



CCYFL FOOTBALL

6 & Under (8 Man Tackle)

2017 Rules

I. 8-Man Tackle Rules

- a. General: Eleven player rules are used for eight player football with the following modifications.
- b. Field Size – Field will be 60 yards long (goal lines from 20 to 20) & 106' feet wide (home sideline to outside of opposite hash mark or top of numbers on each side).
- c. Offense alignment- a minimum of 5 players must be on the line of scrimmage.
- d. Eligible Receivers –each player who at the snap was on an end of the line of scrimmage line (total of two) and was legally behind the scrimmage line (possible total of three).
- e. Kickoffs will take place on the 40 yard line. Kicking team will be required to have at least 3 players on each side of kicker.
- f. Safety- free kick will take place on 30 yard line.
- g. Team can elect free punt – Official will advance football 20 yards (No free punt inside 45 yard line).
- h. Play clock is 35 seconds
- i. **6U cannot line up over the center**
- j. In 6U two coaches from each team will be allowed in his/ her respective backfield during the game. Coaches on the field should be at least 10 yards behind their last player at start of cadence. Coaches must also make every effort to not interfere with plays (physically or verbally) once they are in progress. PENALTY-Sideline Warning
5 yrd penalty
15 yrd -Unsportsmanlike Conduct

II. Timing

- **10 Minute Quarters with running clock with a JV Regulation Clock for last 2 minutes of the half and the last 2 minutes of game.**
- **Note: Running Clock will stop for only the following timeouts & injuries**
- Note: The JV Regulation Clock runs in accordance with NCHSAA rules. Regulation Clocks will stop for the following
 - Timeouts
 - Penalties
 - End of Quarters
 - Out of Bounds
 - Incomplete Passes
 - Scores & Touchbacks
 - Fair Catches

- Inadvertent Whistles
- The JV clock will start on the ready

III. Game Ball

- The official game ball will be a Pee Wee Size

IV. Scoring

- Touchdown 6 points
- Kicked PAT 2 points
- Run/Pass PAT 1 point
- Pass in end zone 2 points
- Safety 2 Points
- Field Goal 3 Points

V. MERCY RULE-

There will be a running clock if a team is winning by 34 points or more. Once the deficit is below 24 points the clock will go back to a regulation clock.

While the Mercy Rule is in effect, the clock shall run and stop only for the following:

1. Time outs
2. Injuries
3. End of Quarters
4. Immediately after a score which takes the scoring margin back below 24 points

VI. Other

- Late-arriving players may be checked-in at Halftime and play in the 2nd half.
- Overtime will be handled in accordance with the NCHSAA “10-Yard Line Overtime Procedure
 - **Three overtimes than sudden death**
 - **Random draw or coin flip**
 - **Ball will be placed at 25 yard line**
- Mouthpieces must be worn and attached to the face mask
- Kick-Off will be from the 40-yard line.