

KMJMF U10 Division Rules & Regulations

Coaches Game Day Print Out

KMJMF abides by rules that are made to keep the game fun, safe and accessible for all players aged eight and nine years old. The focus is on teaching safe techniques and player development on both sides of the ball while using a 6-man a side format. Coaches are allowed on the field to coach, no refs and no scores are kept

1. AGE QUALIFICATIONS:

- Players born between 2013 – 2014, 8 – 9 year olds as of Dec. 31 of the current year.

2. PLAYER DEVELOPMENT ON BOTH SIDES OF THE BALL

- To ensure players are developing and learning both offensive and defensive skills and positions, we encourage coaches to have players play multiple positions during jamborees on both sides of the ball
- With the two practices a week we ask that coaches have players work on offense and defense as evenly as possible to develop skills on both sides of the ball

3. NUMBER OF PLAYERS AND FAIR PLAY RULES:

- Player participation shall be 6 players on and 6 players off when rosters permit.
- No two way players allowed when rosters permit.
- Players must play on both offense and defense during Jamborees

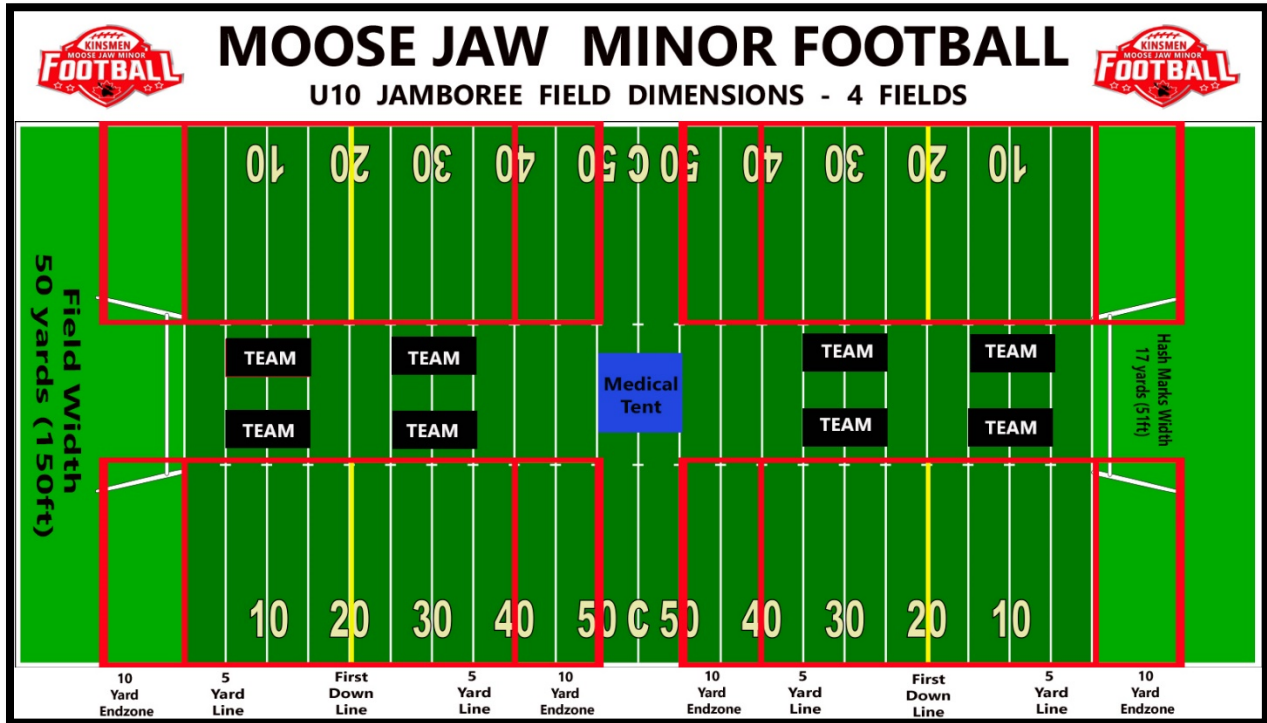
4. GAME DAY CONDUCT:

- Jamboree center supplies all volunteers needed for games
- Jamboree center supplies Game Balls – K2 is the official ball in U10
- Teams are to be called out to line up before the Jamboree starts for the singing of the National Anthem.
- Football Field is broken into four fields for Jamborees (Picture under field tab)
- No Scores are kept during games
- No Refs are on the field
- Coaches are allowed on the field behind their teams to coach and call plays
- Coaches mark and spot ball on field during the games
- Coaches Decide Pre-Game: One team starts on Offense in the 1st Half, then Defense in the 2nd Half
- Teams have ZERO timeouts
- Game Lengths: All KMJMF U10 games are two 15min Halves of Straight Time.
- Half Time Length: 5 minutes
- Break Length Between Games: 45 minutes to an hour to allow players time to eat

5. SUGGESTED JAMBOREE FIELD BREAKDOWN:

U10 Field Dimensions: 4 Fields

- Field Length Total: 60 yards
- Each Half: 20 Yards
- End Zones: 10 Yards
- Field Width: Sideline to Hash Marks



6. CLOCK OPERATION:

- All KMJMF U10 games consist of two 15min Halves.
- All KMJMF U10 games start at the same time and run straight time
- LEAGUE OFFICIAL SIGNALS TIME TO START:
 - Start Clock: Score board buzzer / Whistle
 - Stop Clock: Score board buzzer / Whistle
- STRAIGHT TIME: The clock will stop only in this situation
 - Injuries: Clock starts again once player has been cared for and safely removed from field.
- 3 MINUTE WARNING: Announcement to all teams, no stoppage
- HALF TIME: Half time is 5mins in length

7. GAME RULES:

- Offensive Team starts on their own 5 yard line
- Offense must have 3 Offensive Linemen on the Line of Scrimmage at snap
- The Offense gets 3 Downs to get a first down, which is the half field line (15 yds)
- If the Offense gets a first down, then they have 3 downs to score a touchdown (15yds)
- If the Offense scores a Touchdown they get to go for an extra point play from the 5 yard line
- If the Offense does not make a first down or get a touchdown, ball is turned over and the Defensive Team starts on Offense on their own 5 yard line
- If the Defensive team creates a turnover on a recovered fumble or an interception. Their Offense would start at the spot of the turnover.
- NO BLITZING: Defenses can only have three players max attack across the line of scrimmage.
- Coaches mark and spot the football and ref the games

8. OFFENSIVE SNAPPING OF THE FOOTBALL:

- Jamboree #1 in Moose Jaw – Teams are permitted to have the QB start with the ball behind his center and simulate the snap to allow teams to get offensive snaps off easier for their first football games of the season.
- Jamboree #2 – With many practices to work on this skill teams will now be asked to have the centers snap the ball between their legs to begin plays.

9. VIOLATION OF LEAGUE RULES:

- Any team found to be in violation of purposely breaking any of the KMJMF rules and regulations could result in the suspension of the team's head coach, as well as any players involved in the incident.
- A review by the KMJMF Board will be done on a case by case manner to decide the severity of the punishment or suspension that will include a discussion with all parties involved, as well as reviewing any evidence provided.
- The final say on punishment following the review will come from the KMJMF President. No appeals are allowed.