Next Level Sports Youth League’s

NAPTOWN YOUTH CLASSIC

YOUTH FOOTBALL TOURNAMENT

INDIANAPOLIS, INDIANA



2nd - 8th GRADE

OPEN TO TEAMS OF ALL TYPES

$200 Team Registration

(Registration Opens

September 1,2016)

FOR MORE INFORMATION VISIT:

www.blazesportsentertainment.com

Registration Checklist

The following list comprises all documents, fees and information required to complete the registration process for the Naptown Youth Classic. Registration can be completed online (http://www.blazesportsentertainment.com), by mail, or a combination of online and mail in registration.

Completing the process by submission deadlines will qualify your team for VIP Team Check-In! VIP check-in is the

equivalent of theme park Fastpasses or Priority Boarding on an airplane. Your team skips the stand-by line and zips through the check-in process!

**Registration Checklist**

Registration Form- 2 pages (due by 10/28/2016)

Registration Fee Paid (due by 10/28/2016)

Official Team Roster

(due upon registration submission)

Event Agreement

(due upon registration submission)

Team Logo & Picture Upload

(due upon registration submission)

Parent Email Submission - Event Notifications

(due by 10/28/2016)

Team/League Insurance Certificate

(due by 10/28/2016)

Player Participant Waiver

(due by 10/28/2016)

Grade Verification

(due by 10/28/2016)

Coach's Code of Conduct Agreement

(due by 10/28/2016)

Per Player Spectator Admission Fee Paid

(due by 10/28/2016)

Team Check-In Timeframe Reservation

(due by 10/28/2016)

All paperwork is included in this registration packet. Forms can be submitted online at [www.blazesportsentertainment.com](http://www.blazesportsentertainment.com) or mailed to Ron Hayes: Next Level Sports Youth League. 2338 Groff Ave Indianapolis, Indiana 46222. If mailing please take into account delivery time required in order to meet submission deadlines. For questions or assistance, contact blaze@playcba.com.

Balances must be paid by October 28, 2016.

Payments must be made in the form of a cashier’s check, money order, PayPal or credit card.

**Team Registration Form (Page 1)**

**Naptown Youth Classic**

Team Name:



League Website: \_

Grade Division - Circle the grade level that represents your team. The grade level is determined by the GRADE level of your oldest player.

|  |  |  |  |
| --- | --- | --- | --- |
| 2nd Grade | 3rd Grade | 4th Grade | 5th Grade |
| 6th Grade | 7th Grade | 8th Grade |  |

Head Coach: Cell Phone # for Head Coach:



Alternate Team Contact:----------------------------------------------------------------------

(include name, cell phone# to be used in event of schedule, roster, check-in issues)

How many coaches are you bringing?

How many players are you bringing?

Heaviest Ball Carrier Weight: Heaviest Player Weight:

Type of team you are bringing: (\*\*See *definitions of team make-up, Team Classification Form)*

Recreational Team: ------------ Rec. All-Star Team: \_ Travel Team: --------------- CYO/Pop Warner:

School Team:

Open/Select Team:

How did you hear about the Naptown Youth Classic?

Mail completed form and $150 registration fee to

Next Level Sports Youth League

C/O Ron Hayes Jr.

2338 Groff Ave Indianapolis, Indiana 46222

Make checks payable to: Next Level Sports Youth League

**\*Registration Opens September 1, 2016 and closes October 28, 2016.**

**Team Registration (Page 2)**

We strive to make competitive match ups and place all teams in the bracket that allows them to have success and be challenged. We match teams with equal historical success and length of time together in order to assist us in creating a level playing field. Please help us promote fair competition by providing an honest evaluation of your team using the definitions as a guide.

**Team Name Grade Level of Players**

**Single A-** This classification should be used if your team is comprised of kids from the same community and your overall record in the past has been below .500 consistently. You do not travel much, mainly local tournaments and leagues. You have never won a tournament of 4+ teams. This is the lowest level of competitiveness.

**Double AA** - This classification should be used for teams with records that hover around .500. Most of your players are from

the same community but you have a few players from neighboring communities. You may have won a 4+ team tournament but that is not the norm. You travel some but most of your play is close to home. Most teams will classify at this level.

**Triple AAA-** This classification is for teams that consistently win and their record is .625 or better. You reach tournament championships on a consistent basis. You are generally competitive in every game you play and you travel outside of your area. You generally expect to have the opportunity to play in the championship round at most tournaments.

**Major-** This classification is for teams who compete on the highest level of youth football. Your win/loss record is .800 or better and you are consistently the "team to beat" at most tournaments you participate in. You have players from all over the area and you may be a part of a program that consistently produces high level teams. You travel more than most teams.

I would classify my team in the category for the following reasons:

How long has the core of this team been together? (Example- since July draft, Oct. 1 tryouts, 2 yrs.) \_ How many games will you play, as a team, by Nov 1, 2016? \_ What is your team record? W L \_

Mail this form along with your completed registration and registration fee to the address below: Ron Hayes, Next Level Sports Youth League

1736 King Ave.

Indianapolis, Indiana 46222

Next Level Sports Youth League • 2338 Groff Ave Indianapolis, Indiana 46222 • 317-679-3746

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| --- | --- | --- | --- | --- | --- | --- |
| **NAPTOWN CLASSIC TEAM ROSTER** | | | | | | |
| **AGE DIVISION** | |  | | | | |
| **TEAM NAME** | |  | | | | |
| **LEAGUE NAME** | |  | | | | |
| **CITY & STATE** | |  | | | | |
| **COACH'S NAME** | | | | **PHONE NUMBER** | **EMAIL ADDRESS** | |
|  | | | |  |  |  |
|  | | | |  |  |  |
| **#** | **PLAYER'S NAME** | **BIRTH DATE** | **WEIGHT** | **PHONE NUMBER** | **EMAIL ADDRESS** | **PARENT'S NAME** |
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**Tournament Agreement**

**Naptown Youth Classic**

The Naptown Youth Classic has a fantastic 3 day itinerary with many hours poured into making the best schedule and division brackets. Participation in all scheduled games is vital to the success of the tournament. Partial participation would be detrimental to the stability of the tournament and unfair to fellow participants. Full participation in all scheduled events, including team check-in and scheduled games, is a requirement of your team's acceptance in the Naptown Youth Classic. No team shall be scheduled to participate in the Naptown Youth Classic unless the head coach signs this agreement. It is expected that the head coach will relay these requirements that the team has agreed to and that all registered players' parents be bound by the head coach's signature.

The stipulations of the agreement are as follows:

1. My team, including all registered players and coaches, shall be present and participate in the

Friday night team check-in and all Saturday and Sunday scheduled games.

2. Myself, and all of my registered assistant coaches, will sign and agree to be bound by the Naptown Youth Classic Coach's Code of Conduct and will adhere to the standards of respect for the referees, opposing teams, and rules of the tournament.

3. Myself, and all of my registered assistant coaches, will promote good sportsmanship throughout the weekend for players, fans, opposing teams and referees.

4. Communication from my team to tournament directors will be done by myself, the head coach, or my team manager. My player's parents will communicate all questions, concerns and comments regarding the tournament to me and I will then contact tournament directors to get answers and/or resolve issues.

Head Coach's Signature Team Name and Grade Level

**Hotel Reservations, Team Logo & Picture Submission, Parent Emails, Team Check-In Reservations**

**Naptown Youth Classic**

**Submit the following items online at:** [http://www.blazesportsentertainment.com](http://www.nextlevelsportsyouthleague.com)

**Team Logo & Picture Submission**

Team logos and team photos are requested by Naptown Youth Classic for publication in the tournament program. The weekend program will also include each team's full roster and is a wonderful keepsake. You do not want to miss this deadline!

**Parent Email Submission - For Event Notifications**

Providing us with parent/guardian email addresses will enable us to send direct notifications to your parents regarding tournament details such as field locations, game times, competition results and apparel and team photo pre-sales. It will also allow us to send them a link to add the Tourney Machine app for the weekend. This is how we will keep them informed about schedule changes, game scores, locations, and announcements. We'll let them know what is happening pre-event, during the event and post-event!

**We will never sell your parent's contact information and they are able to remove themselves from all event notifications at any time.**

PARTICIPANT WAIVER

Team Name Name/Date of Event

As lawful consideration for my child being permitted to participate in the 2016 Naptown Youth Classic, I agree that neither myself nor anyone associated with my child will make a claim against, sue, attach the property of or prosecute Next Level Sports Youth League, Ron Hayes Jr., Blaze Sports & Entertainment, their staff, their agents, sponsors, facilitators and employees for damage for death, personal injury or property damage which my child may sustain as a result of my child's participation in this sporting event. This release is intended to discharge in Next Level Sports Youth League, Ron Hayes Jr., Blaze Sports & Entertainment, their staff, their agents, sponsors, facilitators and employees from and against any and all liability, including negligent actions, arising out of or connected in any way with minor child's participation in this sporting event except for liability that may arise out of the willful or wanton misconduct of Next Level Sports Youth League, Ron Hayes Jr., Blaze Sports & Entertainment and their agents, sponsors, facilitators, and employees.

I further understand that sports involve physical contact between players, that serious accidents occasionally sustain serious

personal injuries (including death) and/or property damage, as a consequence thereof. Knowing the risk of participation, nevertheless, I hereby agree that my player(s) and I, assume those risks and release and hold harmless Next Level Sports Youth League, Ron Hayes Jr., Blaze Sports & Entertainment and their agents, sponsors, facilitators and employees (through negligence or carelessness) might otherwise be liable to me, and my player(s) (or our heirs or assigns) for damages.

I hereby authorize Next Level Sports Youth League, Ron Hayes Jr., and Blaze Sports & Entertainment to publish photographs taken on November 11-13TH 2016 of myself and/or the minor child or children listed above and our names and likenesses for use in the Next Level Sports Youth League & Blaze Sports & Entertainment print, online and video-based marketing materials, as well as other Company publications.

Print Name of Player Print Name of Parent/Guardian Signature of Parent/Guardian Date Print Name of Player Print Name of Parent/Guardian Signature of Parent/Guardian Date Print Name of Player Print Name of Parent/Guardian Signature of Parent/Guardian Date Print Name of Player Print Name of Parent/Guardian Signature of Parent/Guardian Date Print Name of Player Print Name of Parent/Guardian Signature of Parent/Guardian Date Print Name of Player Print Name of Parent/Guardian Signature of Parent/Guardian Date Print Name of Player Print Name of Parent/Guardian Signature of Parent/Guardian Date Print Name of Player Print Name of Parent/Guardian Signature of Parent/Guardian Date Print Name of Player Print Name of Parent/Guardian Signature of Parent/Guardian Date

Print Name of Player Print Name of Parent/Guardian Signature of Parent/Guardian Date

\*Please print additional copies of this page if additional signatures needed. Do not add players and signatures to the back of this form.

**Grade Verification, Spectator Admission Fee & Team Insurance Certificate**

**Naptown Youth Classic**

**Grade Verification**

All participants in the Naptown Youth Classic must submit an official school document indicating the grade level of the participant for the 2016/2017 school year. Accepted schools documents are:

1. Progress Report/ Report Card

2. Textbook Rental Statement

3. Class Schedule

4. Letter from School Administrator Verifying Grade Level

The submitted document must include school letterhead with current school address and phone number, student's full name, grade level and date of published document. Random checks will be made to verify

submitted information.

**Team Insurance Certificate**

Each team is required to carry its own general liability and accident medical insurance. Each team will be required to submit a certificate of insurance to Next Level Sports Youth League no later than, October 28, 2016. The certificate must have Next Level Sports Youth League as additionally insured in the following format:

Next Level Sports Youth League

2338 Groff Ave Indianapolis, Indiana 46222

**Code of Conduct Agreement**

**Naptown Youth Classic**

The Naptown Youth Classic committee wants all players, coaches, spectators, sponsors and venues to have a great experience while participating in the Naptown Youth Classic. Rules and guidelines have been put into place to uphold the high standards of this national event. Therefore, no team shall be scheduled or allowed to participate until the head coach of each team has signed this agreement. It is expected that each coach will copy and distribute this agreement to all parents of players on the team. All parents of participating players will be bound by the head coach's signature herein. Furthermore, it is agreed as follows:

As head coach of:------------------------------------------------------------------------

Print Full Team Name/Include Age Level

1. I will take full responsibility for all my players and coaches while at any of the tournament events. We will refrain from arguing or confronting opposing coaches, fans or players. We will demonstrate respect, anger restraint, and self-control while interacting with anyone involved in the tournament. This includes while at team check-in, and while on hotel and host field properties. We will be an example of good sportsmanship. I understand that failure to meet these standards will put our ability to participate in future Naptown Youth Classic in jeopardy.

2. To the best of my ability, I will be responsible for my team's spectators during all Naptown Youth Classic events.

I will do this by reminding the adults to be role models for our youth players and that their conduct represents our team, league and town.

3. We will treat the referees, scorekeepers and tournament staff with respect and professional courtesy. Verbal confrontation and arguing is not acceptable behavior. If we have an inquiry about a call or decision we will discuss the matter calmly and come to an agreement without inciting fans or players.

4. We will book our hotel with one of the tournaments hotel partners if we are travelling from a distance of 90 miles or more and agree to the following:

a. players will be supervised at all times to avoid accidents and damage to the hotel premises. b. any damages incurred during our stay will be paid for by the responsible party.

c. the noise level will be kept at a reasonable level out of respect for other hotel guests.

5. We will honor the tournament rules and play the game with the spirit of the rules as a priority.

6. All rostered players meet the grade requirements of the division I have entered for the tournament.

7. Every player on my roster has submitted the required documentation of proof of school grade level (report card, registration, etc.) and player Waiver Form.

8. I understand the penalty, as follows, for using ineligible player(s). We will be removed from immediate competition and

no refund will be issued. Our participation in future Naptown Youth Classic will be in jeopardy.

9. I will only allow coaches with passes and team rostered players on the sidelines at any time.

I have read and fully acknowledge that I understand the expected behavior and the possible consequences for any violation of the agreed upon behavior:

Head Coach's Signature Printed Name of Coach Date Assistant Coach's Signature Printed Name of Coach Date Assistant Coach's Signature Printed Name of Coach Date Assistant Coach's Signature Printed Name of Coach Date Assistant Coach's Signature Printed Name of Coach Date

**Tournament Rules and Guidelines** *Naptown Youth Classic*

I. GRADE ELIGIBILITY AND TEAM DOCUMENTATION REQUIREMENTS

A. Grade Eligibility

1. Players must be in the grade that they are playing in. a. Players can play up a grade, but not down.

1. Teams comprised of players in multiple grades must play up.

Example: A team is made up of 3rd and 4th grade players. The team must play in the 4th grade division.

2. The following is a breakdown for age and grade per division:

a. 2nd Grade: Must be in 1st or 2nd grade. b. 3rd Grade: Must be in 2nd or 3rd grade.

c. 4th Grade: Must be in either 3rd or 4th grade. d. 5th Grade: Must be in 4th or 5th grade.

e. 6th Grade: Can be in either 5th or 6th Grade.

f. 7th grade: Can be in 6th or 7th grade. g. 8th Grade: Can be in 7th or 8th grade.

B. Team Documentation Requirements

1. Grade Verification: The team must be able to verify the grade that the athlete is in.

a. The verification form must be an official school document which contains the school header and address. Examples of official school documents are:

1. A report card showing the player's name and grade in school. (Could be last years report card)

ii. A grade verification sheet with school information, name, and grade.

\*The purpose of these documents is to verify that each player is playing in the correct grade bracket.

2. Team Roster Requirement

1. The official team roster sheet that must be completed and submitted by the due date indicated. This roster should include:
2. Player Name
3. Jersey Number
4. Grade

3. Additional Team Verification Forms

a. Naptown Youth Classic requires each participating teams to submit additional forms. Deadlines for each are indicated on the form and our website. These additional forms are required from each team:

1. Event Agreements
2. Team Logo & Picture (for the tournament program)
3. Team/League Insurance Certificate
4. Participant Waiver
5. Coach's Code of Conduct

**C. Other Player and Team Eligibility Requirements**

1. This tournament is designed for all age and skill levels of teams. Team make ups may vary and teams will be placed in age divisions where they will play similar teams of grade, skill and size. Once a player is on a team roster he may not play for any other team in the tournament.

2. NO High School players are permitted to play regardless of age. If the player is in 9th

grade or higher, under no circumstances can that player participate.

3. After weigh in players cannot be added to your roster. If a player does not get weighed in with his team and plays, that team will be disqualified for all future games.

**THERE WILL BE NO EXCEPTIONS TO THE TEAM ROSTER AND DOCUMENTATION REQUIREMENTS**

**II. WEIGHT**

A. The following is a breakdown for running weight, striper weights, and maximum weights per division. Any player over the maximum weight is **NOT ELIGIBLE TO PARTICIPATE** for safety reasons.

B. Players will be weighed in by an official of the tournament at the team check in prior to their first game.

C. **Players are not required to be weighed in wearing their equipment.**

|  |  |  |
| --- | --- | --- |
| **Division** | **Maximum Running Weight** | **Maximum Weight** |
| 2nd Grade | 90 lbs | Over 145 lbs |
| 3rd Grade | 105 lbs | Over 155 lbs |
| 4th Grade | 115 lbs | Over 175 lbs |
| 5th Grade | 125 lbs | N/A |
| 6th Grade | 135 lbs | N/A |

D. All players will be weighed at team check-in and receive wristbands that must be worn all weekend. Players within 10 pounds of the ball carrying weight limit will receive a different colored wristband. The colored band will allow referees to distinguish players for a quick weight re-check on the field.

1. Single Striper:

A OFFENSE- A "Heavy" is not eligible to carry or receive the football at any time.

A "Heavy" may only play in the offensive center, guard or tackle positions. A "Heavy" must ALWAYS be covered up by an offensive end.

B. DEFENSE- A 'Heavy" may play ANY defensive position. In the event possession is gained by a player over the ball carrying weight, the ball is to be blown dead immediately.

2. Players over ball carrying weight **ARE** allowed to kick, punt, and hold for PATs and field goals.

**A TEAM WITH A 'Heavy" WHO IS DETERMINED TO BE PLAYING IN AN INELIGIBLE POSITION WILL BE PENALIZED 5 YARDS BY THE OFFICIALS.**

**Ill. FIELD OF PLAY**

A. All games will be played on a 100 yard field. *The ball will be placed* on the 40 yard line for all kickoffs.

B. The President, *Director of Operations, Director of Field Maintenance,* Vice President, Director of Player Personnel or Tournament Director may rule the playing field "unsuitable for play­ hazardous to the safety of playing personnel".

1. Games will be rescheduled.

C. Only players and coaches may be on the sidelines and must stay between the two thirty (30) yard lines. A maximum of five (5) coaches and one (1) team manager may be on the designated sideline at any given time of the competition of the teams. Only the Head Coach or

an Assistant Coach shall be allowed on the field of play. The Field Referee and/or the Officer of the Day will issue a single warning for violation of this rule. A fifteen (15) yard penalty will be

assessed to the violating team for next and each subsequent infraction.

D. A neutral zone will be marked along each sideline and end zones. Parent and non-players will not be permitted to enter this neutral zone during play.

E. The tournament director does have the option of scheduling a team or teams to play a maximum of 2 games in one day, due to scheduling conflicts or weather. If two games are scheduled for any team, there must be at least 90 minutes in between games.

F. Locations may vary as well due to weather conditions.

IV. **TOURNAMENT PLAY**

A. Except for specified rules, all games will be played in accordance with the Indiana High School

Athletic Association rules.

B. Each quarter will be ten (10) minutes long with a maximum of fifteen (15) minutes between halves. The clock will be a running clock until the last 2 minutes of each half. At that time the clock will be stopped for penalties, out of bounds, first downs, incomplete passes, injuries and timeouts. The clock will be stopped after a score, but will start again after the PAT and prior to kick off. This allows games to stay on 65-75 minute game schedule.

C. Games will be played with a minimum of 2 officials present. Most games will be played with 3 officials.

D. Each team is allowed two (2) time-outs per half, excluding official time-outs for injuries. Any player injured during a play causing an official's time-out must sit out for at least the next play. If an injury requires medical treatment, a licensed medical doctor's release will be required before the player will be allowed to return to participation.

E. Coaches on the Field

1. For 2nd, 3rd and 4th Grade- One coach may be on the field to assist in calling plays and alignment of players. Once the offensive and defensive huddles are broken, the coaches on the field will give NO FURTHER INSTRUCTIONS. Penalty of ten (10) yards each and every infraction will be assessed. Sideline coaches are allowed to give instruction after the huddle is broken.

2. 5th, 6th, 7th and 8th Grade Coaches are not allowed on the field to call plays. They may only go out on the field during time outs. They are allowed to give instruction from the sideline.

F. Punt Rule (Does not apply to 7th and gth grade divisions- HS rules apply)

1. A fourth (4th) down punt rule will be enforced. Prior to the snap of the ball, the referee and defensive team must be notified of the punt. The punting team may elect to snap the ball or to have the punter hold the ball prior to the Referee's whistle.

2. If the punting team elects to snap the ball, the defense may rush and the punting team may punt or execute a run or pass play to attempt a first down.

3. If the punting team elects NOT to snap the ball. The punter will hold the ball until the referee's whistle. The punter will have five (5) seconds to punt the ball. The punting team's players may NOT advance downfield until the ball has been kicked.

4. The defensive team may not rush the ball and must keep eight players within five (5) yards of the line

of scrimmage until the ball is kicked.

5. If the ball is not kicked within five (5) seconds of the referee's whistle or an offensive player crosses the line of scrimmage before the ball is kicked, a five (5) yard penalty will be assessed to the offensive team and the down will be replayed.

6. Punters, kickers, and holders may exceed the ball carrying weight but advancement of the ball by either a run or a pass by such a punter or kicker is not allowed per Section II of the Rules of Play. Any player over running weight cannot advance the ball.

G. Extra Point Conversion

A score for an extra point conversion after a touchdown will be awarded in the following manner:

1. If the ball is placed on the three (3) yard line, one (1) point will be awarded for the advancement of the ball over the goal line;
2. If the ball is placed on the five (5) yard line, two (2) points will be awarded for advancement of the ball over the goal line.
3. If the ball is placed on the three (3) yard line and spotted on the ten (10) yard line, two (2) points will be awarded for a kick through the uprights.

H. Field Goal or PAT Kicking Rule

1. On any attempted field goal or extra point kick, the offensive team will have five (5) seconds to kick the ball. The holder must spot the ball directly behind the center.
2. In the 2nd, 3rd, and 4th Grade divisions the defensive unit will not be allowed to rush and the offensive team will not be allowed to snap the ball. If the ball is not kicked in five (5) seconds, the ball will be blown dead and loss of possession will occur. If the field goal attempt is unsuccessful, the ball will be brought out to the 20-yard line. If the line of scrimmage is outside the 20-yard line and the field goal attempt is unsuccessful, the ball will be brought back to the original line of scrimmage.
3. In the 5th and 6th Grade divisions, if a team does not snap the ball,(a) the ball will be placed next to the holder, (b) the referee will blow the whistle, at which point the ball may be picked up by the holder and the defense may rush the kicker.
4. In the 5th and 6th Grade divisions, if a team elects to snap the ball for an extra point, the defense may rush the ball. If a snap is elected, the offense may attempt a run or pass for two extra points.
5. In the 5th and 6th Grade divisions, if a team chooses to kick the ball for 2 points, without

snapping the ball and the ball does not get kicked (e.g. fumbled, etc.), the play is dead.

NO POINTS will be awarded.

6. 7th and 8th grade- all punts, PAT kicks are live snaps, live rush just as HS rules.

I. OVERTIME

1. A game tied at the end of regulation will continue under the overtime format.

a) At the end of regulation time, a two (2) minute official's time out will be called.

During this time out, team captains will meet with the officials for a coin flip to determine which team will have possession.

b) The overtime periods will be in accordance with the IHSAA rules.

(1) If after the first overtime period, the score remains tied, a second overtime period will be played.

(2) All games will be played until there is a winner. For the first overtime period each team will get 1st and goal from the 10 yard line. Each overtime period after that each team will start 151 and goal from the 5 yard line.

**V. CODE OF CONDUCT- PARTICIPANTS**

A. Each player and coach will conduct themselves in a sportsmanlike manner at all times.

B. Fighting on the field will cause the player or players to be expelled from the current game **and the next game as well.**

C. Swearing or arguing by a participant will not be tolerated at any time. The referee or coach may request the individual to leave the field and a fifteen (15) yard penalty may be assessed. The Board of Directors will handle possible additional action by reviewing situations as they occur and determining if a player or coach needs to be removed from the game.

D. Any coach or player that is ejected from a game for unsportsmanlike conduct other than fighting as defined in item V.B. above, will also be suspended from the team's next game.

E. There will be no electronic communication equipment on the field allowed for communicating between coaches and/or players, parents and coaches. This includes the use of cellphones.

**VI. CODE OF CONDUCT- PARENTS**

A. Parents and non-players are not permitted to enter the neutral zone as marked along the sidelines and end zones.

B. Swearing, physical or verbal abuse by a parent will not be tolerated at any time. The referee, coach or Officer of the Day may request the individual to leave the field and a fifteen (15) yard penalty may be assessed.

C. Physical violence or verbal abuse by non-participants toward anyone will not be tolerated and

the offender will be asked not to participate or attend games.

D. *No air horns will be allowed at the facility.*

1. *Noise makers or any device that is disruptive to the offense play calling will not be allowed after the huddle has broken.*

SPECIFIC 2nd Grade Rules

The following rules have been designed to provide a safe and fair playing environment for the

players. Any rules not specifically defined below will follow the rules for 2nd Grade teams defined

above.

1. KICKOFF RULE - There will be NO kickoff for 2nd Grade. The ball will be placed on the 35 yd line at the beginning of each half and after all touchdowns.

2. PUNT RULE - There will be NO punt in 2nd Grade. Rather, there will be a 25yd walk off rule. The offensive coach must declare that the offensive team intends to punt. In no case, may the ball be placed inside the 20 yard line on a declared punt. For example, if the offensive team has the ball on the defending team's 25 yard line and elects to punt- the ball would be placed on the 20 yard line (not the 5 yard line).

3. SAFETY RULE - In the event a safety occurs in 2nd Grade, the ball shall be placed on nearest 45 yd line (i.e. the 45 yard line of the defending team).

4. DEFENSIVE ALIGNMENT RULES:

a. There will be NO nose-guard allowed on defense on ANY down, including Goal Line or 4th down situations.

b. Interior Defensive Linemen (excluding Defensive Ends) must line up in a 3 or 4 point stance position (i.e. they may not be standing)

c. Interior Defensive Linemen must align HEAD UP on the offensive guards and/or tackles, as applicable. There will be NO lining up in "A", "B" or "C" gaps EXCEPT on 4th down or Goal Line situation (inside 10 yd line). Defensive players may "shoot" the gaps upon the snap of the ball in all situations.

d. Defensive Ends may line up either Head Up or in an Outside Shade position.

e. Linebackers must line up behind the defensive line and give 1 yard of daylight. They may blitz upon the snap of the ball, but cannot "walk up" into a gap prior to the snap.

f. GOAL LINE I 4th DOWN RULE -Interior defensive lineman may line up in the gaps ("A", "B", "C" gap) in a goal line (inside the 10 yd line) or 4th down situation. There is still NO noseguard permitted.