

***RANKIN COUNTY LEAGUE
FOOTBALL RULES***

2019

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MEMBERSHIP IN THE RANKIN COUNTY FOOTBALL LEAGUE

MEMBERSHIP IN THE RANKIN COUNTY FOOTBALL LEAGUE IS VOTED ON BY EACH MEMBER ORGANIZATION REPRESENTATIVE, WITH EACH MEMBER ORGANIZATION HAVING ONE VOTE. A PROSPECTIVE NEW ORGANIZATION IN THE LEAGUE WILL BE ACCEPTED BY A FAVORABLE MAJORITY VOTE BY MEMBER ORGANIZATIONS.

- 1) **ANY RULE NOT COVERED IN THE FOLLOWING LIST WILL REVERT TO THE MISSISSIPPI HIGH SCHOOL RULES FOR 2018.**
- 2) **ELIGIBILITY REQUIREMENTS:**
 - A) SENIOR LEAGUE – AGES 11 THRU 12 CANNOT BE 13 BEFORE AUGUST 1 OF CURRENT YEAR.
 - B) JUNIOR LEAGUE – AGES 9 THRU 10 CANNOT BE 11 BEFORE AUGUST 1 OF CURRENT YEAR.
 - C) MITEY MITES – AGES 7 THRU 8 CANNOT BE 9 BEFORE AUGUST 1 OF CURRENT YEAR.
 - D) PEE WEE – AGES 5 THRU 6 CANNOT BE 7 BEFORE AUGUST 1 OF CURRENT YEAR
 - E) CERTIFICATION OF AGE AND WEIGHT ON ROSTER FORM IS REQUIRED. HEAD COACH IS REQUIRED TO HAVE THIS AT EACH GAME.
 - F) NO MORE THAN THREE (3) LOCKS PER TEAM, ALL OTHER REGISTERED PLAYERS MUST BE AVAILABLE TO BE DRAFTED BY ANY TEAM.
 - G) EACH HEAD COACH OR REPRESENTATIVE WILL DRAW TO DETERMINE THE DRAFT ORDER FOR EACH AGE GROUP.
 - H) DRAFT ORDER SHOULD START WITH #1 AND GO THRU LAST TEAM TO COMPLETE FIRST ROUND OF PICKS. THE LAST TEAM IN DRAFT ORDER WILL PICK FIRST IN THE EVEN ROUNDS OF THE DRAFT.
 - I) IF A TEAM(S) HAS LESS THAN THREE (3) LOCKS, THOSE HAVING LESS THAN 3 LOCKS WILL PICK A PLAYER(S) IN DRAFT ORDER TO COMPLETE THEIR 3 LOCKS.
 - J) NO TEAM IN ANY AGE GROUP MAY HAVE MORE THAN 28 PLAYERS WITHOUT RCFL COMMITTEE APPROVAL PRIOR TO THE WEIGH-IN DATE.

- K) ALL PLAYERS IN ALL AGE GROUPS SHALL PLAY A MINIMUM OF EIGHT (8) PLAYS PER GAME, UNLESS IT IS FOR DISCIPLINARY REASONS. (DISCIPLINARY ISSUES MUST BE EXPRESSED IN PRE-GAME MEETING.)**

ANY COACH OR TEAM FOUND IN ERROR WILL BE REQUIRED TO FORFEIT ALL GAMES IN WHICH INELIGIBLE PLAYERS PARTICIPATED, WITH POSSIBLE SUSPENSION FROM THE LEAGUE.

3) REGISTRATION – All Ages

- A) REGISTRATION TO CLOSE ON OR BEFORE AUGUST 10th. ANY EXCEPTIONS WILL BE SUBJECT TO BOARD APPROVAL.
- B) FEES TO BE SET BY AREA ORGANIZATIONS.
- C) PRACTICES CANNOT BEGIN UNTIL AUGUST 15TH.
- D) CERTIFICATION:

EACH PLAYER MUST TURN IN A COPY OF HIS BIRTH CERTIFICATE TO THE TEAM'S HEAD COACH.

A MEMBER OF THE COMMITTEE MUST WEIGH-IN BALL HANDLER AND VERIFY THE DATE OF BIRTH. THE WEIGHT ON THE DAY OF THE WEIGH-IN WILL BE HIS WEIGHT FOR THAT SEASON. LATE ADDITIONS WILL ALSO BE SUBJECT TO THIS RULE AS WELL.

- E) ROSTER FORMS TO BE COMPLETED AND BROUGHT TO THE WEIGH-IN WITH:
- | | |
|------------------|-----------|
| 1. NAME | 3. AGE |
| 2. JERSEY NUMBER | 4. WEIGHT |
- F) EACH PARTICIPATING ASSOCIATION WILL RECEIVE A COPY OF ALL ROSTERS OF TEAMS PARTICIPATING IN THE LEAGUE, A TYPED COPY OF ALL PARTICIPATING TEAMS IN THE LEAGUE, AND THE PLAYING SCHEDULE BEFORE THE FIRST GAME. THEY ARE RESPONSIBLE FOR COMMUNICATING WITH THEIR COACHES.
- G) BEFORE PLAY BEGINS EACH ASSOCIATION WILL HAVE A PROOF OF INSURANCE FORM OR A CERTIFICATE OF INSURANCE FOR THE TEAMS PARTICIPATING IN THEIR LEAGUE.

4) **BALL HANDLERS (OFFENSIVE BACKS & RECEIVERS)**

- A) 5-6 PEE WEE LEAGUE MAXIMUM WEIGHT LIMIT IS 70 LBS. JERSEY NUMBERS FOR BALL HANDLERS WILL BE 00 TO 49 AND 80 TO 89.
- B) 7-8 MITEY MITES LEAGUE MAXIMUM WEIGHT LIMIT IS 80 LBS. JERSEY NUMBERS FOR BALL HANDLERS WILL BE 00 TO 49 AND 80 TO 89.
- C) 9-10 JUNIOR LEAGUE MAXIMUM WEIGHT LIMIT IS 110 LBS. JERSEY NUMBERS FOR BALL HANDLERS WILL BE 00 TO 49 AND 80 TO 89.
- D) 11-12 SENIOR LEAGUE MAXIMUM WEIGHT LIMIT IS 130 LBS AND JERSEY NUMBERS ARE 00 TO 49 AND 80 TO 89.
- E) WEIGH-IN WILL BE FOR BALL HANDLERS ONLY.
- F) NO PLAYERS ALLOWED IN BACK FIELD UNLESS THEY ARE WITHIN WEIGHT LIMIT. (THIS MEANS “OFF THE LINE OF SCRIMMAGE.) A PLAYER OVER THE WEIGHT LIMIT MAY PLAY THE TIGHT END POSITION BUT WILL NOT BE AN ELIGIBLE RECEIVER. ANY PLAYER IN THE TIGHT END POSITION UNDER THE WEIGHT LIMIT MUST HAVE A BALL HANDLER JERSEY NUMBER TO BE AN ELIGIBLE RECEIVER.
- G) EACH BALL HANDLER MUST BE INITIALLED ON THE ROSTER TO BE A BALL HANDLER.

PENALTY: 10 YARDS AND LOSS OF DOWN

EXCEPTION: IF A PLAYER WEARING A JERSEY NUMBER FROM 50 TO 79 OR 90 TO 00 RECOVERS A LEGITIMATE FUMBLE OR INTERCEPTS A PASS OR LATERAL, THEN THEY ARE ELIGIBLE TO RETURN THE BALL.

5) **COACHES ON THE FIELD – All Ages**

- A) ONE COACH ON THE FIELD AT A TIME FOR EACH TEAM DURING A GAME FOR OFFENSE OR DEFENSE, WITH THE CLOCK RUNNING. COACHES ON FIELD DO NOT COMMUNICATE WITH THE OPPOSITION WHILE PLAYING.
- B) THERE WILL BE NO COACHING BY THE ON-THE-FIELD COACH AFTER THE TEAM BREAKS FROM THE HUDDLE AND THE CENTER TOUCHES THE BALL. THE ON-THE-FIELD COACHES MUST BE 10 YARDS AWAY FROM THE LINE OF SCRIMMAGE.

1. FIRST OFFENSE WILL BE A VERBAL WARNING
2. SECOND OFFENSE WILL BE A 5 YARD PENALTY
3. THIRD OFFENSE AND THEREAFTER, COACH IN VIOLATION WILL BE SENT TO THE SIDELINE FOR THE REST OF THE GAME AND REPLACED BY ANOTHER COACH.

6) **KICKOFFS – All Ages**

THE OFFENSE WILL TAKE CONTROL OF THE BALL ON THE 20 YARD LINE AT THE BEGINNING OF THE HALF OR AFTER A SCORE. **THE FIELD WILL BE 80 YARDS FOR ALL LEAGUES.**

7) **PUNTS – All Ages**

A PUNT CAN TAKE PLACE ON ANY DOWN IF THE QUARTERBACK OR COACH HAS INFORMED THE REFEREE. THE REFEREE WILL MARK OFF THE CORRECT DISTANCE AND THE BALL WILL GO OVER TO THE OPPOSING TEAM TO BEGIN AN OFFENSIVE DRIVE. THE MAXIMUM DISTANCE TO BE MARKED OFF IS AS FOLLOWS: 30 YARDS, WITH THE BALL NOT BEING PLACED INSIDE THE 10 YARD LINE ON A PUNT. FIFTEEN (15) SECONDS WILL BE DEDUCTED FROM THE CLOCK EACH TIME THERE IS A PUNT.

8) **OVERTIME (SCORE TIED AT THE END OF REGULATION PLAY)-All Ages**

- A) ALL TIES WILL BE PLAYED OFF FROM THE 10 YARD LINE.
- B) THE TEAM WINNING THE COIN TOSS AT THE START OF OVERTIME HAS THE OPTION OF PLAYING OFFENSE OR DEFENSE FIRST.
- C) EACH TEAM HAS FOUR DOWNS TO ATTEMPT TO SCORE, GAME CLOCK IS OFF, BUT PLAY CLOCK IS USED.
- D) A LOSS OF POSSESSION BY FUMBLE OR INTERCEPTION TERMINATES A FOUR-DOWN ATTEMPT TO SCORE.
- E) ONLY THE TEAM ON OFFENSE CAN SCORE.
- F) IF THE SCORE REMAINS TIED AFTER EACH TEAM HAS A FOUR-DOWN ATTEMPT TO SCORE, THE COIN WILL NOT BE RETOSSED BUT WILL ALTERNATE TEAM FROM FIRST OVERTIME PERIOD. EACH TEAM WILL BE GIVEN A SECOND FOUR-DOWN ATTEMPT. IF THE SCORE REMAINS TIED AFTER EACH TEAMS' SECOND ATTEMPT THE GAME WILL BE CONSIDERED A TIE, **UNLESS IT IS A**

PLAYOFF GAME, THEN A WINNER MUST BE DETERMINED.

G) EACH TEAM HAS ONE TIME-OUT PER OVERTIME PERIOD.

9) **THE CLOCK – All Ages**

THE CLOCK STOPS ON ALL PENALTIES, OUT-OF-BOUNDS, INCOMPLETE PASSES, INJURIES, TIME-OUTS, ETC...SHOULD BE USING SAME CLOCK RULES AS HIGH SCHOOLS.

10) **EXTRA POINTS – All Ages**

- A) ON A TRY FOR 1 POINT THE BALL WILL BE PLACED IN THE MIDDLE OF THE FIELD ON THE 3-YARD LINE, UNLESS OTHERWISE REQUESTED.
- B) ON A TRY FOR 2 POINTS THE BALL WILL BE PLACED IN THE MIDDLE OF THE FIELD ON THE 5-YARD LINE, UNLESS OTHERWISE REQUESTED.
- C) THE COACH MUST TELL THE OFFICIALS IF HE WANTS TO ATTEMPT THE 2 POINT TRY, OTHERWISE THE BALL WILL AUTOMATICALLY BE PLACED ON THE 3-YARD LINE.

11) **PENALTIES – 5 thru 12 Ages**

- A) MAJOR PENALTIES WILL BE 10 YARDS.
- B) MINOR PENALTIES WILL BE 5 YARDS.
- C) IN THE EVENT OF AN INELIGIBLE BALL HANDLER: 10 YARD AND LOSS OF A DOWN, ASSESSED FROM THE PREVIOUS SPOT.
- D) DEFENSIVE TEAMS: DOWN LINEMEN MUST BE IN A 3 POINT OR A 4 POINT STANCE ON THE LINE OF SCRIMMAGE (Nose Guard, Tackles, etc.) ANY PLAYER OUTSIDE OFFENSIVE END IS ALLOWED TO STAND. THE REST OF THE PLAYERS ON THE DEFENSE MUST BE AT LEAST 2 YARDS OFF THE LINE OF SCRIMMAGE. **NO BLITZING FROM INSIDE THE OFFENSIVE ENDS, ALL BLITZING MUST BE FROM OUTSIDE THE OFFENSIVE ENDS. BLITZING IS DEFINED AS FORWARD MOVEMENT TO THE LINE OF SCRIMMAGE PRIOR TO THE SNAP OF THE BALL.**

PENALTY FOR THIS WILL BE ASSESSED AS OFF SIDE AND 5 YARDS.

12) **HEAD GEAR – All Ages**

- A) HELMETS MUST BE N.O.C.A.S.E. APPROVED.
- B) ALL PLAYERS MUST HAVE AND USE A MOUTHPIECE AND CHINSTRAP.

13) **FOOTBALLS**

- A) MITEY MITES WILL USE K-2 FOOTBALLS, OR EQUIVALENT SIZE.
- B) JUNIORS WILL USE TDJ FOOTBALLS, OR EQUIVALENT SIZE.
- C) SENIORS WILL USE TDY FOOTBALLS, OR EQUIVALENT SIZE.

14) **THE OFFICIALS HAVE CHARGE OF THE GAME – ALL AGES**

NO COACH, PLAYER, PARENT OR FAN IS TO ARGUE WITH AN OFFICIAL. NO PROTESTS OF JUDGEMENT CALL WILL BE ALLOWED. ANY COACH, PARENT, PLAYER, OR FAN ARGUING WITH AN OFFICIAL WILL HAVE AN AUTOMATIC ONE GAME SUSPENSION. ANY PHYSICAL CONTACT WITH AN OFFICIAL IS STRICTLY PROHIBITED AND WILL BE AN IMMEDIATE SUSPENSION FROM THE LEAGUE FOR THE 2019 SEASON. EACH SUSPENSION WILL BE REVIEWED BY THE RCFL AND EACH PARTICIPATING ASSOCIATION WILL COMPLY WITH ALL RCFL DECISIONS REGARDING SUSPENSIONS.

PROTESTS THAT ARE ALLOWED ARE:

- A) RULE INTERPRETATION: IF A COACH FEELS THAT A RULE HAS BEEN INAPPROPRIATELY APPLIED, HE MAY REQUEST A CONFERENCE AT THE TIME OF THE CALL. THE CONFERENCE MUST BE REQUESTED BEFORE THE SUCCEEDING PLAY! THE OFFICIALS WILL THEN MAKE A DECISION AS TO WHETHER THE RULING SHOULD STAND OR BE CHANGED. IF THE ORIGINAL RULING STANDS, THE TEAM REQUESTING THE CONFERENCE WILL BE ASSESSED A TIME-OUT. IF THE TEAM HAS NO TIME-OUTS REMAINING, IT WILL BE ASSESSED AS A 5-YARD DELAY OF GAME. IF THE OFFICIALS ORIGINAL RULING IS CHANGED, IT IS CONSIDERED AN OFFICIALS TIME OUT.**

B) ELIGIBILITY: PROTESTS WILL BE IN WRITING BY GIVING THE NAME OF THE TEAM, COACH AND PLAYERS IN QUESTION, THE DAY, DATE AND LOCATION OF THE GAME IN WHICH HE FEELS INELIGIBLE PLAYER(S) WAS/WERE USED. ALL THIS INFORMATION MUST BE TURNED IN TO A LEAGUE OFFICIAL WITHIN 24 HOURS WITH A \$50.00 PROTEST FEE. IF THE PROTEST IS UPHeld, THE \$50.00 PROTEST FEE WILL BE RETURNED. IF THE PROTEST IS DENIED, THE \$50.00 IS NON-REFUNDABLE.

C) THERE WILL BE A \$50.00 FINE FOR A COACH BEING EJECTED FROM A GAME AND THE NEXT GAME WILL ALSO BE MISSED. APPEALS WILL BE REVIEWED BY THE RCFL BOARD.

D) PLAYER EJECTIONS WILL FOLLOW HS RULES, EXCEPT THE FIRST OFFENSE IS ONLY THE FIRST TWO (2) QUARTERS OF THE NEXT GAME. (THIS SHOULD BE COVERED IN THE PRE-GAME MEETING WITH COACHES AND REFEREES.) APPEALS WILL BE REVIVED BY THE RCFL BOARD.

****NOTE: AN INELIGIBLE PLAYER IS A PLAYER WHO IS NOT ON THE OFFICIAL ROSTER WHEN THEY ARE FINALIZED, AN EJECTED PLAYER, OR A BALL HANDLER WHO IS NOT APPROVED.**

15) NO PARENTS, OTHER THAN COACHES ARE ALLOWED ON THE PLAYER SIDE OF THE FIELD AT ANY TIME

PARENTS MUST SIT NO CLOSER THAN 5 YARDS OFF THE SIDELINES AND TO KEEP THE SIDELINES CLEAR FOR THE CHAIN CREW. COACHES, PLEASE STRESS THIS AT YOUR TEAM MEETING! IF BLEACHERS ARE AVAILABLE, PARENTS MUST SIT IN BLEACHERS.

16) MAKEUP GAMES – All Ages

THESE GAMES WILL BE PLAYED AT THE SEASON'S END ONLY IF THEY HAVE A BEARING ON THE STANDINGS FOR PLAYOFF BERTHS.

17) GAME DAYS AND TIMES:

GAMES WILL BE PLAYED ON MONDAY, TUESDAY, & THURSDAY, AS MUCH AS POSSIBLE. GAME TIMES WILL BE 6:30 PM AND 7:45 PM. EACH HAS 3 TIME-OUTS PER HALF. TIMEOUTS NOT USED DO NOT CARRY OVER TO THE NEXT HALF OR OVERTIME PERIOD(S).

- A) PEE WEE AND MITEY MITE LEAGUES: 7-MINUTE QUARTERS.
- B) JUNIOR LEAGUES: 8-MINUTE QUARTERS.
- C) SENIOR LEAGUE: 8-MINUTE QUARTERS
- D) 80-YARD PLAYING FIELD WILL BE USED.

- E) WE WILL PLAY A SEVEN (7) GAME SCHEDULE WITH ALL TEAMS INCLUDED IN CHAMPIONSHIP ROUNDS. THE REGULAR SEASON WILL BEGIN THE WEEK OF SEPTEMBER 16th 2018.
- F) PLAYOFFS WILL BE DETERMINED AS SOON AS POSSIBLE.
- G) JAMBOREES, HELD SATURDAY, SEPTEMBER 14, AND GATE ADMISSIONS OF \$5.00 PER ATTENDEE WILL BE CHARGED. 20 MINUTE RUNNING CLOCK WITH A 2 MINUTE BREAK AFTER 10 MINUTES HAVE ELAPSED. TWO OFFICIALS PER GAME at \$15.00 EACH.
- H) NO ADMISSION WILL BE CHARGED FOR REGULAR SEASON GAMES OR PLAYOFF GAMES.
- D) PLAY CLOCK WILL BE USED AS FOLLOWS BY AGE GROUP:
 - i.) 5/6 & 7/8 WILL HAVE 60 SECONDS TO SNAP THE BALL ONCE THE OFFICIAL HAS MARKED THE BALL FOR PLAY.
 - ii.) 9/10 WILL HAVE 45 SECONDS TO SNAP THE BALL ONCE THE OFFICIAL HAS MARKED THE BALL FOR PLAY.
 - iii.) 11/12 WILL HAVE 45 SECONDS TO SNAP THE BALL ONCE THE OFFICIAL HAS MARKED THE BALL FOR PLAY.
 - iv.) ANY OR ALL OF THESE MAY BE MODIFIED AFTER THE SEASON BEGINS. THE OFFICIALS WILL BE NOTIFIED AND WILL COVER THIS IN THE PRE-GAME CONFERENCE.

18) **GENERAL PRACTICE GUIDELINES – All Ages**

- A) PRACTICES CANNOT BEGIN PRIOR TO AUGUST 16, 2018.

- B) NO TEAM SHALL PRACTICE MORE THAN TWICE A WEEK DURING THE WEEK DAYS BEFORE GAMES COMMENCE. AFTER GAMES COMMENCE, NO MORE THAN ONE NIGHT OF PRACTICE DURING WEEKDAYS, UNLESS A TEAM HAS NO GAME SCHEDULED FOR A WEEK. (SATURDAY & SUNDAY ARE EXCLUDED FROM THIS RULE.)
- C) PRACTICE SHOULD NOT EXCEED 2 HOURS.
- D) SUNDAY PRACTICES ARE ALLOWED BETWEEN THE HOURS OF 1:00 PM AND 4:00 PM. WEDNESDAY PRACTICES ARE DISCOURAGED.
- E) IT WILL BE UP TO THE COACH IF A PLAYER PLAYS IN A GAME AFTER MISSING PRACTICE UNEXCUSED. ALL PLAYERS SHOULD PLAY UNLESS THERE ARE JUSTIFICATIONS FOR NOT PLAYING, I.E. DISCIPLINE, SICK, INJURY, ETC. EACH HEAD COACH IS RESPONSIBLE FOR THIS.
- F) **EACH HEAD COACH IS RESPONSIBLE FOR HIS PLAYERS, ASSISTANT COACHES AND PARENTS BEHAVIOR.**

19) **OFFICIALS WILL BE ASSIGNED BY ART SPENCER .**

- A) WE WILL HAVE ONE HEAD OFFICIAL THAT REPORTS TO THE COMMITTEE REPRESENTATIVE. HE WILL ASSIGN ALL OFFICIALS, HAVE A CLINIC FOR THE OTHER OFFICIALS, AND HANDLE ANY COMPLAINTS AS TO ANY OFFICIAL.
- B) ALL COACHES WILL FILE THEIR COMPLAINTS WITH A COMMITTEE MEMBER IN WRITING WITHIN 48 HOURS OF THEIR LAST GAME.

20) **BLOCKING-All Ages**

THERE SHALL BE NO BLOCKING BELOW THE KNEES OUTSIDE THE LINE OF SCRIMMAGE ON THE PLAYING FIELD AS PER NFHS HIGH SCHOOL RULES.

- A) ANY PLAYER WEARING ANY NUMBER MAY PLAY AS A DOWN LINEMAN.

TIE BREAKING SYSTEM

TO DETERMINE THE SEEDING FOR CHAMPIONSHIP PLAYOFF:

The following system shall be used to break a tie involving two or more teams. This system will start number one and work down to determine who breaks the tie.

The won-lost records of all teams playing in the league, if no conferences are established. If conferences are established, then conference record only will be used for playoff seeding.

The head-to-head competition between teams tied.

A twelve - point system shall be used to break a tie and determine a winner.

Example: Team A beats Team B, 29 to 12
 Team A only gets +12 points for the victory
 Team B gets -12 points

You can only receive a maximum of the +12 points and no more. If a team wins by 6 points, then they receive +6 points and the other team receives -6 points.

Should there still be a tie after the 12 - point system has been implemented, the following system will be used in order:

- 1.) Points allowed, if still a tie then....
- 2.) Points scored, if still a tie then....
- 3.) Coin flip

The teams will be seeded according to their records and will play at a site to be determined.

