

Magic Valley Junior Football League
8-ManTackle Football Rules
Update June 15th, 2022

1. 2022 High School Federation Rules apply except for Magic Valley Jr. Football League 8 Man modifications described herein.
2. Eligibility Rules:
 1. All team registrations and field conflicts must reported no later than August 13th, 2022 please follow this link to complete registration.
 2. There will be a 75\$ fee made to the Community hosting the Jamboree to help offset Umpire and staffing costs.
 3. All rosters must be turned in to the league secretary no later than August 27, 2022. Bring full roster to weigh-ins / Jamboree.
 4. 4th, 5th and 6th grade level boys and girls are eligible to play.
 5. All participants need to have a current physical on file in order to be eligible to play.
 6. Medical insurance or an insurance waiver signed by a Parent/Guardian is required of each player prior to the first practice.
 7. Each player must have a minimum of 5 (five) full practices before being allowed to play in a game.
 8. No player shall play for any other organized tackle football team from the date of the weigh in until the last game of the year. 8 Man Board of Directors has discretion to overrule this rule if a team is in jeopardy of not having a full team.
 9. Each organization entering teams into the Magic Valley Junior Football League must declare their town or community and school district at time of registration. Only one organization per community.
 1. Players must reside within teams declared town or community or attend school within the teams declared school district.
 2. Exceptions may be made on a case-by-case basis and must be submitted to the Magic Valley 8 Man Junior Football League Board of Directors for approval.
 3. If there are not enough players residing in one community, communities may be combined by obtaining approval of the Magic Valley 8 Man Junior Football League Board of Directors.

10. Each Organization entering teams into the Magic Valley Junior Football League must hold open and public registration for at least 45 (forty-five) consecutive days prior to the registration deadline.
 11. Each organization entering teams may NOT turn away eligible participants so long as those participants have registered and provided all necessary documentation prior to registration deadlines.
 12. Each organization entering teams into the Magic Valley Junior Football League are responsible for having signed medical/insurance waivers on file for each participant
 13. Each organization entering teams into the Magic Valley Junior Football League are responsible for having updated sports physicals on file for each participant.
 14. The Magic Valley 8 Man Junior Football League will hold no liability for any teams or participants entering into the league each organization will hold all liability for the teams and participants they enter.
 15. No organization or team participating in the Magic Valley 8 Man Football League may schedule or play games or scrimmages outside of the Magic Valley 8 man Junior Football League from the date of registration until after the Championship weekend. Exception to the rule may be made with permission from the Magic Valley Junior Football League Board of Directors.
3. Equipment Rules:
1. Tennis shoes, gym shoes or rubber molded cleats are acceptable. Rubber cleat shoes are not required. No metal baseball type or screw in cleats will be allowed.
 2. Each player is required to wear a protective mouth or teeth guard during any game or practice.
 3. Intermediate size football will be the "Official League Ball", also known as the Junior Size.
 4. 2022 High School Federation Rules will apply to the use of padding and other protective gear.
4. Clock Rules:
1. Teams be ready to begin play within 10 (ten) minutes of the scheduled time or they will forfeit by the score of 6-0.
 2. Each regular game will consist of 4 (four), 15 (fifteen) minute quarters.
 3. Clock will run continuously.

4. Clock will stop for team time outs & referee time outs (TD's and extra points included)
 5. Half time will not exceed 7 minutes.
 6. Home team will designate a properly trained, responsible, ADULT to run the clock.
5. Time Out Rules:
1. Each team will be allowed 3 (three) time outs during each half and 1 (one) time out per overtime if needed. 2. Time outs will be 1 (one) minute long.
6. Offensive Rules:
1. All offenses must conform to High School Federation Rules.
 2. The offense will be given 2 (two) points for kicking the extra point and 1 (one) point for running or passing the ball.
 3. To begin the game, after halftime, touchdowns and safety's, the ball will be placed on the 35-yard line to commence play (there will be no kickoffs).
 4. If a team does not snap the ball within 35 seconds they will be charged with a delay of game and will receive a 5 (five) yard penalty.
 5. There will be a 5 (five) yard penalty for illegal offense.
7. Defensive Rules:
1. No player on defense can stunt.
 2. Linebackers need to be at least 3 (three) yards off the line of scrimmage and no immediate forward movement at the snap of the ball. (No blitzing)
 3. Defensive lineman must be head up, no gap.
 4. The center must be kept uncovered except within the 10 (ten) yard line.
 5. Within the 10-yard line defense may use a nose guard but must be head up, no gap.
 6. Defense can rush on P.A. T's and field goal attempts.
 7. There will be a 5 (five) yard penalty for illegal defense.
8. Overtime Rules:
1. In case of the tie, we will use the Kansas Play-Off Plan. Each team will get the ball on the 10 (ten) yard line and have 4 (four) downs to score.^[11]_{SEP}
 2. Play-Offs will continue until a winner is determined. NO TIES.

9. Weight Limit Rules:

1. All combined grade 8 Man teams, players weighing over 121 pounds at the designated weigh in will be considered a "line only player" and will have an "X" sticker placed on their helmet for the remainder of the season
 1. Any player who does not weigh in at the Jamboree Official Weigh in or at an Official Weigh In set prior to the Jamboree by the Organization Representative, will be treated as an "line only player" and will have an "X" sticker placed on their helmet for the remainder of the season.
 2. Any player with an "X" sticker will be allowed to play offensive and defensive line ONLY.
 3. All weigh ins must be completed with all pads minus cleats and helmets.

10. Special Teams Rules:

1. No Rushing on Punts.
2. A "fair catch" rule will be in affect for all punts. Receiving teams can elect to catch the ball for an immediate dead ball or let it bounce to be downed by the opposing team. NO RETURNS.
3. Only 2 players from punting team can advance down field once referee declares "ball away".
4. Defense can rush on P.A.T.'s and field goal attempts.
5. There will be no kickoffs.

11. Misc. Rules:

1. Teams will be stationed on opposite sides of the playing field during the game.
2. A team may play only one game in a 48-hour period.
3. Each rostered player must play a minimum of 2 (two) full quarters on either offense or defense.
4. Home team will contact EMT services and request their presence at each game.
5. Home team will schedule referees to include 1 (one) certified referee and 3 (three) additional uncertified referees per game.