop on timeouts and injuries.**
- 2. If anytime the score drops to 14 points, the clock will revert back to regulation time.**
- 3. The team having the 26 point lead cannot call a timeout or throw a forward pass with 2 minutes left in the 2nd and 4th quarters. If the team with a 26 point lead and throws a forward pass, the ball will be brought back to the original spot and a loss of down.**
- 4. Coaches may ask for a running clock anytime during the game, but once requested it, it will remain running for the entire game. The clock will not stop for any reason.**

### **TIE BREAKER**

- 1. Games that end in a tie at the end of 4 quarters will play a tie breaker to try get a winner. The tie breaker will only be played twice and after the second try if the game**

remains tied, then the game will end a tie game.

2. To start the tie breaker, a coin toss will be used with the visiting team calling the coin toss. The winner of the coin toss will have a choice of playing offense or defense first.

3. The ball will be placed on the 10 yard line (use same end of field for both teams). The team playing offense first will have 4 downs to score. Their 4 downs will end by scoring, a fumble recovered by the defense, pass interception or by the defense keeping them from scoring. After their 4 downs, the opposing team will get the ball and the same procedure will be played.

4. Both teams will get one extra timeout for each time played plus carry any timeouts left from regulation play.

5. The only way a team could get more than 4 downs, if there is a penalty by the defense resulting in a first down.

### **PROTEST**

1. A protest is allowed for a player's eligibility or misinterpretation of the rules only. Judgment calls by the officials cannot be protest.

2. Complaints or questions on judgment calls by the officials must be handled on the field by the officials and coaches.

3. Videos by parents, coaches, staff members or any other spectator will not be reviewed on any phase of the game. This includes any calls by the game officials.

4. To protest a rule interpretation, the protesting coach must protest BEFORE the next play takes place or the protest will not be accepted during the remainder of the game or after the game.

5. To protest a player's eligibility, the protesting coach may protest during the game or immediately after the game to the host staff member in charge. Once leaving the game site a protest will not be accepted.

### **WEATHER/LIGHTNING**

1. Before games get underway at any location, the host may cancel any games at their field due to any kind of bad weather that could put people in a dangerous situation. If one game is cancelled, all games at that site should be cancelled due to a confusing situation for others coming to that site.

2. Once games get underway, it will be up to the host and game officials to decide to play or cancel.

3. If a game is cancelled before halftime, the game may be made up from the start. If a game is cancelled during halftime or anytime in the 2nd half, the game will be a complete game and the team leading in the score will be declared the winner. If the game is tied, the game will remain a tie game.



**4. Lightning--Once lightning is notice, the game should be stopped (but not cancelled) immediately and everyone sent to cars or any building available. The game will be stopped for 30 minutes. After the 30 minutes has expired, the host and game officials will make a decision where to cancel or play the game. If cancelled before half, the game may be made up. If during half or anytime in the second half it will be a complete game. The leader in points will be the winner. If tied, the game will end tied.**

**HEAT**

**1.Each recreation department should have mandatory guidelines in place for their coaches to follow at practices during extreme hot weather. The recreation department staff should monitor practice making sure the coaches are following the guidelines. Players should be allowed to get water when they feel it is needed.**

**2. The host department must keep water coolers filled with water throughout all games. Coaches may bring ice for the coolers**

**3. Coaches are responsibility for providing cups or water bottles for their players--not the host.**

**PLAYER EJECTION**

**A player that gets ejected must leave the field at the time of the ejection. He must sit out the remainder of that game plus his team's next game. He may attend the next game but dressed in street clothes--not his uniform.**

**FAN EJECTION**

**The officials or host staff members may eject any fan/fans for being rowdy, showing unsportsmanlike conduct or under the influence of alcohol or drugs. The fan must leave the stadium at the time of the ejection. If the fan is causing problems, the police should be called to handle the situation.**

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**LEAGUE/BOWL DATES**

**THURSDAY, AUGUST 20--MEETING--TURN IN TEAM ENTRIES**

**MONDAY, AUGUST 24--FIRST DAY TO PRACTICE IN PADS**

**SUNDAY, SEPTEMBER 13--COACHES RULES MEETING**

**MONDAY, SEPTEMBER 14--ROSTERS MUST BE TURNED IN**

**SATURDAY, SEPTEMBER 19--FIRST WEIGH IN (ALL TEAMS)**

**SATURDAY, SEPTEMBER 26--OPEN REGULAR SEASON--REGULAR SEASON ENDS OCT. 31**

**2020 BOWL HOST**

**SATURDAY, NOVEMBER 7---FIRST DAY FOR BOWL-- MT. ZION---TALLAPOOSA & TEMPLE**

**TUESDAY, NOVEMBER 10-- (NO HOST AS OF NOW)**

**SATURDAY, NOVEMBER 14--VILLA RICA & CEDARTOWN**

**NOTE---IT IS HIGHLY RECOMMENDED THAT THE BOWL BE PLAYED AT ALL HOST HIGH SCHOOL FIELD.**

**IF IT HAS TO PLAYED AT A RECREATION DEPARTMENT FIELD---THERE SHOULD BE A HOME AND VISTORS SIDE FOR SPECTATOR SEATING. (NOT ALL ON ONE SIDE) THE LIGHTS, SCOREBOARD AND PA SYSTEM MUST BE IN WORKING ORDER AND THERE SHOULD BE RESTROOMS AND A CONCESSION STAND OPEN. ALSO WATER COOLERS ON BOTH SIDELINES FULL OF WATER FOR ALL GAMES.**

**THE HOST MUST FURNISH ALL WORKERS--CHAIN CREW, PA ANNOUNCER & CLOCK OPERATOR, STAFF PERSON TO HAND OUT AWARDS, GATE PEOPLE, A WEIGH IN PERSON AND ETC.**

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**IF ANYONE THAT CANNOT MEET THE ABOVE OBLIGATIONS, PLEASE LET ME KNOW AS SOON AS POSSIBLE SO ANOTHER HOST CAN BE DECIDED ON. (NEED 2 HOST FOR TUESDAY, NOV. 10)**

**ALSO IF ANY HOST DO NOT WANT THE KIWANIS CLUB HANDING OUT PROGRAMS AND SELLING RAFFLE TICKETS AT THEIR FIELD, PLEASE LET ME KNOW.**