

Coaches meeting agreed-upon rules

-One rusher per every four downs the Rusher has to identify to the Referee and start the rush from 7 yards away from the line of scrimmage. If the rusher identifies to the referee as a rusher, they must rush the quarterback, if they choose not to, they lose their rush opportunity for that four downs. The rusher may take any path towards the quarterback they would like straight line rushing is permitted. once they cross the line of scrimmage the quarterback can run it will and may advance passed the line of scrimmage.

-5on5 - five players from the offense, and five players from the defense are allowed on the field at one time. if more players from either side are on the field and the ball is hiked It will result in a penalty.

-No hurtling/ jumping over players

-Play starts on the movement of the ball from the center to the quarterback, not on the word hike!

-NFL shop shop.nflflag.com

This is a great spot for parents and fans to buy gear associated with the athletes team. The star football community gets a 15% discount our discount code is STAR make sure when entering the code you type it with all capital letters in the coupon or discount section upon checkout. The merchandise will be delivered to your home or preferred address that you specify upon checking out.

-Home team will wear yellow flags

-Away team will wear green flags

-Home team will be responsible for designating a parent to run the scoreboard and clock. As of now, this will be our procedure, but I'm in works of trying to find some extra funds to be able to pay one of our teen staff members to be designated at each field to run the scoreboard and clock. If things change I'll let you guys know.

-We are going to allow LIGHT contact as the play is in motion it's important to me and for the development of these boys to learn and understand contact is part of the game.

-Teams have 4 downs to try and get a first down, and then 4 downs to try to get a touchdown.

Keep in mind, coaches also have the option to punt on fourth down, which would have the defensive now switching to offensive team start with the ball on the 5 yard line.

-if touchdown or first down attempt is not successful the ball is turned over after fourth down attempt. The defensive now offensive team will start with the ball where the offensive team turn the ball over from.

-One time out per half. 60 seconds. timeouts do not carryover. Otherwise, the game clock does not stop unless due to an injury or at Referee's discretion.

Once the ball is spotted, a team will have 40 seconds to snap the ball. refs will give a verbal countdown at the 10 second mark. If the ball is not snapped in time, it will result in a Offensive penalty delay of game -5 yards from the line of scrimmage and loss of a down.

-Lock box code 8910

-For divisions 2020/21 5 to 6-year-olds will abide by the rules stated below- no run zones are eliminated

-For divisions 2018/19 6 to 7 year olds we will abide by the rules stated below- all no run zones are eliminated

* I believe giving the kids more opportunities to score increases the enjoyment of the game for all involved and as long as everybody is playing by the same rules, it's fair play.

-For divisions 2016/17 - 2014/15 - 2012/13 and above 8 to 13-year-olds the no run zone will be strictly enforced.

- How our divisions are split up our eight year-old's will have to abide by the no run zone.

