



TACKLE FOOTBALL

Tallahassee Parks & Recreation Dept.

RULES & REGULATIONS

Pee Wee, Intermediate, & Junior Leagues

AGE: Pee Wee: 8-10 years old – weight limit up to 125 pounds
 Intermediate: 9-11 years old – weight limit up to 155 pounds
 Junior: 11-13 years old – no weight limit

AGE DETERMINING DATE: September 1st of the league year.
 A player must be at least 8 years old and cannot be 14 years old prior to September 1 of the league year to be eligible for the Tackle Football program.

PROOF OF AGE: All players must show proof of age at registration.
 Birth Certificates, baptismal, or school records may be used.
 Players will not be allowed to participate without this certification.

PRACTICE LOCATIONS

Pee Wee Tackle Football League

Team	Practice Site
Country Club	Country Club
Lafayette	9th & Terrace
Levy	Levy Park (upper field near Boy Scout house)
Meridian	Gilchrist Elementary
Tom Brown	Tom Brown Park (across from tennis courts)
Walker-Ford	Walker-Ford Community Center (lower field near pool)

Intermediate Tackle Football League

Team	Practice Site
Country Club	Optimist Park
Lee	Lee Park
Levy	Sealey Elementary
Timberlane	Gilchrist Elementary
Tom Brown	Tom Brown Park (near basketball courts)
Walker-Ford	Walker-Ford Community Center (upper field)

Junior Tackle Football League

Team	Practice Site
Gaither	Jake Gaither Community Center (behind playground)
Levy	Levy Park
Myers	Jack McLean Community Center
Northside	Gilchrist Elementary
Tom Brown	Tom Brown Park (near shelter #13)

GAME LOCATIONS

All Games will be played at Messer North on Tuesday or Wednesday nights at 6:00pm or 7:30pm.

Games will be officiated according to the rules defined in the latest edition of the National Federation of State High School Associations (NFHS) Football Rules Book and Football Case Book, except as deviated below.

DEVIATION	Pee Wee	Intermediate	Junior
Clock 4 – 8 minute quarters 2 – 1 minute/1 – 30 second timeouts per half	√	√	√
Scoring Touchdown: 6 points Field Goal: 3 points Try: run/pass: 1 point Kick: 2 points Safety: 2 points	√	√	√
Player Numbering No impact on legality of formation or receiver eligibility.	√	√	√
Penalties 5-yard penalties: 4-yards 10-yard penalties: 8-yards 15-yard penalties: 12-yards	√	√	√
Kickoff, including after safety No kickoff – ball put in play on 24-yard line	√		
Kickoff Start of half, after touchdown/field goal: 32-yard line After safety: 16-yard line		√	√
Punts, Extra Points, and Field Goals Must be declared on all downs; once declared, ball must be kicked Neither team can enter neutral zone until ball is kicked	√	√	FHSAA RULES
Defensive Linemen	5 or 6	4 to 6	FHSAA RULES
Defensive Formations Defensive linemen must be in 3- or 4-point stance; not head-to-head over center All other defensive players must be at least 1-yard behind linemen's heels No defensive player can be moving towards LOS at snap, including shifts (8-yard, live-ball penalty)	√	√	FHSAA RULES

Size of Ball: Pee Wee league will play with the Pee Wee sized ball. Intermediate and Junior leagues will play with the Intermediate sized ball. Game balls will be provided by Parks & Recreation.

Playing Both Ways Pee Wee: If a team has 22 or more players in attendance for a game, a player may not play both ways during a half (offense and defense). You must designate on the roster who will be on the offense and defense unit. However, players can swap units at halftime for the 2nd half of the game. If there are 21 or more players in attendance for a game, coaches are allowed to select 1 player to play both ways in the first half and 1 different player to play both ways in the second half. If there are 20 players in attendance for a game, coaches are allowed to select 2 players to play both ways in the first half and 2 different players to play both ways in the second half. If there are 19 players in attendance for a game, coaches are allowed to select 3 players to play both ways in the first half and 3 different players to play both ways in the second half. If there are 18 players in attendance for a game, coaches are allowed to select 4 players to play both ways in the first half and 4 different players to play both ways in the second half. If one of the designated both ways players leaves the game for any reason (injury, unsportsmanlike, etc.) and cannot return to the game, another player may be selected to play both ways to fill their spot. They must notify the scorekeeper of the change. If a team has less than 18 players in attendance for a game, they may have unlimited players playing both ways as long as all players get a minimum of 10 plays.

Playing Both Ways Intermediate: If there are 20 or more players in attendance for a game, coaches can select 2 players to play both ways in the first half and 2 different players to play both ways in the second half. If there are 19 players in attendance for a game, coaches can select 3 players to play both ways in the first half and 3 different players to play both ways in the second half. If there are 18 players in attendance for a game, coaches can select 4 players to play both ways in the first half and 4 different players to play both ways in the second half. If one of the designated both ways players leaves the game for any reason (injury, unsportsmanlike, etc.) and cannot return to the game, another player may be selected to play both ways to fill their spot. They must notify the scorekeeper of the change. If a team has less than 18 players in attendance for a game, they may have unlimited players playing both ways as long as all players get a minimum of 10 plays.

Playing Both Ways Junior: All players are eligible to play both ways at any time during the game as long as all players get a minimum of 10 plays.

Mandatory Playing Time: Players must play a minimum of 4 plays in the 1st or 2nd quarter and a minimum of 4 plays in the second half. The remaining 2 plays can be on either side of the ball and special teams. This means a participant must play in at least 10 plays per game. The coach is responsible for making sure that all substitutes play in the regular game. We ask cooperation in this matter. We have inserted this rule to ensure all players get to play in the regular game. This is not a protestable rule; it is a player participation rule that all coaches must follow.

Team Benches: Players and coaches must stay on their side of midfield within the marked boundaries. Only 4 coaches are allowed on the bench during games (head coach and 3 assistants), this will be strictly enforced. However, one coach per team will be allowed to cross midfield to coach their team but must stay within the 5 yard area between the sideline and the marked boundaries.

Captains Report: Coaches should have team captain's report to officials 10 minutes before game time.

Game Day Roster: All pee wee and intermediate teams must complete the tri-copy line-up sheet prior to the start of each game. The top "white form" must be given to the announcer at least 15 minutes before the start of the game. The "yellow copy" will be given to the opposing coach prior to the start of the game. The "pink copy" will be the coach's copy. All players on the official roster must also be listed on the tri-copy sheet in numerical order. Any player not participating that night who is on the official roster must have their name crossed out on the line-up sheet. Place an "x" in the column if the player will play offense or defense in that half. If applicable, list the players who will be playing both ways.

Chain Crew: (3 person - 2 chain, 1 down marker). The visiting team furnishes the chain crew, and will operate on the opposite side from the announcers stand. Adults and youths over 16 are appreciated.

Stopping of Games: No game will be stopped because you feel an opposing coach has broken a rule. Send for a recreation official. If we find out that an infraction has occurred, we will deal with it later. Never try to bring the parents into a possible rules violation. Matters will get worse. No parent, fan or bystander may enter the field of play while the game is in progress. If this happens, the person will be removed from the facility and cannot return for the next game. If this should happen a second time a trespass warning will be issued for the remainder of the season, and possibly for a longer period, depending on the nature of the act.

Uniform and Equipment: Parks and Recreation will provide helmet, shoulder pads, and pants with pads, which must be returned at the end of the season. Gameday jerseys will also be provided for players to keep. Players must provide proper footwear and mouthpiece. Rubber cleats are allowed but metal or screw on cleats are not allowed. Mouthpieces must be worn while playing at all games and practices. A penalty will be called if a player does not have a mouthpiece. Any equipment issued by Tallahassee Parks and Recreation should not be altered or defaced in any way. There can be no type of tape, insignias or logos put on helmets. If a recreation official detects that this has been done, the player will not be allowed to play until it is removed.

Helmet Care: These helmets will be adjustable by the chin strap and all coaches will be taught how to properly fit each player. Players are not allowed to alter the helmet in anyway, if any player is caught altering the helmet they will be responsible for replacing the helmet at the present cost value.

Collecting Equipment: Players are responsible for turning in equipment after the last game of the season, please make appropriate clothing arrangements. If a player quits before the end of the season, the equipment must be returned to the Administration Offices at Myers Park (1201 Myers Park Dr.)

Conduct of Coaches: A coach who is removed from a game by an official will at a minimum be suspended the next scheduled game. If a coach is removed a second time, he will be suspended from coaching. A coach may also be dismissed from the program for conduct determined to be unprofessional or detrimental to the physical and mental well-being of the players. In the event a coach is ejected from a game, it is the responsibility of the coach to submit in writing within 24 hours (or by the next business day) his version of the incident leading up to the ejection. The program supervisor will also submit a written report relevant to the incident. After gathering all the necessary information, Tallahassee Parks and Recreation will evaluate and rule on the incident as to whether further sanctions may be warranted.

Conduct of Players: A player who is removed from the game by an official will be suspended for the next scheduled game. Removal twice will result in suspension from the team.

Crowd Control: Coaches should help with crowd control and calm any potential situation that may occur from their parents and fans. Parents should be told to report to the staff any parents or fans for your team who are displaying unsportsmanlike conduct.

Recruiting: Coaches may not recruit players for their own team, but may ask players to register for the park they are zoned. Tallahassee Parks and Recreation will assign all players. Players who register after the deadline will be assigned by the athletic supervisor and the coach will be informed of new players added to the team.

Practice: Prior to the start of the season, practices are limited to four (4) 2 hour sessions per week. Once the season has begun, practices are reduced to three (3) 2 hour sessions per week. No Sunday practices. Coaches must report practice days and times to the league supervisor.

Players missing practice: Players are expected to be at all practices unless there is a valid excuse. Coaches should check with parents to determine the validity of any missed practices prior to 4 p.m. on the day of the game. A player who has missed two or more practices in one week (without a valid reason) can be held out of an entire game (unexcused absent only), or play only in the last two minutes of 2nd and 4th quarters. If a player misses one practice (unexcused), the coach is only required to play him four (4) plays in the 1st or 2nd quarters. Coaches should treat all players the same, whether they are starters or not. The key to this rule is to talk to the parents when a player misses practice in order to determine its validity. Since this has been a problem with many coaches, this information (not a rule) is designed to help you deal more effectively with parents.

Player Supervision: In order to ensure the safety of all players, Tallahassee Parks and Recreation is instructing each coach to stay with your players after practices and games until all have been picked up. If the same parents are consistently late, let your football supervisor know. The supervisor will talk to the parents about this. If it continues, a player may be dismissed from the team. Under no circumstances will a coach leave a player unattended.

Transporting Players: Coaches should not transport players in vehicles that exceed the legal limit for passenger use. This also includes players in the back of pickup trucks. This activity puts coaches in an extremely libelous situation and presents a safety concern involving the players .

Accident Reports: All injuries that happen at practices and/or games MUST have an accident report completed. A copy of the report should be turned into Tallahassee Parks & Recreation within 24 hours.