

CHOO-CHOO BOWL PLAYING RULES

Divisions:

5/6

7/8

9u

9/10

11u

11/12u

COACHES CONDUCT

- A. Should coaches display conduct unbecoming or detrimental to the bowl, shall first warn the head coach that should this conduct continue, the game can be forfeited.
- B. Any coach who is removed from a game shall immediately leave the sight of the playing field, and shall be suspended from the next game.
- C. Fans must conduct themselves positively (no taunting, intimidation and threats), at any time while at any game.
- D. The coaches are responsible for his fans.

CONDUCT OF SPECTATORS – INCLUDING PARENTS

- A. **Coaches must wear sideline pass.**
- B. The head official shall request officials to have such spectator(s) removed from the premises, by the local police authorities if necessary. Additional warning by the official of spectator(s) misconduct may result in forfeiture of the game as a last resort.
- C. Any parent /Fan that leaves the stands with intent to cause bodily harm to an official, player , coach or league representative will be handled as follows:
 1. The parent will be arrested.
 2. **Your association will be banded.**

To All Coaches: Please read this information

This is a TWO game minimum.

1. Age cut-off is Aug. 1st.
2. All players will be checked before each game to make sure he has a band and if he is a double stripper.
3. **All coaches have a right to get a clarification on ANY rules during a game, have the head referee call a tournament official at the site before game continues. This is only for rules of our bowl NOT PENALTIES. You need to find the person in charge of site before your game starts at the site you are playing on, you will be given the names at check-in. If the official does not listen to you, send an assistant coach to the site administrator. Don't come to us after your game is over to complain about what YOU should have done and now your parents are mad at us.**
4. All games shall be played under the TSSAA rules unless contrary to these rules.
 - a. In the 8 and under, when the QB goes under center, the coach must be 5 yards beyond the deepest player, refrain from any physical, verbal or visual contact until the play is completed. Penalty for infraction of this rule shall be as follows:
 1. One (1) warning per team.
 2. Five (5) yard penalty and loss of down thereafter for the offense.
 3. Five (5) yard penalty and automatic first down if infraction is against the defense.

B. Extra Points:

1. One (1) point for running.
2. Two (2) points for passing.
3. Two (2) points for kick. 9/10 and under no rush.

- C. 8 and under no nose-guard and middle linebacker must be 5 yard from ball. All defensive line guards **must** engage offensive guards at start of play. **No** QB sneak or draw, but QB can run off tackle.

GAME TIME CHECK-IN

- A. Players will line-up before each game to verify each kid wrist band 5 minutes before game time. Any player without the bracelet will not play.

All Ages over Weight Rule: There is unlimited weight on all linemen. On offense they must be tackle to tackle. On defense they can play **hand down** DE if you run a fifty or six man front. You must still be in the frame work of the offensive TE or tackle. In a forty tackle to tackle of offense. **All players over weight will not have a ball carrier sticker on helmet. Ball is dead at the spot they intercept a pass or pick up a fumble. If a referee blows whistle because a single stripe has the ball he thought it was a double stripe ball is still dead at that point, no do over.**

^ = DE

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Clock

Clock only stops for touchdowns and timeouts 2 per half. Last min of half is regular clock and 2 min of game.

5/6 RULE EXCEPTIONS

1. All players over weight see above rule.
2. Each quarter will consist of 9 minutes running.
3. Ready for play will be 30 seconds.
4. There will be no nose guard over center.
5. Ball will be spotted on the 30-yard line. NO KICK-OFFS
6. Punts will be a **25**-yard walk off. If you are at the 26 to 30 yard line, punts can only be 20 yards
7. Two coaches allowed on field. (Optional) Coaches must be 5 yards behind deepest player.
8. If a safety happens, ball goes out to the fifty.

7/8 RULE EXCEPTIONS

1. Each quarter will consist of 10 minutes running clock. With 25 seconds ready for play.
2. Ball will be spotted on the 30-yard line. NO KICK-OFFS
3. Punts will be a **25**-yard walk off. If you are at the 31 to 35 yard line, punts can only be 20 yards
4. There will be no nose guard over center. No QB sneak.
5. One coach allowed on field. (Optional) He **must** be quite once QB gets under center.
6. If a safety happens, ball goes out to the fifty yard line.

9/10 RULE EXCEPTIONS

1. Each quarter will consist of 10 minutes running clock. With 25 seconds ready for play.
2. KICK-OFFS
3. Punts will be a 25-yard walk off. If you are at the 31 to 35 yard line, punts can only be 20 yards

11/12 RULE EXCEPTIONS

1. Each quarter will consist of 10 minutes running clock. With 25 seconds ready for play.
2. KICK-OFFS
3. Live punts.

BLOWOUT RULE: If a team is behind by 20-points, they get ball at 35-yard line of team with lead.

COMMON RULES FOR ALL AGES

1. Players with double stripes **can't** advance ball. They can play special teams.
2. Coaches **MUST** wear passes visible on sideline. Only coaches, medical person and identified water boys allowed on sideline.