

Walton County

Parks & Recreation

Youth Football - Rules & Regulations

Revised: January 25, 2010

Governing Body:

The Walton County Parks & Recreation Department will make all final decisions concerning league rules, age control dates, rule interpretations, scheduling (practice sessions & games), officials, registration fees, protest, team drafts, or any matter concerning the youth football league.

The following staff members will assist the volunteers:

Administrative Office	770-267-1680 770-266-1683 770-266-1681	Jody Johnson Brad Huff Kathy M. Leasure
Central Walton Park	770-266-1795 770-266-1767 770-266-1768	Ben Grzesik Ray Higginbotham Deedra Kilburn
West Walton park	770-266-1603 770-266-1602 770-266-1604 770-266-1615	Vernon Temple Valerie Urmetz Jane Beeco Brandon Talbird
South Walton Park	770-464-3374	Kennith Freeman Pam Smith
Central Walton Park Sports Hot-Line	770-267-7525	recorded message information on rain-out games
West Walton Park Sports Hot-Line	770-266-1650	recorded message information on rain-out games
South Walton Park Sports Hot-Line	770-464-3150	recorded message information on rain-out games

The official Georgia High School Rule Book
will be used with the exceptions found in this supplement.

Section One: Protest

- A. All protest shall be made in writing to the West Walton, Central Walton, or South Walton coordinator(s) within 24 hours after the alleged infraction.
- B. The area coordinator(s) and the Athletic Division Manager will make a final decision upon receiving all information pertaining to the protest.

Section Two: Penalties:

- A. When it is found that a team has permitted any coach or player, who is ineligible, to participate in any game, the team shall be required to forfeit each and all games in which the ineligible coach or player has participated.
- B. Coaches involved will not be allowed to continue coaching and player(s) involved will be suspended until further notice by the Recreation Department.
- C. Prior to an official protest, any team that willingly admits to mistakenly playing an ineligible player shall be subject through actions by the Recreation Department to a less severe penalty. The ineligible player must be immediately taken off the team. All games that the offending player has participated in shall be forfeited.
- D. Any coach that fails to reveal any illegal participation of its players which include: age, weight, date of birth falsification or any rules established by the Recreation Department shall be subject to immediate suspension from the program. The team in violation shall forfeit all games played to date in the season involved.
- E. If any team is guilty of a second violation within two calendar years of the first violation, the coach shall be suspended indefinitely from the program.

Article One

Section One: Eligibility

- A. The Walton County Recreation Department Youth Football Program shall consist of four (4) divisions.

Each division is governed by the following age & weight classifications:

Name	Age	Weight Limit (max. for ball carrier)
Midget	05-06	065 lbs.
Pee-Wee	07-08	090 lbs.
Junior	09-10	120 lbs.
Senior	11-12	140 lbs.

- B. Unlimited weight limit except for ball carrier.
The above weight chart applies for any one player that is lined-up to receive a hand-off or is eligible to receive a pass. All ineligible players will have a distinct marking stripe on the back of their helmet that runs parallel to the shoulder pad, indicating that he is an ineligible receiver or ball carrier. A dead ball at the spot of the reception or recovery will be declared when an ineligible ball carrier or receiver intercepts or receives a pass, recovers a fumble, or receives a kick-off or punt. Players that are ineligible to carry the ball may not line-up in the back-field or as an eligible receiver.
- C. The above weight is recorded with the player wearing shorts and a t-shirt only. Players will be weighed at the evaluation for drafting purposes only. A player must "make-weight" at the teams designated weigh-in date. This weight will be final for determining eligible runners.
- D. Control date for the age groups shall be prior to midnight, August 31st of the current year.
- E. Upon registering a child, a certified copy of the birth certificate will be required. A photocopy of this certificate will be kept on file and will be the responsibility of the coordinator(s). Questioned players must be verified & approved before they participate in their next game.
1. The exception to this rule will be in the case of an adopted child where birth certificates may not be available. Parents must provide other certified identification.
 2. School records are acceptable.
- F. A roster player that has been classified as ineligible to play may not be padded on the sideline.
- G. A player is ineligible to play if he has a splint or cast on. He may play again only after the splint or cast has been removed and he has been released by his own medical doctor.

- H. Coaches must have an official roster of eligible players.
- I. Players are not allowed to participate on more than one team.
A middle school player may not participate in the recreation program.
A player is not eligible for recreation play if his name is placed on any school football roster prior-to or during the current season (August-December).

Article Two

Section One: Draft Procedures

- A. The following draft procedures will apply to all groups:
 - 1. Each player will attend an evaluation session.
Staff members & coaches will grade player abilities on a scale of 1 – 5.
 - 2. Draft the older players in the age group first, then draft the younger players. Example: In the senior division, draft all the 12 year olds then draft the 11 year olds. Note, this rule is optional. The drafting coordinator will have the authority to determined which age group will be drafted first.
 - 3. Once in the draft, pick in numerical order first round and pick in reverse order 2nd round. Continue sequence each additional round.
Example: round one - pick 1,2,3,4
round two - pick 4,3,2,1
round three - pick 1,2,3,4
 - 4. Children of the head coach and one assistant coach will be frozen. These participants will be picked in the first round from the category in which they are placed (1-5). Assistant coaches that do not continue to coach after their child is automatically placed on a team, will not be replaced.

Article Three

Section One: Registration

- A. The Recreation Department will conduct registration and furnish registration forms.
- B. Registration forms must be completed & signed by participant's parent or guardian.
- C. A child is not eligible to participate in any Walton County Parks & Recreation Department activity (including practices & games), without a completed registration form. The form must be signed by the child's parent or legal guardian.

If a head coach allows an ineligible child to participate in a practice or game, the coach will be immediately suspended from the program.

Section Two: Insurance

- A. The team coach should make each parent / guardian aware that the County does not supply medical insurance coverage as stated on the registration form. The Recreation Department will assist anyone wishing to purchase medical insurance by contacting a vendor or company.

Section Three: Rosters

- A. The number of participants per team will not exceed 22 players.
- B. If the total number of players in any age division is 45 or greater..... the division will draft three (3) teams.
- C. An official roster for each team will be prepared by the coordinators and submitted to the Athletic Division Manager at least one (1) week prior to a team's first game of the season. The official roster shall be typed and players will be listed in numerical order beginning with the lowest jersey number. Rosters will include coach's (head & assistants) names, and players' weight.
- D. It is the responsibility of the coordinators to provide the Athletic Division Manager with updated rosters as needed. Only registered players will appear on rosters. Note: Players must register through the Recreation Department (no exceptions).

Section Four: Roster Changes

- A. Changes
 - 1. Where a roster drops or starts below 15 players, teams may add back-up to 15 players total during the season. After mid-season (1/2 of games played) team rosters are frozen.
 - 2. Each player must be weighed and approved at the designated weigh-in.
 - 3. The Athletic Division Manager must approve all roster changes. Decisions will be based on the overall impact each addition will make to the entire age division.
- B. If a player arrives late for a game, the opposing coach must be notified. Minimum playing time for that player will be at the coach's discretion. Coaches should be consistent with their policy.

Section Five: Coaches

- A. The Recreation Department will appoint one head coach. The head coach may submit names of three (3) individuals to serve as assistant coaches. These individuals must have background checks approved by the Walton County Parks & Recreation Department.
- B. Individuals wishing to coach are required to:
 - 1. submit an application and pass a criminal background check
 - 2. attend a certification clinic sponsored by the Recreation Department
 - 3. attend a Rule Clinic

- C. Coaches will respect officials at all times. Failure to follow this rule will result in immediate suspension. If a coach touches an official in anger, he will be subject to criminal charges by the State of Georgia.
- D. Any player, coach, parent, or spectator ejected from a game must sit-out the remainder of that game and his / her next two (2) scheduled games. If a coach, parent, or spectator is ejected with less than two (2) games remaining in his / her season, the suspension will carry over into the next season, if he / she applies to coach or registers their child to play.
- E. Coaches, parents, or spectators ejected from a game may not remain at the park and must leave immediately. It will be the responsibility of the park staff to make sure the ejected coach, parent, or spectator does not remain at the park. Games will be stopped and will not continue until ejected coaches, parents, or spectators have left the facility.

If an ejected coach has a child playing, he / she must arrange transportation for the child or pull his / her child from the game and leave the park in order for the game to resume.

- F. Head coaches will be given the opportunity to choose their assistant coaches.
PLEASE CHOOSE THEM WISELY!

Four (4) coaches per team will be allowed on the sideline. These four individuals include water-boys, trainers, team moms, etc... Only four adults or non-players will be allowed on the sideline. **NO EXCEPTIONS.**

Anyone standing on the sideline must have on file a completed background check conducted by the Walton County Sheriff's Department and approved by the Walton County Parks & Recreation Department.

- G. A coach or player who commits an inappropriate act will be subject to a two (2) game suspension or termination from the program. The severity of this rule violation will be determined by the Recreation Department.
- H. If a team forfeits a game during or prior-to playing the scheduled game.....
the coach will be subject to suspension from the league.

If a team fails to have enough players present at the start of a scheduled game, they must forfeit. The game will not be re-scheduled.

Article Four

Section One: Player Equipment

- A. Equipment must be of suitable quality and reconditioned by law every 2 years

Section Two: Equipment must consist of the following:

- A. Mouth piece (tooth protector)
- B. Head gear with face mask and chin straps / A NOCSAE certified head protector is mandatory and all helmets must have a current warning label
- C. Shoulder pads
- D. Hip & kidney pads, spinal pads, thigh pads, knee pads
- E. Pants
- F. Jersey
- G. Cleats - rubber bottom (no metal or detachable)

Article Five

Section One: Officials

- A. The Recreation Department will contract the services of a local certified officials organization.
- B. Officials shall be registered High School officials and members in good standing of an established association.
- C. Midget & Pee-Wee Divisions: minimum of 2 officials per game
- D. Junior & Senior Divisions: minimum of 3 officials per game

Section Two: Ball

- A. The official game ball shall be leather or synthetic leather equal to the Spalding.
 - 1. K-5 Midget & Pee-Wee
 - 2. J-5-J Junior
 - 3. J-5-Y Seniors
- B. Rubber football will be used for practice only.

Section Three: Playing Field

- A. Playing fields will be located in Monroe, Loganville, & Social Circle. Field accessories will be furnished by the Recreation Department. Stop-watches and/or scoreboards shall be used for timing games (regular wrist-watches are not allowed).

- B. Size of Field
 - 1. Fields will be 80-100 yards long with two 10 yard end zones. The width will be 40-52 yards with hash marks 15 yards from each sideline. Maximum width shall not exceed a regulation high school field.

 - 2. Chain crew will be located on the opposite side of the scorer's stand and must consist of persons ages 15 & over.

 - 3. Chain crews are an extension of the officiating crew, therefore, any negative comment will be grounds for ejection.

Section Four: Quarters

- A. Midget:
 - 2 - 20 minute halves / running clock / 7 minute intermission
 - "Running Clock" means that time does not stop except for touchdowns, time-outs, and injuries. The clock will stop in accordance to GHSA Rules the last two (2) minutes of the 2nd & 4th quarters. Example: out-of-bounds & incomplete passes.

- B. Pee-Wee, Junior, Senior:
 - 4 - 8 minute quarters
 - The clock will stop in accordance to GHSA Rules.

Section Five: On-Field Coaching

- A. Midget & Pee-Wee: 2 coaches (1 sets line, 1 sets backfield)
 - Coaches must step-back 10 yards / 45 second play clock applies.

- B. Juniors: 1 coach
 - Coaches must stay-back 10 yards.....30 second play clock applies.
 - Coaches may not get in the huddle on offense or defense.
 - Coaches must relay information to the team captain who will call all plays.
 - Coaches may not speak from the playing field except to direct the team captain between plays. Penalty.....15 yards.

- C. Seniors: coach not allowed on field during play
 - 30 second play clock applies

Section Six: Scoring

- A. Touchdowns: 6 points
- B. PAT Running / Passing 3 yard line: 1 point
- C. PAT Running / Passing 5 yard line: 2 points
- D. Pee-Wee & Junior Divisions:
Free Kick - no rush, must be kicked within 5 seconds of the snap.
In Leagues that PAT / field goals are not live, kick must be 7 yards behind line of scrimmage.
The defensive unit will take a knee. PAT Kick: 2 points
Field Goal: 3 points
- F. Senior Division:
Live PAT per GHSA Rules

Section Seven: Penalties

- A. All divisions: 5 to 10 yards
15 yard penalty for un-sportsmanlike conduct
- B. When a ball carrier or receiver, that is over the weight limit, advances the ball, the play will be blown dead and the ball placed at the point of initial advancement or reception. No penalty will be given in this situation.
- C. Midget Division:
Holding will not be called if the infraction is away from the play.
Flagrant.....holding will be called anywhere on the field.

Section Eight: Kicking Game

- A. Senior Division:
All punts & PAT's are live. Kick-Offs are standard.
- B. Junior Division: Receive a free punt (no rush) on the 4th down. No member of the punt team can advance down the field until the ball has been punted. Kick-Off is standard.
- C. Pee-Wee Division: will kick-off at the beginning of the game and the beginning of the 3rd quarter only. Each team will kick one time and receive one time per game. This division will not punt...they will have the option of advancing the ball 30 yards. The punting team may never advance the ball inside the 15 yard line.
- D. Midget Division: will not kick-off or punt. The ball will be placed on the 30 yard line. This division will have the option on the 5th down to advance the ball 30 yards or to the opposing team's 15 yard line.

Section Nine: Minimum Playing Time

- A. All players must start on offense or defense. They must play the entire game. Players may be switched from offense to defense at half-time.
- B. Each player must be assigned to play offense or defense on the official roster prior to each game.

- C. Players injured or not present must be indicated on the roster sheet.
- D. Play runners on offense may be used only in the 11-12 age division.
- E. Special team players can be players from offense or defense.
- F. Goal line defense is considered a special team.
- G. Players may be substituted for inside the 10 yard line.

Section Ten: Defensive Standards

A. Senior Division:
per GHSA Rules.

B. Junior, Pee-Wee, & Midget Divisions:
Defense must use a minimum 3-man front and a maximum 6 man front.
All defensive down linemen must play “head-up”, or directly in front of an offensive lineman. No gap-play will be allowed.

*Exception: In the Midget, Pee-Wee, & Junior Divisions, no defensive lineman is allowed to play “head-up” the offensive center at any time during the game.....a nose guard is not allowed.
The defensive-end may play on the outside shoulder of the tight-end or uncovered tackle.

C. Junior, Pee-Wee, & Midget Divisions:
All defensive backs (linebackers, safeties, cornerbacks) must play 5 yards off the ball. On the snap of the ball, all defensive backs must be at least 5 yards from the line of scrimmage. Once the ball has been snapped, then all players may pursue accordingly.

*Exception: Inside the 10 yard line, all defensive backs may walk to within arms length of the down defensive linemen.....Goal Line Defense.

- D. Definitions:
1. Front – the line of scrimmage from sideline to sideline.
 2. Lineman – any player (offensive or defensive) who is lined-up on the line of scrimmage.

Section Eleven: Penalty for Defensive Standard Violation

A. A violation of the defensive standards will result in a defensive illegal procedure with a penalty of 5 yards.

Section Twelve: Offensive Standards

- A. Senior Division:
Per GHSA Rules

- B. Junior, Pee-Wee, & Midget Divisions:
Guards and tackles will not be allowed to have more than five (5) foot splits.
Penalty for spreading offense past the five (5) foot maximum will be a five (5) yard procedure penalty.

Section Thirteen: Practice Limitations

- A. Practices with shoulder pads and helmets shall not start prior to 4 weeks of opening day. This excludes any pre-season camps. Practices shall be limited to 3 days maximum per week and 90 minutes maximum per practice. When the regular season begins, no team shall practice more than 2 times per week in which the team has a game.

Weekend practices and/or games (Friday & Saturday) do not count as one of your practice events.

Section Fourteen: Continuous Clock

- A. Continuous running clock will go into effect when a team gets 25 points or more ahead. This applies to all divisions. If the lead is diminished to 15 then the clock will operate according to division rules.

Section Fifteen: Scheduling

- A. The Recreation Department will establish Opening & Closing Day dates. Each team will play 8 games each.

Section Sixteen: Awards

- A. Each player will receive an award presented by the Recreation Department or the area Booster Club.

Section Seventeen: Post Season Play

- A. The top 6 teams in each age division will participate in the "Bowl Games"..... date & location TBA.

The following formula will be used to determine placement in the "Bowl Games".

- 1. Win-Loss-Tie record
- 2. Ties:
 - A. Head to Head
 - B. Play-Off
 - C. If three (3) teams are tied, the recreation department will use a coin-toss to decide which team will compete in the "Bowl Game".

- B. Tournament Format:
 - Game #1: 3 VS 6
 - Game #2: 4 VS 5
 - Game #3: 2 VS winner of game #1
 - Game #4: 1 VS winner of game #2

Football Rules

Age Division: 5-6

Eight-Man Football:

- A. No kick-off
- B. No punting – ball will be moved 30 yards, but not inside the 15 yard line.

Offense:

- A. 5 linemen
The offensive line will have 1 left tackle, 1 left guard, 1 center, 1 right guard, & 1 right tackle.
No unbalanced lines will be allowed in the 5-6 age division.
- B. 3 backs (halfbacks, quarterback)
Running-back must be lined-up in the back-field between the tackles.

Defense:

- A. 4 linemen (tackles, guards)
The defensive line will have 1 left tackle, 1 left guard, 1 right guard, & 1 right tackle.
Defensive down linemen must be head-up on the snap.
- B. 2 linebackers or cornerbacks.....No middle linebackers
- C. 2 safeties
- D. No nose-man
- E. No blitzing
- F. The key to success of the game is allowing the offense to get a play off.
It is very frustrating to the offense if real aggressive blitzing and rushing is used by the defense.

Penalties:

- A. Penalties – 5 steps of official or ½ distance of goal
- B. Clipping called in all cases
- C. Obvious holding called
- D. Face mask called in all cases
- E. Any other flagrant fouls

Start Game Play:

- A. Start game by placing ball at the 30 yard line.
- B. Flip coin – winner will take offense first
- C. Loser of flip will have choice of end of field
- D. Run 5 plays on offense. Switch units (offense or defense) after 5th play if no score occurs, ball will remain where offense gives it up unless score occurs, then it will be taken back to the 30 yard line.
- E. If the ball is turned-over inside the 15 yard line, the ball will be brought back to the 15 yard line for the opposing team.
- F. Extra Points: 2 points.....5 yard line 1 point.....3 yard line
- G. Fumbles handled as in regular football

Time of Game:

- A. 20 minute halves with 7 minute half-time.
- B. Running stop watch (official).

Important Note:

Practice sessions are to be limited to three times per week until opening day of season.

Field Positions:

“Running-Backs” may line-up anywhere in the back-field.

Offense:

		RB				RB		
		T		G		QB		C
						G		T

Defense:

		T		G		G		T
		CB or		LB		LB or		CB
				S				S

Community Bowl

Rule Clarifications

Clock:

The clock will be run according to High School Rules.
Regular season rules will apply.

Offensive Line:

Guards and tackles will not be allowed to have more than five-foot splits.
Penalty for spreading offense out past the five-foot maximum will be a five-yard procedure penalty.

Extra Point:

Regular season rules will apply.

1 point.....3 yard-line

2 points.....5 yard-line

2 points.....kicking

Rule Addition: (July 10, 2008)

Tie-Breaker for Regular Season Games

All regular season games ending in a tie at the completion of regulation play, will be required to play two (2) "Kansas Method Tie Breakers" in order to determine a winner.

When both teams have been on offense two (2) times and the score remains even, the game will be ruled a tie. NO EXCEPTIONS!

Kansas Method:

01. Coin-flip.....winner chooses either offense or defense.
02. The other team chooses which end-zone.
03. The ball will be placed on the 10 yard line
(exception: 5 & 6 year olds.....the ball will be placed on the 40 yard line).
04. Each team will have 4 downs to score.
05. If a team scores, they will attempt their extra point.
06. The opposing team will have the same opportunity.
07. After the first round the team with the most points is the winner.
08. If the teams are still tied after the first round, we will repeat.....
the team that received the ball last will receive the ball first. We will not change end-zones.
09. Any turnover will end that team's possession.
10. Turnovers may not be returned at any time. Once possession has been established by the defense the play is over.