

## Golden Strip Football League Rules and Guidelines



### Golden Strip Youth Football League

Games will be played at:

Jamboree and Pictures Date: TBD

League Start Date: TBD

- Springfield Park – Home of Mauldin Youth Football  
Address: 204 Hyde Circle, Mauldin, SC, 29662
- Greer City Stadium – Home of Greer Youth Football  
Address: 601 West Arlington Avenue, Greer, SC, 29650
- PD Terry Park – Home of Fountain Inn Football  
Address: 118 Cannon Avenue, Fountain Inn, SC, 29644
- Simpsonville City Park – Home of Simpsonville Football  
100 Park Drive, Simpsonville, SC 29681

Days of the week used for league play: Mondays, Tuesdays, Wednesdays (will be used if needed due to number of teams or rainouts), and Thursdays. No Fridays, Saturdays, or Sundays.

Game times: 615PM and 730PM

Age & Weight Classification:

8U Maximum 120 pounds

10U Maximum 135 pounds

12U Maximum 150 pounds

Players who do not meet weight limit can still play but must play the interior line and cannot carry the ball in any aspect such as a handoff, fumble recovery, punt return, interception, etc. Every player must play within their age classification. No playing up or down.

League age is determined by 9/1 of the current year.

Rules:

1. South Carolina State High School League Football rules shall govern play with the following exceptions
  - a. The length of quarters shall be eight (8) minutes for all age divisions
  - b. 8U and 10U division will use the Wilson K-2 ball
  - c. 12U players will used the Wilson TDJ ball

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- d. All players must wear complete uniform including same team jersey, leather or canvas shoes and molded rubber cleats. No metal cleats are allowed
- e. Team will only switch sides of the field at halftime
- f. Clock will run continuously if a team is up by 3 scores or (18) points
- g. Home organization will provide footballs
- h. Home team is responsible for recruiting 3 parents to run chains. Chains will stay on home side.

### Weight Classification

2. Players will be weighed in at the beginning of each season. That weight will be considered their league weight for the entire season.
  - a. 8U max is 120 pounds, 10U max is 135 pounds, 12U max is 150 pounds
  - b. If player does not meet weight limit he will not be able to carry the ball in any aspect.
  - c. Players over set maximum weight will be limited to a jersey number in the 70-79 range. No underweight players should wear a jersey number in that range
  - d. Set players over the maximum weight in their division cannot participate on kick offs, kick returns, be the punter, extra point, or field goal kicker
  - e. Players that wear a number ranging from 70-79 also have to play from tackle to tackle. Only 4 overweight players may be on the field at one time.
    - i. Offense: Tackle, Center, Guard, (Tight End may not be overweight)
    - ii. Defense: Only 4 linemen may be within the tackle box. (2 DT, 2DE)
  - f. All players within the tackle box must be in a 3 point stance

### Quarters/Score/Clock

3. Clock
  - a. Clock stops on out of bounds and incomplete passes (see 3B)
  - b. Clock will start once ball is marked and chains are set
  - c. Teams will receive 2 timeouts per half (4 total)
  - d. Clock will stop inside 2 minutes of 2<sup>nd</sup> and 4<sup>th</sup> quarters
4. Quarters
  - a. Quarter length will be eight (8) minutes
  - b. All four quarters will count for score in all age divisions
  - c. 1 Overtime period will be allowed. Ball will be spotted at the 10 yard line and each team will be given 4 downs to score. If neither team scores game will end in a tie.

### Special Teams

5. Punt/Punt Return
  - a. 8U and 10U divisions – on fourth down you may elect to go for the first down or declare to punt. A team may use the entire play clock to declare the punt and state their intention before it runs out. If the clock runs out before their intention is stated then a delay of game penalty should be given to the offense or they may call a timeout in accordance with the game rules. If the team goes to the line in an attempt to draw the defense offside or to run a play and/or has a penalty on the play or calls a timeout, they may then change their intention and punt. If they choose to punt, the ball will be

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moved twenty-five (25) yards from the line of scrimmage or half the distance to the goal if the ball is inside the fifty (50) yard line

- b. 12U punts are live. You are allowed to have 4 over weight limit players on the punt and punt return team. Over weight players must be tackle to tackle and in a three point stance.
6. Kick Off/ Kick Off Return
    - a. In all age division no over weight limit players may participate
    - b. No onside kicks will be allowed by any team ahead in the game. If the kick does not travel 10 yards or hits a return player before the 10 yards the ball is dead where it is touched. Receiving team will have possession.
  7. Field Goals/PAT
    - a. Field goals and PATs are allowed in all age groups
    - b. Field goals will count as 3 points
    - c. PAT options are as follows
      - i. Converting a kick will result in 2 points
      - ii. Electing to run a play from the 3 yard line and converting will result in 1 point
      - iii. Electing to run a play from the 5 yard line and converting will result in 2 points
    - d. No rush will be allowed from the defense, but they may stand with their hands up attempting to block. No player may use another player for leverage on field goal block
    - e. Once declared that you will kick the PAT or field goal, you may not fake the kick
    - f. If ball is blocked or fumbled it may not be returned. Play is dead
    - g. The kicker will have 5 seconds to kick the ball once set on the tee on the ground
  8. Defense
    - a. There can only be 4 players in the tackle box. The tackle box is defined as Tackle to Tackle. All players inside the tackle box must be in a 3 point stance. The only player that can shade left or right is the defensive tackle (he is required to do so in order to NOT line up directly over center).
    - b. No player is allowed to line up directly over center (DT must shade to left or right)
    - c. Every overweight player must be inside the tackle box and in a 3 point stance
    - d. Linebackers, corners, and safeties must be at least 3 yards off the ball pre-snap 5 yard penalty will be assessed for infraction. **IF THE OFFENSE IS DRIVING AT THE 10 OR INSIDE THE 10 YARD LINE LINEBACKERS MAY GO UP TO HEELS (ONLY INSIDE THE 10 YARD LINE)**
  9. Offense
    - a. Overweight players have to be covered up. They are not eligible receivers
    - b. Tight end cannot be an overweight player
  10. General Rules
    - a. 8U – only one coach allowed on the field
    - b. 10U & 12U – no coaches allowed on the field
    - c. 4 coaches are allowed on the sidelines for games (There will be a flag thrown if more than 4 coaches are on the sideline)
    - d. 3 man ref crews will work each game

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- e. After the Jamboree and 1<sup>st</sup> game all rosters are frozen (no additions). This will give all coaches the option to add a player back to roster for one that has either quit the team or gotten injured.