

<b>Quarter Length</b>	All games will be 4 quarters in length with NO overtime.								
<b>Ball Size</b>	<b>Grade</b>	<b>1-2</b>	<b>3-4</b>	<b>5-6</b>	K2 (Pee Wee) TDJ (Junior)				
		K2	K2	TDJ					
<b>Time Outs</b>	3 Time outs per Half Clock will stop for 1 minute								
<b>Half-Time</b>	4 minute in length								
<b>Clock</b>	10 minute running clock. Except for the last 2 minutes of each half. * Plainfield- Clock rules at home								
<b>Coin Flip</b>	Home team makes call, prior to the start of each game - Teams will only switch direction at halftime.								
<b>Play Clock</b>	30 second play clock keep by the official for all Divisions.								
<b>Player Weight</b>	Per each leagues Bi-laws								
<b>Team Structure</b>	<b>League</b>	<b>1/2</b>	<b>3/4</b>	<b>5/6</b>		<b>Players Per Team</b>	<b>Max</b>	<b>Min</b>	
	<b>Greenwood</b>	75	95	120			15	13	
	<b>Franklin</b>	70	95	120			18	15	
	<b>Whiteland</b>	70	90	120			18	13	
	<b>Mooreville</b>	75	90	120			16	14	
	<b>Martinsville</b>	70	90	120			16	14	
	<b>Perry</b>	70	95	120			19	13	
	<b>Plainfield</b>	80	95	120			15	12	
	Team roster with player weights and jersey number will be made public								
	Players must be weighed within 10 weeks from 1st practice Team Structure <ul style="list-style-type: none"> <li>• Each league will have 3 – 4 divisions by grade (5th - 6th), (3rd – 4th) 2nd, (K – 1s Flag Only)</li> <li>• 1st graders are allowed to play tackle Football provided they exceed 45lbs and parents sign league waivers.</li> <li>• Each Mid-State league agrees to use an individual player evaluation process that identifies each players athletic ability then distribute it evenly creating a competitive environment that encourages player development.</li> <li>• [NO Stacking Teams, No ABC Teams, No Tier Teams]</li> </ul>								

<p><b>Player Weight</b></p>	<p>Any player under the pre-determined league running weight as of their league weigh in day, is eligible to advance the ball from any position on the field and have no restrictions on playing positions.  A player within 20 pounds of the eligible league running weight will be identified as having a single black stripe on their helmet. Which must be visible to game day officials.</p> <ul style="list-style-type: none"> <li>• They are eligible to play the Offensive or Defensive line as well as Tight End or Linebacker.</li> <li>• If a single stripe player catches the ball during a play the ball is dead at that spot. And/or recovers fumble/interception.</li> </ul> <p>A player 20 pounds or over the eligible league running weight will be identified as having a double black stripe on their helmet. Which must be visible to game day officials.</p> <ul style="list-style-type: none"> <li>• They are eligible to play the Offensive or Defensive line from a 3 or 4 point stance</li> </ul>
<p><b>Mercy Rule</b></p>	<p>When a team has an 18 point lead or more at any point in the game they are required to sub out the ENTIRE Offensive backfield (all players must be new to the backfield – not putting the QB at RB, etc.). (3 main backs can NOT touch the ball) If the 18 point difference is reduced to under 18pts, then the team with the lead is allowed to put its starting backfield back into place.  Note - the players that were in the backfield are allowed to stay in the game in other positions.  <b>No gimmick or trick plays allowed to include but not limited to (reverses, hook &amp; ladder, etc.)</b></p>
<p><b>Playing Time</b></p>	<p>All players are expected to participate equally throughout the entire game. The only exception would be due to injury.  Player Shortage</p> <ul style="list-style-type: none"> <li>• Team must have less than 13 players to request a player from another team</li> <li>• May not exceed 13 players if using players from another team</li> <li>• Sub player wears his original teams jersey (No-Switching of jerseys)</li> </ul> <p>Each league to administer the enforcement of this rule.</p>

<p><b>Offensive Playbook</b></p>	<p>Each league will run plays and formations per their league Bi-Laws.</p>
<p><b>Line</b></p>	<p>Consists of 1Center, 2 Guards, 2 Tackles, and 2 Ends (Tight or Split). <b>(See Diagram)</b></p>
<p><b>QB Play</b></p>	<p>No "A" Gap QB sneaks form under Center. It is legal for the QB to run in A gap after faking handoff.  QB must be a minimum of 4 yards from center in "Shot Gun" type formations</p>
<p><b>Snap Count</b></p>	<p>No silent snap count.</p>
	<p><b>*Failure to comply with any of the above rules will result in a 5 yard penalty. Replay the down.</b></p>

<b>Lineman</b>	The defensive lineman engages the offensive lineman, using his hands at minimum one shoulder, and work toward the ball carrier.
	Center is Uncovered for every play in all divisions
	Grades 1-4 All linemen are HEAD-UP and in a 3 or 4 point stance
	5/6 linemen can shade the gap provided the center is Uncovered. Defensive lineman must only have one shaded in the 1 technique. Defensive linemen must line up within framework of offensive line.
<b>Defense Playbook</b>	Defensive Fronts from a 3 or 4 point stance (Center is Uncovered at all times) 4-4 gap played allowed in 5th and 6th grades 5-3 All lineman must align Head-Up 6-2 All 6 linemen are HEAD-UP (See Diagram)
<b>LB/DB</b>	All linebackers and defensive backs must be a minimum of 4 yards from LOS
<b>Blitzes</b>	No BLITZES are allowed in any Division. (Player can move in any direction after the ball is snapped).
<b>Goal line Short Yardage</b>	Linebackers can move up to 2 yards from line of scrimmage in goal line situations or 4th and short yardage (2 yards or less). Goal line is inside the 10 yard line.
<b>* Failure to comply with any of the above rules will result in a 5 yard penalty.</b>	

Helmet Markings	Eligible Positions	Weight (League Bi-Laws by Division)
None	All	League Max - Equal to or Less than
1 Stripe Black/Horizontal	TE/OL DL/ILB	league Max - up to 20 plus lbs.
2 Stripe *	OL DL	league Max - exceeds 20lbs

\* 2 Stripe players must play from 3 or 4 point stance  
 Single stripe player is eligible for tight end provided he is in a 3 or 4 point stance and not detached from line of scrimmage.  
 A striped player is not allowed to advance the ball after a fumble recovery or interception.

	1/2	3/4	5/6
<b>Kickoff</b>	NO Kick Off, The ball will be placed on the 35 yard line of the receiving team.		

<b>On Side Kick</b>	4th Quarter ONLY! Scoring team declares "Onside Kick". They then receive the ball on their 35 yard line with a 4th and 15 yard scenario. If successful they continue to drive the ball. IF not successful the defending team takes over on downs at the 50 yard line.	
<b>Punt</b>	Punting team must tell the officials of their intent to punt. <ul style="list-style-type: none"> <li>• Ball will be placed +30 yards.</li> <li>• Receiving play takes over on procession.</li> <li>• 20 yard Line - If Ball goes into end zone</li> <li>• 10 Yard line – If Ball is spotted inside 10 yard line (example punt from 35 ball +30 is 5 yard line. Official would spot the ball on 10 yard line).</li> </ul>	
<b>Field Goals</b>	No Kick	If the kick is successful it is worth 3 points. Snap from line of Scimage kicked 5 yards behind LOS. The defense cannot rush the kick. If the holder misses the ball, he can retrieve the ball and hold it for the kick.
<b>Extra Point</b>	<b>(P.A.T. Run/Pass) - No Kick</b>	
	1 point - LOS 3 yard line	
	2 point - LOS 5 yard line	