

# SECTION 1 ELIGIBILITY

## 1.1 PARTICIPATION

Any team currently participating in a Colorado youth football league may participate.

## 1.2 AGE and WEIGHT LIMITATIONS

These age divisions will be based upon the players age as of 6/01/09, as submitted by each team to their respective leagues.

Division	Description	Max. Weight Limit	Ball Carrier Wt. Limit
8U	Players 8 and under	150 lbs.	90 lbs.
9U	Players 9 and under	160 lbs.	100 lbs.
10U	Players 10 and under	170 lbs.	105 lbs.
11U	Players 11 and under	180 lbs.	120 lbs.
12U	Players 12 and under	200 lbs.	140 lbs.
13U	Players 13 and under	225 lbs.	160 lbs.

Players that weigh in excess of the ball carrier weight limit will be deemed as patch players and be so designated during their participation in the tournament. Patch players will receive identifying helmet stickers at the initial team check in on the first day of the tournament. A violation of the Patch Player rules will result in an Unsportsmanlike Conduct penalty against the Head Coach.

### Patch Players MUST:

1. Be on the line of scrimmage on offense and within 4 yards of the center.
2. Be within 5 yards of the line of scrimmage on defense and can not line up more than 2 yards outside the nearest offensive lineman except when there are 3 or more wide-outs in the offensive formation.
2. Not carry the ball from the line of scrimmage.
3. Not carry the ball on a kickoff or punt.
4. Not carry the ball on a fake or muffed punt
5. Be within 20 yards of the line of scrimmage on a kickoff

### Patch Players MAY:

1. Catch a forward pass (not behind the line of scrimmage).
2. Punt or kick the ball.
3. Field the ball on a kickoff or punt, however cannot advance the ball.
4. Advance the ball on a turnover.

### 1.3 ROSTERS

Each team must submit a copy of their official league roster signed by their respective league official AND a Flatirons Invitational team roster form. Rosters will be frozen at the Flatirons Coaches Meeting. No player will be allowed to be added after that time. If a team is found to have added a player that team will be ejected from the tournament and no refund will be given!!

Teams may add up to 5 players from a different team in their same league AND division/conference. The official league roster of the players added must be submitted before the players are ineligible for the Flatirons Invitational which must be turned in at the Coaches meeting. Team rosters will be spot checked through out the tournament.

Official roster can be downloaded from the Flatirons website [www.eteamz.com/flatironsfootball](http://www.eteamz.com/flatironsfootball)

### 1.4 PROOF OF AGE

Each player must submit a copy of their birth certificate, passport or military ID at the team weigh-in. Coaches must be able to show proof of age of any player on their respective teams upon request by a Flatirons Invitational official.

**PENALTY** - Failure to comply with rules in section 1 will cause a player to be ineligible. If a player plays in any game in which he or she is ineligible, the game will be forfeited by the offending team.

## SECTION 2 PLAYING FIELDS

### 2.1 FIELD SIZE

The playing field for each division will be as described in the following table. Field width and end zones depth will be as prescribed by Official High School rules.

Division	Length
8U, 9U, 10U, 11U	80 yards
12U, 13U	100 yards

### 2.2 FIELD MARKINGS

The fields will be marked every 10 yards. Coaches and players must be on the sideline and may not go beyond the 15 yard line on an 80 yard field, or 20 yard line on a 100 yard field. Spectators (including chairs, coolers, tables, etc.) **MUST** be a minimum of 5 yards (15 feet) off the field of play. Spectators may not be in the end zone for any reason.

### 2.3 EQUIPMENT

The Flatirons Invitational will provide chains, down markers and yard markers for each field. The home team will be responsible for providing three (3) adults to run the chains and down marker. Each team will provide a game ball when playing offense.

## **SECTION 3 GAME RULES**

### **3.1 HIGH SCHOOL RULES**

Except where as noted by these rules for the Flatirons Invitational, the tournament shall be governed by the rules of the National Federation of State High School Athletic Association.

### **3.2 LENGTH OF GAMES**

Each game (for all age divisions) shall consist of four (4) quarters. Each quarter shall be eighteen (18) minutes long. The official game clock will be maintained by the field referee. The game will be a running clock except for the last three (3) minutes of the second quarter and fourth quarter. High School rules will be in effect for the final 3 minutes of each half. Upon the referee placing the ball down and signaling the ball ready for play, the offensive team will have 25 seconds to snap the ball.

The clock will stop on point after touchdown attempts and start back up at kick-off. Each team will have two (2) timeouts per half. Timeouts before the last 3 minutes of each half will not stop the clock.

### **3.3 GAME OFFICIALS**

Two officials designated by the Flatirons Invitational personnel will be assigned to games for the 8U, 9U, 10U and 11U divisions. Three officials will be assigned for the 12U and 13U division.

### **3.4 ON FIELD INSTRUCTIONS**

In the 8U division, one coach may be on the field for the purposes of instructing their players. Coaches on the field may talk only to their own players, may not discuss official calls and MUST stop giving instructions when the offensive team gets in the set position. Infraction of this rule will cause removal of the offending coach from the field of play (may be replaced by another coach) for the duration of the game.

### **3.5 POSITION OF THE BALL**

For games played on an 80 yard field, the ball will be spotted at the 30 yard line for kickoffs and for a kickoff out of bounds. The ball will be spotted at the 15 yard line for a free kick following a safety or touchback. For games played on a 100 yard field, official High School rules will apply. The ball will be spotted at the 40 yard line for kickoffs. The ball will be spotted at the 35 yard line for a kickoff out of bounds. The ball will be spotted at the 20 yard line for touchbacks or free kick after a safety.

### **3.6 POINT AFTER TOUCHDOWN**

A team may run or pass for the point after touchdown. The ball will be placed at the 3 yard line for all age divisions. A completed legal forward pass for a successful PAT is two (2) points. A run for a successful PAT is one (1) point

### **3.7 PENALTIES**

For the 8U, 9U, 10U and 11U divisions, penalties shall be reduced 80% from the stated value of the official High School rules. Therefore a major penalty will be reduced from a 15 yard penalty to 12 yards; a 10 yard penalty will be 8 yards and a 5 yard penalty will be 4 yards. For the 12U and 13U division, the official High School rules will apply.

### **3.8 FREE PUNT**

In the 8U, 9U, 10U and 11U divisions, teams who declare to the official that they intend to punt the ball shall do so without being rushed by the opposition and they must punt the ball. Punt coverage must not leave the line of scrimmage until the ball is punted. The ball must be punted from at least five (5) yards behind the line of scrimmage. The defensive team must have at least five (5) men on the line of scrimmage at the time the ball is punted.

### **3.9 MANDATORY PLAY**

There are no mandatory minimum play rules, however given the spirit of post season play; it is the intent of the Flatirons Invitational to provide a venue where all participants are allowed to participate in a sufficient number of plays.

### **3.10 PLAYER EQUIPMENT**

Mouthpieces are mandatory, athletic cups are optional. Gloves must be approved by the field referees. Only clear visors are allowed. Any hard casts must be wrapped with at least 1 inch of soft padding and completely covered, and approved by the field referee prior to the start of the game.

### **3.11 CONDUCT**

Coaches must set the example for sportsmanship for both their players and spectators. Each team is responsible for keeping order and keeping spectators off the playing field at all times. Officials will enforce official High School rules pertaining to coaches, boundaries and conduct. A coach may ask for a rule interpretation from a game official provided that the coach's request is made in a courteous manner.

Parents are prohibited from entering the field of play UNLESS instructed by the referee in the case of an injury.

### **3.12 EJECTION**

Any player, parent, coach or spectator that is ejected is suspended from the remainder of the current game AND the following game. The individual ejected must leave the complex.

### **3.13 OVERTIME**

Official High School rules apply. Possession is declared by a coin flip. The ball is placed at the 10 yard line. Each team is given 4 downs to score. The game will continue until a winner is declared.

### **3.14 PATCH PLAYERS**

Any offensive player designated as a Patch Player may not carry the ball and must line up on the line of scrimmage and within four (4) yards of the center. A Patch Player is not allowed to be in motion at the snap of the football. Any team in violation of this rule shall receive a major penalty (twelve (12) yards for 8u, 9u, 10u, & 11u and 12u & 13u fifteen (15) yards for the, for unsportsmanlike conduct against the Head Coach.

If a Patch Player attempts to line up on the line of scrimmage but is penalized under the High School rules for not being close enough to the line of scrimmage, then the referee may, at his discretion, only penalize the team for illegal procedure.

A player can be a Patch Player and occupy the Tight End position and are allowed to catch a forward pass and advance the ball. All Patch Players will be designated by a two-inch by six-inch contrasting stripe, front to back, on both shoulders. Stripes must be permanently attached.

Linebackers – all players playing the position of the linebacker or defensive back that are striped must line up within five (5) yards of the line of scrimmage and cannot line up more than two (2) yards outside the nearest offensive lineman. Any team in violation of this rule shall receive a major penalty (twelve (12) yards for 8u thru 11u divisions and for the 12u and 13u fifteen (15) yards for, for unsportsmanlike conduct against the Head Coach. In the event the offensive team places three (3) or more wide-outs the offensive team gives up the benefit of this rule.

A Defensive Patch Player will be allowed to recover the ball and run it back as long as that player initially has possession of the ball and it remained in his possession through a fumble, interception, or blocked punt.

A Patch Player may not advance a kick-off. An offensive Patch Player may recover a fumble but CANNOT ADVANCE THE BALL UNDER ANY CONDITION.

## **SECTION 4 GENERAL**

#### **4.1 TOURNAMENT CHECK-IN**

Coaches must attend a mandatory coaches meeting; all Head Coaches and Assistant Coaches must sign a code of conduct before they may occupy the coach's box on the sidelines. Each team is required to check in with the Tournament Director on the day of their first scheduled game to receive Patch Player helmet stickers. Players will not be allowed to attend unless check-in has been completed.

#### **4.2 WEIGH-INS AND BIRTH CERTIFICATION**

All players must attend a mandatory weigh-in and player check-in. Teams will be assigned a weigh-in time by the Tournament Director. A player will not be ineligible to participate in the tournament/game if they do not weigh-in or provide a valid copy of a stated/stamped birth certificate. No player will be allowed to play unless that document has been signed off by the tournament committee member.

#### **4.3 UNIFORMS**

A player cannot play in a game unless he is uniformed in conformity with the other players of the team including the same helmet, jersey and pant color, and a non-duplicated number on both the front and back of the jersey.

#### **4.4 TIEBREAKER**

The tiebreaker rule is:

1. Head to Head
2. Points Allowed
3. Best record against common opponents
4. Coin Toss

#### **4.5 POSTPONED GAMES**

The Flatirons Invitational will re-schedule delayed or postponed games based upon the availability of fields and referees. The Head Coach will be notified by a Flatirons Invitational official of the date, time and location of the re-scheduled game. No special requests will be considered for re-scheduled games.

#### **4.6 OFFICIAL GAME SCORE**

At the conclusion of the game each coach must sign the official game score card maintained by the field referee.

#### **4.7 PROTESTS**

Only a roster violation, player eligibility or patch rule infraction can be protested. Judgment calls or time management by the referee cannot be protested. To initiate a protest, the protesting coach must notify the referee of his intent to make a protest. The play must be stopped immediately; NO ADDITIONAL PLAYS can be executed. The protesting coach must clearly define the protested offense to the referee and submit a \$100 protest deposit. At the conclusion of the game the Flatirons Invitational board of directors will rule on the protest and the appropriate remedy (if any). If the protest is upheld, the \$100 protest deposit is refunded to the protesting coach.

#### **4.8 TEAM SIZE and FEES**

Team fee is \$425 for each team maximum team size of 20 players. Team that has over 20 players will be

required to pay a \$25.00 per player fee.