

**GATEWAY FOOTBALL LEAGUE  
2011 LOCAL RULES**

**I. General:**

**A) Roster:**

1. Maximum of 35 players (at final certification)
2. Minimum of 15 players (at final certification)
3. Final sign-up date is August 24, 2011.
4. All players must be on final roster, (August 24, 2011)
5. All players must be entering 8<sup>th</sup> grade or under.
6. Minimum age is 6 years old.
7. Any player turning 15 years old in 2011 is ineligible.

**B) I.D. Cards:**

1. All organizations must use the league issued/approved I.D. cards.
2. All players must have a valid I.D. card with them during each pre-game check in. Pre-game check in will be 5 minutes before game time in the end zone. (If a player is not present for pre-game I.D. check they do not play. Opposing coach may waive this rule.
3. The I.D. cards must be certified on August 13, August 20, or August 24, 2011.

**C) Certification:**

1. A player must be certified by a league official before he can play in a game.
2. No player can be certified after the final certification date, August 24, 2011 (unless an additional certification date is authorized by the Gateway Board).
3. The weight a player weighs the day of certification will determine what weight class he will be in for the season. (If he is too heavy to carry the ball the day of certification then he cannot be a ball carrier that season).
4. There will be two certification dates:  
FIRST DATE: August 13<sup>th</sup>, 2011  
SECOND DATE: August 20<sup>th</sup>, 2011

**D) Ineligible Player**

1. Any game that an ineligible player participated in will be a forfeit. -13

**E) Ball Sizes:**

	Rawlings	Wilson	Nike
2 <sup>nd</sup> , 3 <sup>rd</sup> , 4 <sup>th</sup> , 5 <sup>th</sup> grades	pro5pw / st5cpw	K2	Pee Wee
6 <sup>th</sup> , 7 <sup>th</sup> grade	pro5j / st5cj	TDJ	Junior
8 <sup>th</sup> grade	pro5y / stcy / r5	TDY	Youth

1. The home team will supply the game ball. The visiting team may use their ball if preferred.
2. Only the designated football sizes or larger may be used.

- F) The player's jersey number will not restrict him to a certain position as in high school rules.
- G) The first time a player is ejected for fighting it will be reviewed by the board to determine if the player could be suspended for the season and/or permanently.
- H) A younger player can be moved up to the next age bracket after the final sign up date with board approval only. Once the player is moved, he must stay there the rest of the season. The intent of this rule is to help fill a team that is down below 15 players.

II. Games

- A) All games are eight (8) minute quarters
- B) Half time: seven (7) minutes + three (3) warm up minutes
- C) Chains: The home team is responsible for working the chains. The chains must stay on the home team side of the field.
- D) Extra Point: Two points for a successful kick.  
One point for a successful run or pass.
- E) Tie Breaker: Each team gets four downs starting at the ten yard line. Your series ends if you score, fumble and the other team recovers, or you throw an interception. An extra point try should follow a touchdown. Field goal attempts are part of the tie breaker. If the score is still tied after each team has had the ball for a series, then the game is over and it is recorded as a tie. If it is a play-off game the tie breaker rule will continue until one team wins. Each team shall be permitted one timeout during each overtime period.
- F) Continuous clock: Starts at 25 point differential, in the second half. If both coaches agree and the point differential is 25 the continuous clock can start in the first half. When the Continuous clock is in effect and after a score and try, the losing team will put the ball in play at their 40 yard line.
- G) Violations of the G.F.L. rules will be an unsportsmanlike conduct penalty.
  - 1. \* Unless otherwise stated in these rules.

III. Age, Weight and Helmet Stripes:

- A) Check in will be 5 minutes prior to each game in the end zones.
- B) If a player does not have an I.D. card he can not play in the game.
- C) Any player can punt or kick the ball but may not advance or line up in a position to advance the ball when on offense if he is restricted by a stripe.
- D) The following weights are without equipment:

	STRIPER	RESTRICTIVE POSITION
2 <sup>nd</sup> grade		
75 lbs. & under	NO	None
76 lbs. & up	YES	Cannot play offensive back or end

### 3<sup>rd</sup> grade

85 lbs & under	NO	None
86 lbs & up	YES	Cannot play offensive back or end

### 4<sup>th</sup> grade

95 lbs. & under	NO	None
96 lbs. & up	YES	Cannot play offensive back or end

### 5<sup>th</sup> grade

105 lbs. & under	NO	None
106 lbs. & up	YES	Cannot play offensive back or end

### 6<sup>th</sup> grade

NO	None
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### 7<sup>th</sup> grade

NO	None
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### 8<sup>th</sup> grade

NO	None
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#### E) Helmet Stripes:

1. ½ inch to 2 inch wide tape. The G.F.L. will supply the tape to be used for the stripes. No other tape will be allowed.
2. Stripes run from ear hole to ear hole, unless the helmet has a decal, then it runs from decal to decal across the top of the helmet, and along the bottom of the back.

#### IV. Guidelines adapted for 2<sup>nd</sup>,3<sup>rd</sup>,4<sup>th</sup>,5<sup>th</sup> grades

##### 2<sup>nd</sup> and 3<sup>rd</sup> Grades:

1. Two coaches will be allowed on the field.
2. When the quarterback starts his cadence the coaches must stop coaching (stop talking and communicating to the players) and must be 10 yards behind the deepest player or official, whichever is the furthest.  
\* Penalty – 5 yards
3. All interior defensive lineman must be in a three or four point stance.
4. Punts, field goals, and kicks for an extra point are dead. (NO RUSH). The ball must be kicked within 25 seconds of the snap and between the offensive tackles.

5. The snapper must snap between his legs on all kicks.
6. NO BLITZ.
  - a) Maximum of six (6) players on the defensive line. All other players must be five (5) yards from the line of scrimmage on the snap. If the ball is at or inside the five (5) yard line the rule does not apply.
7. The ready for play clock will be 40 seconds.
8. Illegal formation
  - \* Penalty – 5 yards.
    - a) Examples, but limited to: a striper on the end of the offensive line and more than 6 players on the defensive line.

#### 4<sup>th</sup> Grade:

1. One coach will be allowed on the field.
2. When the quarterback starts his cadence the coaches must stop coaching (stop talking and communicating to the players) and must be 10 yards behind the deepest player or official, whichever is the furthest.
  - \* Penalty – 5 yards
3. All interior defensive linemen must be in a three (3) or four (4) point stance.
4. Punts, field goals and kicks for an extra point are dead. (NO RUSH). The ball must be kicked within 25 seconds of the snap and between the offensive tackles.
5. The snapper must snap between his legs on all kicks.
6. No Blitz
  - a) Maximum of six players on the defensive line. All other players must be five (5) yards from the line of scrimmage on the snap. If the ball is at or inside of the five (5) yard line the rule does not apply.
7. Illegal formation
  - \* Penalty – 5 yards.
    - a) examples, but limited to: a striper on the end of the offensive line or more than 6 players on the defensive line.

#### 5<sup>th</sup> Grade

1. All interior defensive linemen must be in a three (3) or four (4) point stance.
2. Punts, field goals and kicks for an extra point are dead. (NO RUSH). The ball must be kicked within 25 seconds of the snap and between the offensive tackles.
3. The snapper must snap between his legs on all kicks.
4. No Blitz
  - a) Maximum of six players on the defensive line. All other players must be five (5) yards from the line of scrimmage on the snap. If the ball is at or inside of the five (5) yard line the rule does not apply.
5. Illegal formation
  - \* Penalty – 5 yards.

- a) examples, but limited to: a striker on the end of the offensive line or more than 6 players on the defensive line.

V. Misc.

A) Super Bowl Playoff Weigh-ins

- 1. If a player does not make weight he must play a restricted (striped) position.
- 2. All non striped players within 15lbs of the running weight will be weighed before playoffs.
- 3. 6<sup>th</sup>, 7<sup>th</sup> and 8<sup>th</sup> grade divisions do not need to be re-weighed
- 4. The weights for the playoffs are as follows:
 

2 <sup>nd</sup> grade	-----	83 lbs.
3 <sup>rd</sup> grade	-----	93 lbs.
4 <sup>th</sup> grade	-----	103 lbs.
5 <sup>th</sup> grade	-----	113 lbs.
- 5. There will be one weigh-in date for playoffs. Date, time and location to be announced.

B) 13 Point Scoring System

Winning team	Point Difference	Losing Team
+ 13	13 pts. or over	-13
+1 to +12	1 to 12 pts.	-1 to -12
	Overtime games	
Winning team		Losing team
0	Tie	0
+1	Winner	-1
	Forfeit games	
+13		-13

C) Field Requirements

- 1. Fields must be roped off on both side lines from the 15 yard line to the 15 yard line.
- 2. The ropes should be 10 yards from the sideline.
- 3. All fans must be between the 15 yard lines.

D) Conflicting Jersey Colors

- 1. The home team is required to change their jerseys if both teams have the same color jerseys. If they don't have different jerseys then they must wear a different colored pull over.

E) Post Season Playoffs

- 1. Tie Breaker Procedure
  - a) Overall record. Best % of wins: 7-1 (88%) is better than 6-1 (86%) or 4-3 (57%) is better than 4-4 (50%).

- b) Head to head record. Only works with two teams.
  - If three or more teams are tied and one team has lost to both of the other two, that team is automatically removed from consideration. The remaining two teams will go back to (b) head to head record.
  - When three or more teams are tied and no team is eliminated do to the above (\*) you must determine who the top seeded team is by using the Tie Breaker Procedure which in this case starts at (c) Record against common opponents. After the top team is determined then take the remaining two teams and go through the Tie Breaker Procedure from the beginning (a) again.
- c) Record against common opponents
- d) Scoring system against common opponents
- e) Total scoring system
- f) Playoff game, only applies when there are two teams (only to determine a place in the playoffs). Example: two first place teams 7-0 in the same division.
- g) Coin toss (Three or more teams-three coins odd man out. The remaining two teams will play a game to determine a place in the playoffs same as (f)).