# Show-Me South Youth Football League 2020 (SMSYFL) 

## Equipment

A. Helmets for all players must be clearly designated as NOC-SAF.
B. All players must have mouthpieces that are clearly attached to a face mask.
C. No metal cleats will be allowed.

## Age Requirements

$6^{\text {th }}$ Grade - Shall not be 13 by $8 / 1 / 20$
$4^{\text {th }}$ Grade - Shall not be 11 by $8 / 1 / 20$
$5^{\text {th }}$ Grade - Shall not be 12 by $8 / 1 / 20$
$3^{\text {rd }}$ Grade - Shall not be 10 by $8 / 1 / 20$

## Miscellaneous

A. No parent or fan shall be allowed on the playing field.
B. Parents and fans must stay behind the barrier or in stands.
C. All coaches must be clearly identified and must have a current USA Football badge.
D. All chain crew members must be at least 13 years of age and be located on the home teams sideline.
E. Each player must play a minimum of 4 plays per half.
F. Gate Fee - Adult is $\$ 2.00$ and Student is $\$ 1.00$
a. K-12 \$1
b. 65 and over free
c. $\$ 2$ adults
*Players, coaches, officials, and cheerleaders are exempt.
G. Each home field will provide at LEAST (1) licensed MSHSAA official w/ two student officials for each game.
H. Pay for each official is $\$ 45$ per game.
I. Mercy Rule - If one team leads another by 28 or more points, the "running clock" will be initiated.
J. In case of a tie, there will be a "sudden death" overtime. There will be a coin toss to see who has the ball first. The ball will be placed on the 10 and that team will have 4 downs to score a touchdown. After that, the defensive team will get the ball on the 10 , and they will have 4 downs to score a touchdown. Play will continue until there is a winner.
K. Each player will need a current doctor's physical before they are allowed to participate.
L. Any coach who receives an "Unsportsmanlike Penalty," will not be eligible to coach the following week. If a coach receives two, then they will not be eligible to coach the remainder of the season.
M. When a team reaches 32 or more players, they must split into two teams.
N. Each team must upload their roster with numbers on the Show-Me South Youth Football League Drive. A template will be available.
O. All Coaches should have a good understanding of the League rules and must have a copy of the rules available on their sideline.

## All MSHSAA rules that are applicable to high school football games shall apply at all times with the following exceptions:

A. All games shall consist of four 15 minute quarters, with a running play clock. At the end of each half, there will be a 2-minute warning. At this time, the clock will be run like a normal game, with clock stoppages for out of bounds, incomplete passes, change of possession, etc. Halftime will consist of 7-minutes, with 10 minutes between games.
B. Each team will have two timeouts per half.
C. The play clock will be as follows for grades.
a. 3 rd and 4 th grade -35 seconds break the huddle
b. 5th and 6 th grade -30 seconds break the huddle
D. Defensive Line: The defensive line must consist of no less than 4 and no more than 6 players on the line of scrimmage. In the $3^{\text {rd }}$ and $4^{\text {th }}$ grades, there will be no nose tackle and all linemen must be head up on an offensive lineman. In the $5^{\text {th }}$ and $6^{\text {th }}$ grades, a nose tackle is legal and linemen can line up in gaps.
E. All linebackers must position themselves 3 yards back behind the down linemen.
F. Blitzing: One linebacker is allowed to blitz from depth on any play. They cannot walk up to the line and blitz. It must be from 3 yards behind the down linemen. A blitz is defined as occurring between the two defensive ends.
G. Any defensive player on the line of scrimmage must be in a down position, with the exception of the defensive ends, who may be in the upright position.
H. Eligible ball-carrying weights:

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\begin{gathered}
6^{\text {th }} \text { Grade }-125 \mathrm{lbs} \\
5^{\text {th }} \text { Grade }-115 \mathrm{lbs} \\
4^{\text {th }} \text { Grade }-105 \mathrm{lbs} \\
3^{\text {rd }} \text { Grade }-95 \mathrm{lbs}
\end{gathered}
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*One time weigh in before the first game by each director will be documented.
Any player that is over the ball carrying weight in each grade, must have an " $X$ " put on the back of their helmet. Any player with an " $X$ " can play the TE position and FB position for blocking purposes only. Any one of these players that illegally touch the ball in any way other than a fumble recovery or interception, will result in a 5 -yard penalty and loss of down.
I. The $3^{\text {rd }}$ and $4^{\text {th }}$ grades will be allowed to have one coach on the field at all times. Field coaches must remain 20 yards behind the line of scrimmage and cannot talk to the players after they break the huddle. Doing this could result in a 5 -yard penalty for delay of game.
J. There is a 4 Coach maximum on the sideline for each team.
K. All $5^{\text {th }}$ and 6 th-grade coaches must remain on the sideline during gameplay.
L. Special Teams: The $5^{\text {th }}$ and $6^{\text {th }}$ grades will have a live kickoff and return, like a normal high school football game. The $3^{\text {rd }}$ and $4^{\text {th }}$ grades will not have a kickoff, but the ball will be placed at the receiving team's 30 -yard line, for a dead ball start. All punts in every grade will be a dead ball punt. All players on the field must take a knee, except for the punter and the returners. The punter will get a free punt, and the ball will be dead where the returners catch the ball or wherever it stops rolling.
M. Ball Size: The $3^{\text {rd }}$ and $4^{\text {th }}$ grades can use any ball $K 2$ or larger. The $5^{\text {th }}$ and $6^{\text {th }}$ grades can use any ball that is a junior size or larger.
N . The regular season will consist of 6 games. Location TBA.

