

Section III – Preview Games, Procedures, Protest, Time Limits:

1. **Forfeit Time:** Forfeit time for all Leagues is fifteen (15) minutes after scheduled game time. Forfeit shall be declared when there are less than the minimum of eleven (11) players of a coach's team present to play. Officials shall not permit coaches to hold up the start of the game while waiting for additional players when at least eleven (11) are present for play.

- A. If a game cannot continue due to weather or darkness, it will be completed the next day. If the following day is not permitted the **League President will be contacted and the League Board will decide the make-up day and time.**
- B. A game will resume where it ended: clock, down, distance, spot of ball, score and quarter.

2. **Protests:** Correct procedure for placing a game under protest for a non-judgment call consist of:

- A. At the time of the infraction, "Time-Out" must be requested.
- B. Notify officials and a Board member that a protest is being lodged.
- C. Protest fee of **\$50.00** is given to a Board member or head coach. Fee is refunded if protest is won, forfeited if protest is lost.
- D. After a protest has been lodged with the officials and Board member, both head coaches will be brought to center of field and informed that the game is being played under protest. Excessive delays in the game by either team will be cause a **delay of game**
- E. Protest will be written and give to the Board within five (5) days of the infraction.
- F. Information such as an ineligible player does not require a protest. Pointing out the infraction to the Board members and verification of the same is an automatic forfeiture. However, the Board will hold a meeting to decide a protest or an ineligible player.

3. Game Length:	K-1 Grade	Four (8) minute quarters
	2 nd Grade	Four (8) minute quarter
	3 ^d Grade	Four (8) minute quarters
	4 th Grade	Four (8) minute quarter
	5 th Grade	Four (8) minute quarters
	6 th Grade	Four (8) minute quarters

4. **Ties:** There shall be no ties. Ball will be placed on the 20-yard line. Officials will explain the procedure. On the second attempt to break the tie, the ball will be put on the 10-yard line and game will continue until there is a winner.

5. **Safety:** After a safety, ball is placed at opponent's 50-yard line.

6. **Coaches on the sideline are not allowed past the 25 Yard Line:** Also no fans along sidelines if at all possible

7. **Ball Size:**

1 st and 2 nd Grade	K-2 (Wilson or Nike)
3 rd Grade	K-2 (Wilson or Nike)
4 th Grade	K-2 (Wilson or Nike)
5 th Grade	TDJ (Wilson or Nike)
6 th Grade	TDJ (Wilson or Nike)