

2010 LEARNING LEAGUE RULES

Learning League Football

2010 WIAA/National Federation Football Rules will govern with the following exceptions:

A. PRACTICE/GAME SCHEDULE:

1. **Preseason Practice:**
 - a. No team may practice prior to the second Saturday in August.
 - b. A practice is defined as an organized gathering of players and coaches.
 1. **EXCEPTION:** Meetings for sign-up and equipment issue are allowed.
2. **Practice:** Start 2nd Saturday in August
 - a. Maximum of 5 practice days per week, with a maximum of 10 hours of practice, until school starts
 - b. Maximum of 2 practice days per week, with a maximum of 4 hours of practice, once school is in session.
 - c. No player to player contact until the player has had 10 hours of supervised non-contact practice.
 - d. No Practice allowed on the Friday before Labor Day through Labor Day (family time).
3. **Scrimmage:** Maximum of two scrimmage dates allowed against other organizations teams.
 - a. Earliest date for a team vs team scrimmage is the 4th Saturday in August.
 - b. Scrimmages are defined as any practice which two or more organizations teams participate in which player to player contact takes place. Teams within the same organization are allowed to scrimmage during regular practices. Time should be limited and quick whistle controlled.
4. **Games:** Start 1st Saturday after Labor Day
 - a. League games schedule will consist of a maximum 7 games.
 - b. Games postponed by inclement weather must be made up by the following Monday. This is not required.
 - c. No non-league games are allowed until after the end of the league season.

B. GAME LENGTH: Two(2) - 40 min. Halves - running clock - 10 min. half-time - no overtime tie-breaker allowed.

1. Game start times will be determined by the home team no later than the first Saturday in August.
2. One(1) time-out is allowed per half and can only be used in the last two minutes of each half.
3. **Plays must be run within 45 seconds** after the ready to play signal by the officials. (Problem in past was coach in the huddle was taking 2-3 minutes to run a play, it should not be used for teaching each player what they should do on every play! Keep the game flowing, coaches talk to much!)

C. PLAYING TIME:

1. Coaches will play all players in as equal amount as is possible.
 - a. Exceptions for injury, lack of practice participation during the week, or any disciplinary actions.
2. Two-Platoon System for all teams:
 - a. Exception: **if allowed for by team numbers.**
 - b. No player may play **both** offense and defense in the same half of the game (see exception above).
3. All players will be taught both an offensive and defensive position, and play them during the game.
4. No player may play in more than two halves per week.
 - a. A half of play is participation in one or more plays per half.

D. SCORING:

1. No official score will be kept if scoreboard is available

E. PLAYER AGE

1. No player may play on or after their 11th Birth Date or above the 5th grade

F. PLAYER WEIGHT:

1. No **ball carrier, offensive back, or receiver** may exceed 90 lbs. **in full equipment.**
 - a. A ball carrier is defined as **receiving** the ball behind the line of scrimmage (LOS).
 - b. A offensive back is defined as any player lined up one (1) or more yards behind the LOS
 - c. A receiver is defined as lining up on the LOS as the last man on either side of the offensive line.
2. **All players weights** will be determined at time of equipment issue, players will be weighed with full equipment. This weighing will determine the players weight for the season.
 - a. Weighing of players will be certified by the team official recognized by the league.
3. Violation of this rule will constitute an unsportsmanlike conduct penalty against the offending team.
4. **EXCEPTION:** Players over the maximum ball carrier weight for each team, may kick extra points, field goals, or kick-off.

a. A extra point kicker, over the maximum ball carrier weight, cannot advance the ball beyond the line of scrimmage, but is eligible to pass the ball.

1. Penalty for violation of this rule is: dead ball foul with loss of down but no loss of yardage.

5. No player on the kick-off receiving team, over the maximum ball carrier weight, may not line up beyond 15 yds. of the ball on the kick-off.
6. Maximum weight limit for players in the 5th grade playing down will be 80 lbs. in full equipment.

G. EQUIPMENT:

1. Footballs must be of leather, composite, or rubber construction: a) Wilson TDJ b) Rawlings Pro R5J
 - a. Home teams must have a back-up football available for games in the event of poor weather.
 - b. Visiting team may use their own game ball.
2. Shoes: No metal cleats allowed, no minimum number of cleats required.
3. Electrical communication devices (walkie-talkies, cell phones, etc) are **not allowed**.
4. Only football helmets originally purchased by their respective league member organization may be used.
 - a. Helmets should be age appropriate, and NOCSAE approved for contact football.
5. All member organizations must follow the useful life, re-certification, and reconditioning requirements of the helmet manufacturer.
6. Jersey numbering, for player positions, **will follow** WIAA/NATIONAL FEDERATION rules recommended numbering for offensive players.
 - a. Players over 90 lbs in equipment must wear jersey numbers 50 through 79.
7. Contrasting color game jerseys should be used to identify players during games. If possible visiting teams should wear white jerseys, home teams should wear dark jerseys. Teams should coordinate with one another prior to the game dates.

H. ROSTERS:

1. Registration forms (rosters) will be keep locally by each team.
 - a. Members fielding split teams are allowed to keep their teams together until the third Saturday in August, at which time the teams must be divided, preferably on an equal basis.

I. GAME FIELD:

RULES:

1. Access to immediate Medical Assistance (MD or Paramedics by cell phone).
2. Spectator restraining line - minimum 5 yds from playing field.
3. Responsible persons, age 16 or older, must work the sideline chains and down box for all levels of play.
 - a. These individuals are game officials, required to be unbiased, neutral observers. Those individuals who do not follow these requirements will be removed by the Referee.
4. Game announcers, if available, will express information that adds to the enjoyment for all participants. Play by play during action on the field, derogatory comments, or opinions will not be tolerated
5. Safe-playable field, not required to be of full football field dimension, but must be lined.

RECOMMENDATIONS:

1. Field Clock, for timing purposes only. (no game score)
2. Source of Water.
3. Goal Posts. No goal posts or lines need be on secondary fields.
4. Restrooms must be available in a reasonable proximity to the field and in reasonable walking distance.

J. REFEREES:

1. Game Officials are the responsibility of the home team. Officials working this league will be considered independent contractors and responsible for any taxes on game fees.
2. Officials may be High School students, certified by the WIAA or by an officials course through their school.
3. Game fees for officials (maximum 3 man crews) shall be a minimum \$25.00 per official per game
4. Any contracted WIAA Sponsored Official who loses their WIAA License, Certification, or Sponsorship will be ineligible to work in any league games until a letter of reinstatement by the WIAA is provided to the league.
5. Any action or cause considered by the league members to be detrimental to the league, its members, players, coaches, spectators or others associated with the league, will immediately void any and all contracted games with the official(s) involved and the league.

K. SPECIAL LEAGUE RULES:

1. One coach on each team on the field may be in the huddle. **At the break of the offensive huddle** the coaches must move back 15 yards from the ball, and make every effort to avoid interfering with the play. **No yelling of**

