

Fairfield County Football League

5th Grade – BANTAM DIVISION 2025 RULES AND REGULATIONS

I. GRADE AND WEIGHT ELIGIBILITY REQUIREMENTS:

- A. All weights are the player's weight while wearing his uniform and all game equipment, excluding his helmet and shoulder pads.
- B. Enrolled in the 5th Grade during the fall football season and will be a maximum of 10 years old by February 1st of that same year. In addition, a limited player enrolled in 4th grade may play up in 5th grade if approved by his town's board prior to the first game. Any player playing up a grade is allowed to play any unlimited position if he makes the new grade divisions weight restrictions. The FCFL will be notified of any players playing up.
- C. Players playing at "unlimited" positions (may play any position) must weigh no more than 115 pounds. This includes all equipment except helmet and shoulder pads.
- D. Players weighing over 115 pounds must play interior line "limited" positions and may not carry the ball on a designed play. A player's weight includes all equipment except helmet and shoulder pads. "Limited" positions include only OT/OG/C/DT/DG, and these positions are prohibited from carrying, passing, or handing off the ball on a designed play. "Limited" players may play only on the LOS and may NOT play TE, DE (or wider than the second player from the center) or any offensive position other than OT, OG, C (defined as the player who snaps the ball, the players on the LOS no further than the second player from the center) nor any defensive position other than NG, DG or DT (defined as the players head up on the C, OG and OT) . Each "limited" player must have an orange circle not less than 1 inch in diameter on the front of his helmet, which shall be verified at weigh-in.
- Only possible Offensive limited positions: OT--OG--C--OG--OT
- Only possible Defensive Limited positions: DT--DG-----DG--DT
- E. The Head Coach must ensure that each player on his team meets the grade, age, and weight requirements.
- F. Violations of the above eligibility rules will result in automatic forfeit of all games played in which the violation occurred.

II. WEIGH-IN PROCEDURE AND GAME DAY ELIGIBILITY:

- Pre-Game weigh-ins are mandatory and should be conducted as follows:
- A. Each team must be weighed in the presence of both teams' coaches' representatives no later than 15 minutes prior to the start of the game. The final FCFL approved roster listing each player's name, DOB, jersey number, game weight with pads and whether "limited" or "unlimited" must be exchanged between teams and be available on the FCFL website.
- B. Players must wear all game uniform and equipment, excluding helmet and shoulder pads but including hip pads, thigh, butt, and knee pads. Players must then play in the equipment in which they were weighed as well as helmet and shoulder pads. (Example: Should a player elect to be weighed wearing sneakers, or no undershirt, or no additional pads for ribs, neck, or arms, he must play with or without that same equipment.)
- C. A mouth guard is mandatory during game play.
- D. Only one official weigh-in per player. Unofficial weigh-ins are allowed prior to the official weigh-ins to be supervised only by that player's coach.
- E. Each hosting organization is responsible for providing a scale, calibrate using a standard size free weight (minimum 20 lbs.) in the presence of the opposing team.

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III. HEAD COACH RESPONSIBILITIES - GAME DAY:

- A. The Home Teams having the first game of the day will provide two (2) assistants to League Officials for field preparation, including placing yard line and goal markers.
- B. After the last game, the Visiting Team will ensure that the field and sidelines are clean and will assist League Officials with storing equipment.
- C. Head Coaches are responsible for fan control and deportment.
- D. Home Teams will provide a three (3)-man sidelines/first down crew. Where possible, the
- E. First down crew shall be stationed on the home team's sideline.
- F. Each team may have two coaches on the field during all plays; the coaches may give oral instructions to his team until the offense is set. All on-field coaches must be deeper than the deepest player on his team. Once the ball is snapped, the coach may only move to get out of the way of the play, and if a coach moves toward or directs a player to the play after the snap (verbally or physically) a personal 15 yd foul will be assessed.
- G. Starting in week 5 of each season, all 5th grade coaches will NOT be allowed on the field during any plays.
- H. Home Teams must provide the same accommodations for the Visiting Team that they have available for themselves. Home Teams who cannot provide the same accommodations for the Visiting team are prohibited from using them.
- I. No sideline coaches, parents or fans are permitted on the playing field, or in the end zones for any purpose including filming the game.
- J. All coaches, fans and players are prohibited from using any wired or wireless mechanical communication devices, either directly or indirectly, to communicate with anyone observing the game.
- K. Refer to additional responsibilities in FCFL Policy and Procedures "Coaches Code of Conduct".

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IV. REFEREES:

6th-8th grade games should be played with 4 referees. The game can begin with no fewer than 2 referees. Referee responsibilities include:

- A. Knowing FCFL Rules
- B. Enforcing Rules
- C. Keeping Time
- D. Down Supervision
- E. Game Play
- F. Crowd Control
- G. An official game may not be played without at least two referees in attendance.

Referee point of Emphasis:

The FCFL board emphasizes that there should be a penalty called any time the head or neck is contacted by any player, whether offensive or defensive. If a determination can't be made who initiated the illegal head and neck contact, then both players should be penalized. The referees should at the time of the penalty track in writing the number and name of the player(s) penalized and report it on the FCFL website. If a player gets two such penalties, they should immediately be removed and again reported on the FCFL website. Referees should not hesitate to penalize or eject a player who violates these rules. It is considered critical in the teaching of

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proper techniques to both the player and the coaches. It is expected that initially there may be a lack of understanding of the strictness of the calls, but by consistently calling the penalty, players and coaches will learn that there is no tolerance to any contact to the head and neck area, nor any contact using any part of the helmet to initiate the contact. The FCFL board would rather the referee err on the side of calling a borderline penalty, than not calling the penalty. Even contact that is deemed unintentional should be penalized.

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V. INJURIES - EMT COVERAGE:

- A. Host organizations must ensure that EMT or EMS personnel are present at their fields during every game and have radio access to ambulance service.
- B. Coaches are to cooperate fully with EMTs, recognizing that any injury is potentially serious. The Head Coach (or his duly qualified designee) shall immediately attend to a downed player, solicit the opinion of the referees regarding the circumstances related to the injury, and signal to the attendant EMT if assistance is required. As soon as the EMT arrives, the EMT will be responsible for the disposition of the injured player.
- C. An injured player must sit out a minimum of one (1) play.
- D. Injured players will be permitted to return to the game based on a decision made by the medical doctor or EMT covering the game.

VI. MANDATORY PLAY RULE:

- A. Team size will be dependent upon the total number of participants in that grade as specified in the FCFL Policy and Procedures document, section VII, A.
- B. Each player is required to play a minimum Fourteen (14) plays. Punts and Live PAT/FG count as plays. Any “dead-ball” play such as dead ball extra points (since they are not live) do not count as plays.
- C. At the end of the second and third quarters, there will be an official time out, for player monitors to agree on players who have not played 14 plays. If the minimum plays have not been satisfied by the end of the third quarter, each player who has not played 14 plays must immediately start the fourth quarter and remain in the game until he meets the minimum play requirements. Once both coaches have agreed that all players have met the minimum play requirements, neither team may submit a protest. Coaches shall not agree to waive the minimum play rule. It is mandatory that each team has at least one play counter and all play counters from both teams are together on the sideline (outside coaches’ box) of the home team in the first half and the away team in the second half. After each quarter the play counters will have one official play count tally.
- D. Each team must use the Player Participation Form as provided by FCFL and maintained during the game by each team's designated player monitor. Head coaches are to provide the opposing coaches/player monitors with a minimum play sheet that clearly identifies the following separately: two-way starters, offense only starters and defensive only starters and substitutes.
- E. Exceptions to the minimum play rule for disciplinary matters or injury must be identified prior to the start of the game. The coach and disciplined or injured player will both be required to notify the opposing coach in person prior to the game to discuss the minimum play waiver.

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F. Plays that result in a QB spiking the ball or dropping to his knee with the sole purpose of “playing it safe” or “taking a knee” will not count as plays for minimum play requirements.

VII. REMOVING PLAYERS:

A. If a team has a seventeen (17) or more point in the second half of the game, the opposing coach may elect to remove up to three (3) players from the leading team's offense without regard to position until the lead is reduced to less than seventeen (17) points. Additionally, such players are ineligible to participate on any special teams (punting or punt receiving, and field goal or PAT attempts).

B. If after the 3rd quarter ends, a team has a seventeen (17) or more lead, the opposing coach may elect to remove up to three (3) players from the leading team's defense without regard to position until the lead is reduced to less than seventeen (17) points.

VIII. PLAYING RULES: N.F.H.S. Rules, except as modified below, shall govern all play.

A. Quarters are 11 minutes, timed in accordance with N.F.H.S. rules. Half time will be limited to 5 minutes.

B. Offensive limited players cannot advance the ball. Defensive limited players can only advance the ball if an unintentional fumble recovery or interception. Play should be stopped if a lateral to a limited player.

C. Offensive Formations are limited to the following (Trip receivers are not allowed):

1. A player who weighs over the unlimited weight, must play an interior line limited position. Limited positions include only OT/OG/C/DT/DG. All offensive formations must include a balanced line of Left OT/Left OG/C/Right OG/Right OT. These players, even if unlimited are never eligible to carry or receive ball, even if the uncovered last man on the line. Limited players may not be DE or be more than 2 players from the Center.

2. Splits between offensive linemen may be no more than one yard.

3. Eligible Receivers if on the LOS they must be at least 3 players away from the Center.

4. Other than the QB, defined as a player immediately behind the center who receives the ball, there can be only one back in the tackle box who is as close a 1 yard off the LOS. A total maximum of 4 players off the LOS (backs) including the QB can be inside the tackle box. Only the QB and 1 other back can be between 1-3 yds off the LOS, the other backs must be at least 3 yards off the LOS. In other words: If QB under C (incl QB) no more than 2 backs within 3 yards of the LOS. If Shotgun then only 1 back within 3 yards of the LOS.

5. Receivers are defined as Offensive players outside the tackle box. There may be no more than 2 receivers on each side of the center. Outside the tackle box, there is no restriction on depth from the LOS.

6. Motion or shifting is not allowed

D. Defensive Team Formations and Restrictions for 5th – 8th grade

1. Interior Line (defined as the players no wider than head up on O Tackles) is restricted to the following:

a) **4 Def Linemen between the two Offensive Tackles-** NG is not permitted: (1) Center (snaps ball) must be uncovered, two DGs align head up on the OGs and 2 DT align head up on the OTs.

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b) No other defensive players are allowed within 3 yards from the LOS between the two OTs.

c) The above interior linemen must all be in 3- or 4-point stances.

2. Defensive Ends (DE) – any additional player(s) setup on the defensive line setup outside of each offensive tackle are defined as Defensive Ends. They may be in a 2,3, or 4-point stance.

a) 0, 1 or 2 players (DEs) are allowed within 3 yards of the LOS outside the 2 offensive tackles.

b) DEs must be a minimum of 1 yard wide of the OT. There is no maximum width restriction, and no depth restriction applies.

3. Linebackers (LB) - defensive players at least 3 yards deep from the LOS without lateral restrictions

a) Distinction between LB and DE: LB - 3 yards deep of LOS. DE – within 3 yds of LOS.

b) Inside defensive team's 3-yd line: LB minimum distance from the LOS is decreased to 1 yard.

4. Safety – defensive players at least 6 yards deep from the LOS

a) At least 1 player must be at least 6 yards deep from the LOS with no width restriction

b) Inside defensive team's 1-yard line: S minimum distance from the LOS is decreased to 1 yard.

5. Cornerbacks

a) Must be 3 yards off the LOS

6. Defensive players all must be set prior to the snap. Movement prior to the snap is an illegal procedure. After the snap, there is no restriction on blitzing or stunting. "Flinching" by the defensive player is not a penalty as long as there is no encroachment on the LOS or a LB/CB/S remains 3 yards deep of the LOS.

E. Kick-offs – There are no kick-offs. Possession will start on the offense's 20-yard line. (50-yd line after safety)

F. Punting

1. Punt formations: 5 interior linemen, 2 TEs, 2 players (including the punter) in the backfield and 2 Receivers who have no width restriction. Linemen must remain in a 3- or 4-point stance, must maintain "normal splits" (i.e., may not spread out to cover the width of the field), and no member of the punting team may go downfield until the ball is punted. A ball not punted within 5 seconds of the snap is an illegal procedure and a penalty will be assessed. NOTE: Punt plays remain subject to delay of game calls as well. The Receiving Team may deploy one (1) blocker (DE or CB) per wide out to defend the play.

2. Receiving Punt formations: Minimum of 8 players within 5 yards of LOS including 4 D lineman head up on LOS. No motion/shifting of the punt returners is allowed. Punters must punt between the OTs.

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3. No rushing of the punter is allowed, and all down linemen must remain in a 3- or 4-point stance and are not permitted to go downfield. Only Split out receivers (gunners) may release downfield once the ball is punted.

4. Ball is spotted where it comes to rest, where it is caught or where, in the case of a bouncing ball, the punting team downs it. There is no loss of possession on a punted ball, regardless of the team that downs or recovers it. There are no returns, tackling or contact with the ball carrier. Punts do not count as a play, and the clock should be stopped during this transition, until the ball is set.

G. After scoring a touchdown, the offensive team may elect to pass, run, or kick for an extra point(s). When the offense elects to kick the PAT, the ball is snapped from the 3-yard line. Defensive rushing is not permitted and all defensive players on the line of scrimmage must remain in a 3-point stance. The Kicker can be a Limited or Unlimited player. If the ball is not kicked within five seconds of the snap the referee will flag for illegal procedure and a penalty will be assessed. Teams that successfully kick the PAT will get two (2) points. Teams that successfully run or pass for the PAT will get one (1) point if they elect to start from the 3-yard line and two (2) points if they elect to start from the 5-yard line. You must use the same ball of a PAT or Punt as you are using in a game.

H. There are no field goals.

I. Safeties – If an offense gives up a safety, the defensive team gets the ball at midfield.

J. Overtime – Used only in the playoffs. A coin toss will be called by the visitors. Winner of the toss chooses offense or defense first. Teams start on the ten-yard line and attempt to score. In OT, all PATs must be live run or pass plays, that is, there are no kicked PATs. If the score is tied after additional OT periods are played in the identical fashion, reversing the order of playing offense.

K. Keep the Head out of Football:

1. Illegal helmet contact: Any intentional or unintentional contact including blocking and tackling by an offensive or defensive player to any part of an opponent's head or neck is prohibited resulting in a 15-yard penalty.

2. Illegal use of helmet: Any intentional or unintentional contact including blocking, tackling, or rushing by an offensive or defensive player using any part of his helmet as the initiation point of contacting an opponent is prohibited and should result in a 15-yard penalty.

3. Two or more of the above penalties by a single player result in ejection from the game

L. No blocking below the waist – except for tackling, any purposeful football action below the waist is illegal.

IX. EQUIPMENT:

A. Only certified and properly reconditioned helmets may be worn.

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B. All players must have a colored mouth guard that must be worn while the ball is in play (Violations will incur a 5-yard penalty).

C. Sneakers, rubber cleats or turf shoes must be worn.

D. A jersey must cover the shoulder pads.

E. All excess equipment must meet scholastic guidelines.

F. Under Armour, Nike and Wilson balls are all approved for use in the size indicated as follows:

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1. Grades 3 & 4: Pee-Wee

2. Grades 5 & 6: Junior

3. Grades 7 & 8: Youth