

MIGHTY MITE RULES

All High Schools rules apply to the Mighty Mite level except for the following:

1. Official football- K-2
2. **Game Time Limits:** 8-minute quarters.
3. **35 second play clock**
4. **Possession of the game** is determined by a coin flip.
5. **Kickoff:** No kickoffs and no kickoff return. Ball will be placed on 40-yard line. Receiving team takes possession.
6. **Time outs:** (3) time outs allowed per half.
7. **Punt:** No kick. Ball will be moved 25 yards, change of possession. This is a 25-yard punt period.
Example: If the offense is on the defensive's 26-yard line and elects to punt the ball, the ball will be placed on the 1-yard line. If the offense is on the defense's 24-yard line and elects to punt the ball, this would result in a touchback and the ball will be placed on the 20-yard line.
8. **Extra Points-** 1 point run and 2 points pass or kick.
9. **Scrimmage Down** at the coach's discretion, one offensive/defensive coach from each team will be allowed on the field during play. The defensive coach must be 10 yards from the line of scrimmage as soon as the QB approaches the line of scrimmage. While the offensive coach must be 5 yards behind the "back/field judge" official before the snap of the ball. The QB can be approaching under the center or from the "shotgun" position. No coaching during the play. Violation of this rule constitutes: (1st infraction) warning; (2nd infraction) 5-yard penalty and coach forfeit rights of coaching on the field and must coach from sideline. If the offensive coach violates the rule, the rule only applies to that coach. If the defensive coach makes the violation, then the rule only applies to that coach.
10. **Snap** The center may snap the ball placed either parallel or right angled to the scrimmage line. The center cannot be hit upon the snap of the ball. No defensive player can line in the A gap on the LOS or over the center on the LOS. Defensive players on the LOS shall not align any closer to the Center than heads up on the offensive Guards. The Linebacker(s) must line up at least 3 yards from the LOS when over the center or A gaps. Quarterback sneaks from under center are not allowed in this division. (LOS- Line of scrimmage)
11. **Delay of game** is completely under the discretion of the referees. If the referee feels a team is delaying the game on purpose, he can stop the clock, impose a 15-yard penalty, or cause the offense to lose possession of the ball. Example: two or three offensive penalties in the last few minutes of a game could be viewed as a violation.

LOUISVILLE YOUTH FOOTBALL
LEAGUE RULES
Pee Wee Junior and Senior

Playing Rules shall follow the KHSAA rules with the following exceptions:

The official footballs for the LYFL are leather:

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|------------------|-------------|
| • Pee Wee | K-12 |
| • Junior | TDJ |
| • Seniors | TDY |

- The chain crew will be on the home field side. If there is an obstruction problem, it is at the discretion of the home team to move them to the visitor side.
- The kickoff will be from 40 yards line on a 100-yard field.
- 40/25 play clock for all levels except mighty mites.
- All games are 8-minute quarters for all divisions of football in the LYFL. Each team will be given (3) time outs per half.
- No metal, steel or screw-on cleats will be allowed. Molded rubber or plastic cleats are required.
- **MERCY RULE** – When a team is leading by **24 points or more in second half** or **32 points at anytime**, the clock will run continuously, stopping only for injuries or time outs, until end of the game. And even if difference changes to less than 24 points. A coach has the option to throw in the towel or call the game.
- **ZERO TOLERANCE RULE IN EFFECT AT ALL GAMES FOR EVERONE AND LYFL EVENTS.**
- **All coaches must have league I.D cards.** No one will be permitted in the game or onto the field without the proper I.D. All coaches must be listed on the LYFL coach's certification list. (Team Moms and Dads are not coaches and have limited access to sideline.)
- There will be no communication devices used at any time during LYFL games.
- Overweight players must be clearly marked on helmets with an "X"; 2" wide x 8" long of contrasting color (ear to ear) on the back the helmet. No horizontal bar is allowed.
- **Scrimmage Play**
- Offense- "X" players must be interior lineman, center, guard, or tackle, (covered-up by an end eligible to advance) at snap. Penalty-live ball foul, 5 yards from previous spot. An "X" player may not advance any loose ball in possession of his team. The ball is dead at the spot of such recovery.
- Defense-No restrictions- any formation legal. An overweight player on defense may advance on "opponents fumble, backwards pass or intercepted forward pass
- **Scrimmage Kicks (punt) Jr and Sr**
 - Kicking team- one "X" player may line up in the backfield. He must be able to kick and must kick or down the ball. If there is a bad snap, he may move to recover the ball and kick. He cannot move to avoid a defensive rush or otherwise move to improve his position. In this case the ball is dead at that spot. However, he may retreat to the end zone for a safety. No other action can be taken to advance the ball, even in the case of a bad snap or fumble.
 - On the Junior and Senior levels, only the gunners can advance until the actual punt.
 - Receiving team- An "X" player may catch or recover a scrimmage kick. He may not advance; the ball is dead at the spot of catch or recovery.
- **Scrimmage kick (punt) - Pee Wee** level only-punt
- must be declared to the referee.
- Punt must occur from the spot where ball is snapped and between the field hash marks on normal tight punt alignment, ball becomes live when it crosses the line of scrimmage; if ball fails to cross the line of scrimmage, it remains dead, is returned to the line of scrimmage, and belongs to the receiving team; kicking team members must remain on their line of scrimmage until the ball is kicked.
- **Kick-off-** Receiving team- "X" players must line up in the 5-yard zone (normally 50 and teams 45-yard lines) and remain there until the ball is kicked. Penalty-live ball foul, 5 yards from previous spot. If an "X" player catches or recovers a free kick, ball is dead at that spot.
- **EXTRA POINTS: JUNIORS/SENIORS- PUT BALL ON 3 YD LINE-1POINT RUN OR PASS- 2 POINTS KICK.**
- **EXTRA POINTS: PEE WEES- PUT BALL ON 3 YD LINE- 1 POINT FOR RUN- 2 POINTS FOR FORWARD PASS OR KICK. NO FRR KICKS FOR EXTRA POINTS OR FIELD GOAL**
- **Tie Games-** If a game is tied at the end regulation play; there will be unlimited overtime periods to determine a winner. First overtime period play shall be the placement of the ball on the opponent's 10 yd line with the offensive team given 4 downs in which to score. The defensive team then takes possession of the ball, becoming the offensive and has 4 downs in which to score from the 10 yd. line. Each overtime game, after the first overtime, the ball will be placed on the 5 yd. line.