

Tri-County League Football Rules

(Revised July 2021)

TEAM REGISTRATION / ELIGIBILITY

Eligibility to play for the local town team:

- A) The player must attend/be enrolled in the local school district in which the town they will play.
- B) If a student is living in a town that does not offer Little League Football in any Fashion the student then may play for a team of it's choice, but has to play for that team for up to 4 years. If a town has their own League of provides play for a player... That player WILL NOT BE ELIGIBLE to play in this league.
- C) Home school players may choose the team in which they would like to play but stay with that team all four years. Player must play for School District in which they reside.
- D) A student that plays for a town that has multiple teams may play for only one team the entire season.

All teams must provide copies of the following: Birth certificate and any signed school verification form must be readily available upon request at any time or game.

Each team must submit the roster to the league commissioner at the first weigh in along with copies of Team insurance, Player health insurance, Verification from school he/she attends signed by principle and birth certificate.

Thirty (30) players or more the town will be asked to split the team into two teams using the draft method (minimum 13 players per team).

DRAFT

If a draft is needed, a board member from the league or assigned person from the league must be present. Draft will be determined by flip of a coin. For the purposes of the picks, brothers or family members who play on the same team will constitute two picks (2) instead of one (1). There should be an equal number of players from each class on each team. The picks continue as above until all registrants are assigned.

If a town is caught using an athlete from other school districts or teams... that towns teams (Jr and Sr) will forfeit all games and be dismissed from the Tri-County Football League immediately for remainder of season and must reapply to the league for the next season!

GAME EQUIPMENT

Cleats must either be rubber molded sole or removable plastic cleats. Metal cleats will not be permitted. Teams are responsible for their own equipment and will be inspected at the first weigh in. Helmets must be in refurbishment compliance according to MSHSAA Rules. Jerseys must have the player's numbers on the front and back. Mouth pieces that attach to face mask.

LEAGUE RULES

We play by the MSHSAA Rules:

A. LEAGUE DIVISIONS

1. Junior- 3rd and 4th graders not exceeding 10 years of age by August 1.
2. Senior- 5th and 6th graders not exceeding 12 years of age by August 1.

B. WEIGH INS /PLAYER RESTRICTIONS/

- ~~1. Official weigh-ins will start one hour prior to week 1 game time. Any player on the bubble has 30 minutes after first weigh in to make weight.~~
2. Weight limits- junior runners/receivers- 95 lbs. Senior runners/receivers-120 lbs.
- ~~3. All players will be weighed out of uniform if needed. A player as to strip down to nudity, ONLY a parent and official will be present! All coaches and players must exit the premises while this is done!~~
4. All above weight player's helmets will be marked with black or grey tape parallel to the shoulder pads (approx. 3" long).
5. Above weight players may kickoff, punt, kick for PATS or hold for PATS and may move with the ball behind the line of scrimmage to avoid a rush.
6. Above weight players are restricted to the center, guard, or tackle positions on offense. No restrictions on defense. **In an unbalanced line situation, the tight end of the line needs to be a non-sticker player.**
7. There will be two weigh in's each year. First game then midway through season (date TBA)
8. If a child does not weigh in, he will receive a sticker, not expelled from league.
9. 5th graders under 60 lbs. have the option of playing in the 3rd/4th grade division-no skilled position will be played for this player.
10. Junior Division (3rd/4th grade) cannot line up directly over the center.
11. Junior Division (3rd/4th grade) can only have 6 players max on the line and all other players at least 4 yards off the ball at the snap. **Penalty 5 yards on Defense.**
12. **Junior Division (3rd/4th grade) coaches on the field cannot talk to the players once the QB starts his cadence. First infraction sideline warning, second infraction sideline penalty.**

C. GAME BALL RECOMMENDATIONS

1. Home Team listed on the schedule will provide the game ball.
2. If visitor's ball is different, visiting team will furnish ball boy to transfer in and out.
3. Jr. Division- TDJ or equivalent. Sr. Division- TDY or equivalent

D. QUARTERS/HALF TIMES/BETWEEN GAMES/READY TO PLAY

1. Quarters
 - A. Juniors- Four 7-minute periods
 - B. Seniors- Four 7-minute periods
2. Halftime
 - A. Equivalent of quarter by division
3. Between Games
 - A. Referees discretion
4. Ready for play whistle

- A. All teams have 30 seconds to put the ball into play after ready whistle.

E. OVERTIME (Both Divisions)

1. JR) Four untimed downs per team, from the 15-yard line. Extra point is tried if necessary, until a winner is determined. Sr.) Four untimed downs per team, from the 20-yard line. Extra point is tried if necessary, until a winner is determined. After 3 tries from each team and the score is tied the game will be over and remain tied.
2. One-coin toss will determine the order of offense, defense and direction of play. This will be held immediately after regulation, followed by a 2-minute break of play. Each Team will receive 1 timeout per overtime period.

F. TIMEOUTS

1. Three timeouts per team, per half.
2. Two coaches (only) on field per time out.
3. **NO INSTRUCTIONS TO PLAYERS DURING INJURY TIMEOUTS!!**
4. No timeouts will be granted in the 4th quarter, if your team is ahead 21 points +
5. Fast clock will run continuously during the second half, when there is 25 + points differential. Clock will stop only after score, during injury, or any necessary time out.

G. POINTS AFTER TOUCHDOWN (both divisions)

1. Successful run or pass or kick = 1 point

H. FIELD GOALS

1. Sr. Division- may attempt anytime (3 points)
2. Jr. Division- must notify referees of attempt (no fake attempts), no defensive rushing on this play. (3 points)

I. SIDELINE DECORUM

1. 5 coaches per sideline, this includes stats person & equipment person. Jr.) 1 coach on offense may be on the field and huddle w/team during the game. After Oct. 1st No Coach will be allowed on the field with the Offense!!!
2. Each player should get the equivalency of 1 quarter playing time.
3. Verbal interference (before, during or after game) will be given 1 warning, issued to head coach. At any time, the head official may eject a person/persons and forgo any warnings if deemed needed.
 - A. Second violation- 15 yard unsportsmanlike issued to head coach.
 - B. Third or more- 15-yard violation, head coach ejected (4th), acting head coach ejected if violation continues.
4. Physical interference at any time will result in an immediate unsportsmanlike conduct and immediate ejection. Permanent expulsion from Tri-County Little League is upon board review.

5. Under MSHSAA rules, any ejection will result in the offending player or coach being disqualified from the following weeks game.

6. Each team will assign a team administrator that will be identified to the officials prior to each game.

PLAYER SPORTSMANSHIP - After the game each team should line up at mid field with helmets on and shake hands in passing.

Any player ejected from the game will be ineligible for the next game! If a player is ejected for their 2nd time in a season, that player will be ineligible to be on the team for the rest of the season. If said player wants to be eligible for the next season, that player must reapply to the league at the 1st meeting with parents.

SIDELINE SPORTSMANSHIP - Any fan that is ejected from a game will be under board review.

J. PRACTICE LIMITS (both divisions)

1. No practices until after final league meeting. When high school practice starts, little league may start. You may have 1-3 day camp, (NO PADS) helmets at towns discretion, previous to the start of the first practice date set by MSHSAA.
2. Practices restricted to three, 2-hour sessions per week before season starts.
3. Practices restricted to two, 2-hour practices per week after the first game.
4. No practices will be held on Sunday.
5. Teams may not practice the same day they play a game.
6. If your team attends any Jamboree's that day counts as a practice.
7. Players are required to have 3 helmet only practices and 3 full pad practices prior to their first game played.

K. PUNTS

1. Sr. Division- MSHSAA rules
2. Jr. Division-
 - A. Punt must be declared to an official to stop the clock.
 - B. Defense remains on the field but is not allowed to rush.
 - C. No release by either team until ball is kicked.
 - D. Maximum of two receivers beyond 10 yards of the line of scrimmage.
 - E. Contact with foot and ball must be at least 5 yards behind line of scrimmage.
 - F. Violations of rule B is a 5-yard procedure penalty.

L. STANDINGS

1. Division champion determined by the following:

- A. Overall record
- B. Head to head competition
- C. MSHSAA district playoff scoring*

*Winning teams receive points in accordance to difference in score. Not exceed 13 points

- D. Defensive points allowed
- E. Playoff (TBA)

M. HOST TOWN RESPONSIBILITIES

1. Announcers- (persons must be 16 or older) if used.
2. Must have a working clock and the clock operators **must be 16 or older** (10 minutes before game time)
3. Must have restrooms and concession stand.
4. **Playing field must be roped or fenced off between the field and bleachers.**
5. Must have an onsite facilities administrator the referees can work with through the entire day.
6. Responsible for submitting the day's scores to the president of the league.

N. CHAIN CREW

1. Chain crew- 16 or older (10 minutes before game time) will be supplied by the HOME team on the Home team sideline.

O. LEAGUE FEES

1. Each town will pay, to the president or representative, a fee (TBD) at the first weigh in. This amount covers the cost of referees, medals, copies, and postage. If any money remains at the end of the season, they will be divided equally, and returned to each towns Little League program.

GAME OFFICIALS

The League will be responsible for furnishing the officials. Officials will be hired and paid on a contract basis by the league. Unless approved by the League, game officials will be Missouri High School approved officials. The referee has ABSOLUTE charge of the game and takes his position behind the offensive team. The linesman has charge of the down markers and the time clock and takes his place on the line of scrimmage. The umpire shall take his position behind the defensive team and shall rule as per the rules of the National Federation of State High School Associations, except as defined and excepted herein. For each game one team shall be designated as the "Home Team" this team shall provide 3 adults to run the chains. During the coin toss the official will stand beside the home team and raise his hat to the clock operator signaling it as the home team.