

Tournament Rules

6th Grade Tackle Division

The National Federation of High School Associations rulebook, as used in Iowa, will govern play in the Westside Classic Tournament with the following exceptions, additions, clarifications and emphasis.

Officials: A minimum of 3 IHSAA licensed officials will be assigned to each game of the Westside Classic tournament. The Tournament Director will assign officials to each game.

Playing Fields: Playing fields for 6th Grade Tackle Division will be regulation 100-yard football fields. Teams will occupy opposite sides of the fields. Players and coaches must remain in their respective players/coaches box.

Ball Carriers: All offensive backs, receivers and tight ends must be **125 lbs** or under to play their respective position and to carry the ball. Please see Check In / Weigh In section on the website for weight challenge rules. A 5 pound allowance will be given to players at weigh-in if they are in complete uniform (less helmets).

Game Times: Game Times: There will be four (4) quarters of play in each game, consisting of **twelve (12) minutes of continuous running time** in each quarter. (Under the following situations, the game clock **will continue** to run: first downs, out of bounds, incomplete passes. The continuous clock **will stop** for scores, point-after attempts, an injury, official and team time-outs). Halftime will be (10) ten minutes in duration, absent time and scheduling considerations that may dictate a reduction to five (5) minutes. **During the last two (2) minutes of each half, standard regulation time will be in effect.** The Scoreboard clock will be the official clock, provided that an adult timekeeper operates the clock. A **forty-five (45) second play clock** will be in effect for all League games. Each team is allowed **two (2) time outs** per half, the duration of which will be one (1) minute each. During a charged time out, only one (1) coach [and one (1) non-adult, i.e., a water person] may be on the field and approach the huddle.

Kickoffs are live and follow all IHSAA guidelines.

Alignment: Offense - 7 on LOS. Defense - 5 linemen or 4-lineman front is allowed. Outside defensive man on the line can be no wider than outside man-outside shoulder, linebackers no closer than 2 yds from LOS, DBs min 4 yds from LOS. Interior lineman must be in down position. Exception - Any defense is allowed when the offense is inside your 10-yard line as long as only the people on the defensive line can rush.

Defensive Blitzing: Blitzing by linebackers and defensive backs is not allowed. However, any defensive player may cross the line of scrimmage after the offensive player with the ball is outside the offensive tackle.

Fumbles/Interceptions: Live ball. Advance as allowed.

Coaches on Field: Each team is allowed a coach on the field for both offense and defense. Coaches must stay 5 yards behind the deepest player. No verbal directions or communications can be made from when the QB starts his cadence until end of the play.

Punting: Dead ball punt-Offensive team must announce their decision to punt. No fakes. Defense cannot rush. Ball is dead where receiving team gets possession. No returns. Bad or dropped snaps are not considered fumbles and the punter will be allowed to punt. No fakes.

Extra Points: Following a touchdown the extra points can be made by running, passing or kicking. A successful running conversion will receive 1-point, a successful pass or kick will receive 2-points. PAT kicks and field goals are not live until the ball is kicked. No fakes.

Placing-All placing will be determined by 4 Or 8 man brackets where possible. 2 Or 3 game minimums are when available.

Ball regulation-Youth TDJ will be the official ball used. Each team will be responsible for their own game ball.