

Rules for Gator Ball Passing League

General Rules:

1. Each team will consist of 9-11 players, based on the # of players in the league.
2. 2 Coaches per team/1 coach on field during play. Coaches will serve as referees in this league.
3. Game consists of all passing plays, no running plays are allowed.
4. Quarterback has 5 seconds to throw the ball once he has been removed from the timer/stand.
5. Games consist of 2 – 20 minute half's with running clock. Clock only stops for change of possession. Each team is allowed 1 timeout per half.
6. No excessive physical play will be accepted
7. Participation is limited to 3rd, 4th and 5th graders.
8. Players must all use mouth guards and wear cleats. A team t-shirt will be provided to identify teams.
9. All general football rules will apply with a 10 yard assessment for penalties.
10. Any unsportsmanlike conduct will result in an ejection from the game.

Scoring:

1. 6 points for touchdown
2. 1 point for conversion from 5 yard line
3. 2 points for conversion from 10 yard line
4. Ties will be played off: Each team will have 1 play from the 5 (1 point) or 10 (2 points) yard line. Each team will be allowed the same # of attempts until a winner is determined.

Offensive Rules:

1. Offensive team will start at the 50 yard line and have 4 downs to move ball 25 yards for a first down. The offense will then have 4 downs to make the next 25 yard marker.
2. Quarterbacks will take the ball from a timer tee. 5 seconds will be allowed to release the pass. Ball is marked dead at spot if timer goes off before pass.
3. Offensive players are ruled down once they have been touched with one hand below the neck or any part of the runners body other than a hand has touched the ground.
4. All offensive players are eligible receivers.
5. All teams will provide own playbook.
6. Player positions: 2 wide receivers; 2 running backs; 2 tight ends; 1 QB.
7. On all fumbles, the ball is dead and offensive team retains possession.

Defensive Rules:

1. Defense can play coverage of choice with the exception of no jamming receivers at line of scrimmage.
2. Fumbles are dead balls and cannot be advanced. Offense retains possession.
3. Player positions: 2 inside line backers; 2 defensive ends; 2 corner backs; 1 safety.
4. Interceptions can be advanced.

League Selection:

1. A committee determined by the Boys and Girls Club will evaluate the kids and divide teams as evenly as possible.
2. Coaches will be selected by the Boys and Girls Club as is done with the regular Fall Flag Football program.
3. A coaches meeting will be held April ___ at the Boys and Girls Club East location at 7:00 PM.