

Parent Information & The Game

What is expected of you the parent:

It is expected that you (the parent) stay at the field during ALL practises and games. Football is a contact sport and there may be an occasion when your player is injured seriously enough to require medical attention. As well, you will learn the game of football, coaching practices, and you will get to know other members of our football community.

**THIS PARAGRAPH IS VERY IMPORTANT! FOOTBALL IS A FULL CONTACT SPORT. PLAYERS ARE REQUIRED TO BE AT PRACTICE EVEN WHILE INJURED. THEY ARE RESPONSIBLE FOR THEIR PERFORMANCE WHICH WILL IMPACT ON ANOTHER PLAYER AND UNLIKE OTHER SPORTS, A PLAYERS LACK OF KNOWLEDGE THAT RESULTS FROM A FAILURE TO ATTEND PRACTICES MAY RESULT IN ANOTHER PLAYER BEING INJURED. ALL PLAYERS ARE TO BE AT PRACTICE ON TIME AND READY TO GO
PLAYERS MUST ATTEND ALL GAMES! FAILURE TO ATTEND WITHOUT PRIOR EXCUSE BY THE HEAD COACH MAY RESULT IN PLAYER NOT BEING ABLE TO PLAY NEXT GAME.**

Player attendance is to ensure safety and success.

Football is a sport that requires courage, commitment and accountability. Size is not as important as heart. We will practice and play and; require that players be accountable to the team, their teammates, the coaching staff and their families. It is about character.

KCFS operates on a volunteer basis and the **success** of every season **is highly dependent** upon the **volunteering** efforts **by parents**. Thank you!!

Coaches commit approximately **200 HOURS** to help your child learn, enjoy, and stay active through the sport of football, REGARDLESS of weather conditions! Remember to thank your coach

The Game:

A] The home team gets to receive or side. Decision can be deferred until the 2nd half.

B) **Atom and Peewee** will play Four (4) - **Ten minute quarters.**
Junior Bantam, Bantam and Midget will play Four (4) - **Twelve (12) minute quarters.**

C) Each team may call two (2) time outs per half.

D) The Head Official may call an Official's time out and a time out for injury.

E) In all games a three minute warning will be given at the Three (3) minute mark before half time and before the end of the fourth quarter. The one minute warning will be given at the One (1) minute mark before the end of each quarter.

F) The Head Official of the game has the right to rule where the time of the game is to be kept; on the field or on the sidelines. Decision of Head Official is final.

G) (1) if a team is behind by 30 points or more, at the start of the second half, they will have the option to kick, receive the ball, scrimmage from their own 45 yard line, or defend an end at the beginning of the second half.

(2) "Mercy Ruling" - The Head Official, at the start of the 4th quarter or any part of that quarter, will bring the two Head Coaches together when there is a 30 point spread, and state that this will be a running time quarter. During half time the two Head Coaches can approach the Game Commissioner and ask that the Mercy Rule be put in effect if they both agree. If they don't agree then the Head Official can enforce the rule at the beginning or any time during the 3rd quarter if he feels it is warranted once there is a 30 point spread. The Mercy Rule will be automatically applied in the 4th quarter if there is a 30 point spread. **Once a game is in Mercy Rule it will remain until the game is over.** During "Mercy Rule Play" only the losing team shall be allowed time - outs, however, the clock shall continue to run.

J) All Blocking is to be above the waist, except tackle to tackle in the close line area.

K) No Yards - In field of play - scrimmage by receiving team 15 yards in advance of the point where the ball was first touched, OR 5 yards in advance of that point if the kicked ball had struck the ground before being touched by the receiving team. **See Atom / 9Man.**

L) The team that is behind by 30 points will have the option to accept the kick-off or scrimmage from their own 45 yard line, whenever there is at least a 30 point deficit.

M) A 10 play count per player will be enforced for Atom, Pee wee and Junior Bantam during the season.

Scoring

Table of Scores

Atom / Pee wee / Junior Bantam

- Touchdown - 6 points
- Kicked Convert - 2 points
- Run or pass convert - 1 point
- Rouge - 1 point
- Field Goal - 3 points
- Safety Touchdown - 2 points

League Scoring

A) The winning team of each league game will receive 2 points for a win and 1 point for a tie.

B) When a game is forfeited in league play, the team that forfeits the game receives no points and the team that the game forfeited to will receive 2 points and is recorded as a win. The team will also receive 10 points for and 0 points against.

C) Final standings in League play will be determined as follows:

A. If two teams are tied:

1. Record versus each other
2. Combined winning % of opponents (not including games against them)
3. Points for/against - Maximum of +10 per game

B. If three or more teams are tied:

1. Record versus each other:
 - Cannot finish ahead of team that beat you
 - winning teams of tied group get placed on top first
 - lower teams can pass other teams if better winning % but must start at bottom and move up one step at a time never passing the team you lost to.
 - Paradox occurs than use winning % of opponents
2. Points for/against - maximum of +10 per game
3. Once final standings have been established all associations will be informed within 48 hours of playoff start, they cannot be changed after subsequent playoff rounds

Atom / 9 Man Division Rules

Atom / 9 Man: Playing field is 50 yards by 110 yards

Goal post need not be centered.

Maximum number of players on the field is nine (9) per team. There must be three (3)

Interior linemen (Ineligible) with five (5) altogether on the line. An example would be:

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  0  0  0  0  0
  E  G  C  G  E
      O
      QB
  O      O      O
  TB     FB

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* Bold Players are ineligible.

Basically, you remove the two tackles and one receiver, leaving the 9 man configuration

You will be allowed one (1) coach per team at a time on the field, until frozen roster date.

Converts will be as follows: Ball will be given to holder, using convert tee. Full rush play will commence on referee's whistle.

Atom Only - Punts will be as follows: Ball will be given to Punter. Full rush play will commence on referee's whistle. The penalty for no yards will be 5 yards.

All other rules for Atom / 9Man are as per Canadian Rule Book for Tackle Football (CRBTF).