

Rules APS League 8 Man Football

***Traditional 11 Man UIL/NCAA rules apply. The following are specific APS exceptions to the rules.

****Offense****

- Minimum of 5 players on LOS with a minimum of 3 players (Linemen) in the "Tackle to Tackle box".
- Touchdown is 6 points, rules for PAT are as follows:
 - For 1 pt conversion, ball is to be placed on the 5 yd line and a run play completed from that point across the goal line.
 - For 2 pt conversion, ball is to be placed on the 5 yd line and a pass play completed from that point across the goal line -or - kick from the 2 $\frac{1}{2}$ yard line.
 - No defender will be allowed to lineup on the Center during a PAT kick attempt.
 - There will be a live rush for PAT kick attempts in all divisions other than Freshman & Sophomore.
 - IF PAT kick attempt is from short end of 80 yard field, ball will be moved to traditional 100 yard field PAT hashmark.
 - Blocked kicks may not be advanced.
 - 1 pt conversion fumbles may be advanced and will be worth 1 pt if returned for score.
 - 2 pt conversion interceptions may be advanced and will be worth 2 pts if returned for score.

****Defense****

- Blitzing rules only apply while the QB has possession of the ball and is in the "tackle to tackle" box. Transfer of ball, **SIMULATED TRANSFER** of ball, or a QB leaving the "tackle to tackle" box as a ball carrier nullifies any blitzing rules and all 8 defenders may pursue ball carrier anywhere on the field.
- The outside defender, otherwise known as a Cornerback, may not blitz at any time and unless he is covering a receiver, he must be 4 yds x 4 yds off the last defender on LOS. When covering a receiver the CB may press/jam receiver on LOS.
- No defenders are allowed to line up in the "A" gaps but they are allowed to rush through "A" gap as long as they started head up on either Guard or Center.
- The Defense may not have more Linemen on the LOS than the Offense has Linemen. Linemen are defined by traditional Center, Guard, Tackle, & Tight End. Center does not have to be covered.
- The outside Defensive Lineman may not lineup on the LOS more than the outside shade of the last Offensive Lineman on the LOS. This does **NOT** include a Wingback lined up off the line outside the last Offensive Lineman.
- Any defender other than Defensive Linemen must be 4 yards off the LOS until the snap of the ball. Cornerbacks can be less than 4 yards if they are covering a receiver and /or they are 4x4 (4 yards off the line & 4 yards outside last Defensive Lineman on LOS).
- Blitzing is allowed by **ONLY 1 defender** but must be 4 yards off the LOS at the snap and must blitz/ rush between the defensive box.

Rules for APS League 8 Man Football

****General Game Rules****

- Punts and extra points will be a live rush in all divisions other than Freshman & Sophomore division.
- Fumbles & interceptions are live in all divisions and can be advanced
- A running clock will be in effect after a difference in score of 35 points or more and will stay in effect until the end of the game.
- 3 timeouts will be allowed per half.
- Overtime will be determined by traditional UIL/NCAA rules.
- Teams are required to be at their field of play no less than 1 hour prior to their scheduled kickoff. Certification will be no later than 30 minutes prior to kickoff.
- Only coaches and 2 Jr. Assistants (ball boy/water boy) will be allowed on sideline during game.
- Home team is responsible for 3 volunteers for chains and must be at least 12 years old.
- All players should play 50% of every game. This will not be policed but is expected.
- Field dimensions are 80 yard x 40 yards. For PAT kicks on the short end of the field the ball will be moved up to traditional PAT hash which is technically out of the back of the end zone.
- Do not cover the Center on a punt.
- Kick-offs are as follows:
 - 5th grade level and higher will kick-off from the 30 yd line.
 - 4th grade level and lower will kick-off from the 40 yd line.
 - If the Kick-off goes OOB the ball will be placed at the 30 yd line or where the ball went OOB + 5 yards.
- Games will be four 8 minute quarters and will be played in 1 hour and 45 minutes.
- Roster size will be at the coach's discretion. There must be a minimum of 12 and a maximum of 20 (14-16 is optimal).
- Referees will be TASO certified and must be 2 per game.

****Ball Size****

- 3rd Grade = Wilson K2 or equivalent
- 4th & 5th Grades = Wilson TDJ or equivalent
- 6th & 7th Grades = Wilson TDY or equivalent

**** Area Coordinators****

- Coordinate the complete registration process for all teams in your area.
- The gray area in the middle of the card is for each area coordinator to certify. If a team does not have an area coordinator Coach Braggs can certify the card or the coach of the team can arrange to meet with the area coordinator 2-3 hours prior to their first game at the game location to have him certify the card.
- AC's who are hosting games must certify each player for both teams prior to those players being allowed to play. If AC is not available he must name a representative of his organization to be available for certification duty for every game
- Expenses to consider in your fees are as follows:
 - Referee's - \$45 per team, per game
 - Uniforms - Jerseys are \$25-\$45. Pants are \$15-\$25.
 - Trophies - \$10-\$20
 - APS - \$60 of the Registration Fee goes to the Stephen Braggs Youth Foundation
 - Field Fees - ?
- AC's need to handle the selection process for Coaches and Team Mom's for their area.
- AC's are responsible for collecting the \$45 Referee Fee from each team prior to them being allowed to play (a field cost will be added once those details are finalized).
- The AC will be responsible for paying each Referee \$45, in cash, per game for all games played at the conclusion of the last game of the day.

****Team Books****

- Each team must have a completed roster and certified player cards organized by date of birth, oldest to youngest.
- The most recent report card and copy of birth certificate will also be required in the team book.
- Teams must be lined up by date of birth, oldest to youngest, with your Team Book for team certification 30 minutes prior to kick-off of their game.

****League Structure & Divisions****

- Divisions are to be by grade only.
- Birth date ranges will be the same as school district ranges - 8/1 to 7/31.
- Any player who is over 1 full year older than the grade level he is playing will be ineligible to play in the division (In other words, if a kid was held back twice and is in 5th grade but should be in 7th grade, he will only be able to play in the 6th grade division or higher).
- Players within the same organization will be allowed to play on more than one team as long as they are eligible for the division they are playing. These players will have to be designated at the beginning of the season and certified on both team's roster unless otherwise approved by the Area Coordinator Council and the Executive Director.
- Divisions will be as follows:
 - Freshman - 3rd grade and under
 - Sophomore - 4th grade
 - Junior - 5th grade
 - Senior - 6th grade
 - MS7 - 7th grade