



## **Golden Strip Youth Football League**

**Jamboree Date:** Saturday, August 15th at

Sunset Park

211 Fowler Circle, Greenville, SC 29607

**League Start Date:** August 17th

### **Regular Season Games are played at:**

- **Mauldin Springfield Park** – Home of Mauldin  
Youth Football Address: 204 Hyde Circle,  
Mauldin, SC, 29662
- **Greer City Stadium** – Home of Greer Youth Football  
Address: 601 West Arlington Avenue, Greer, SC,  
29650
- **Ft Inn Emmanuel Sullivan Sports Complex** – Home of Fountain Inn  
Football Address: 700 Woodside Avenue, Fountain Inn, SC, 29644
- **Rudolph Gordon School** – Home of Fountain Inn 12s  
Address: 1507 Scuffletown Rd. Simpsonville, SC 29681
- **Simpsonville Gracely Park** – Home of Simpsonville Youth  
Football Address: 406 E. Curtis St. Simpsonville, SC 29681
- **Southside Christian High School** – Home of Southside  
Christian Youth Football Address: 2211 Woodruff Rd,  
Simpsonville, SC 29681
- **Woodmont High School** – Home of Woodmont Youth  
Association Football Address: 2831 W Georgia Rd, Piedmont, SC 29673

Days of the week used for league play: Mondays, Tuesdays, Wednesdays (will be used if needed due to number of teams or rainouts), and Thursdays. No Fridays, Saturdays, or Sundays.

Game times: 6 PM and 7:15 PM start.

**Rosters can hold 30 players MAX.**

Age & Weight Classification:



- 8U Maximum 120 pounds
- 10U Maximum 135 pounds
- 12U Maximum 150 pounds

Players who do not meet weight limit can still play but must play the interior line and cannot carry the ball in any aspect such as a handoff, fumble recovery, punt return, interception, etc. Every player must play within their age classification. No playing up or down.

League age is determined by 9/1 of the current

year.

Rules:

1. South Carolina State High School League Football rules shall govern play with the following exceptions

- a. The length of quarters shall be ten (10) minutes for all age divisions

**Timing rules - Running clock until the last two minutes of the 2nd and 4th quarter. Clock will only stop on penalties, extra points, and kickoff/kick return. The only time the clock will continue to run through the last two minutes, penalties, extra points, and kickoff/kick return is when a team is up by 18 points.**

- b. 8U division will use Wilson K-2 ball
- c. 10U division will use Wilson TDJ ball
- d. 12U players will use Wilson TDY ball

- a. All players must wear complete uniform including the same team jersey, leather or canvas shoes and molded rubber cleats. No metal cleats are allowed
- b. Teams will only switch sides of the field at halftime
- c. Clock will run continuously if a team is up by 18 points
- d. Each team will provide their own game balls. Footballs must be age appropriate according to the rules or will result in a delay of game and/or forfeit.
- e. The home team is responsible for recruiting 3 parents to run chains. Chains will stay on the home side.

Weight Classification

2. Players will be weighed in at the beginning of each season. That weight will be considered their league weight for the entire season.

- a. 8U max is 120 pounds, 10U max is 135 pounds, 12U max is 150 pounds
- b. If a player does not meet the weight limit, he will not be able to carry the ball in any aspect.
- c. Players over the maximum weight will be provided with a sticker for their helmet. No underweight players should have a sticker of this color.
- d. Set players over the maximum weight in their division cannot participate in kick offs, kick returns, be the punter, extra point, or field goal kicker
- e. Players that are overweight designated by a sticker on helmet must play from tackle to tackle
- f. Only 5 overweight players may be on the field at one time (5 if on offense).
- i. Offense: Tackle, Center,



Guard, (Tight End may not be overweight)

ii. Defense: Only 5 linemen may be within the tackle box, linemen may shade to whoever is on the end of the line of scrimmage.

g. All players within the tackle box must be in a 3 point or 4-point stance.

Quarters/Score/Clock

### 3. Clock

a. Clock stops on out of bounds and incomplete passes. Also, in the last 2 minutes of the 2nd and 4th.

b. The clock will start once the ball is marked and chains are set.

c. No stop for first down

d. Teams will receive 2 timeouts per half (4 total)

e. 25 second play clock for 10U and 12U. 30 second play clock for 8U

### 4. Quarters

a. The quarter length will be ten (10) minutes for all age divisions.

b. All four quarters will count for score in all age divisions

c. 1 Overtime period will be allowed. The ball will be spotted at the 10-yard line and each team will be given 4 downs to score. If neither team scores, the game will end in a tie.

Special Teams

### 5. Punt/Punt Return

a. 8U and 10U divisions – on fourth down you may elect to go for the first down or declare to punt. A team may use the entire play clock to declare the punt and state their intention before it runs out. If the clock runs out before their intention is stated, then a delay of game penalty should be given to the offense, or they may call a timeout in accordance with the game rules. If the team goes to the line in an attempt to draw the defense offside or to run a play and/or has a penalty on the play or calls a timeout, they may then change their intention and punt. If they choose to punt, the ball will be moved twenty-five (25) yards from the line of scrimmage or half the distance to the goal if the ball is inside the fifty (50) yard line.

b. 12U – punts are live, defenses are still restricted to 5DL on the line of scrimmage.

### 6. Kick Off/ Kick Off Return

**a. Kickoffs will be used for all 12U games ONLY. No kickoffs in 8U or 10U!!** b. 8U

Ball will be spotted at the 25 on 80-yard field

c. 8U and 10U Ball will be spotted at 35 on 100-yard field

### 7. Field Goals/PAT Options

a. Field goals and PATs are allowed in all age groups

b. Field goals will count as 3 points

c. PAT options are as follows

i. Run a play from the 3-yard line for 1 pt

ii. Run a play from the 6-yard line for 2 pt

iii. Kick PAT from 6-yard line for 2 pt.

d. No rush will be allowed from the defense, but they may stand with their hands up attempting to block. No player may use another player for leverage on field goal block



- e. Once declared that you will kick the PAT or field goal, you may not fake the kick f. If the ball is blocked or fumbled it may not be returned. Play is dead
- g. The kicker will have 5 seconds to kick the ball once the ball is snapped.

#### 8. Defense

a. There can only be a maximum of 5 DL on the line in the tackle box. The tackle box is defined as Tackle to Tackle (or TE if a TE is used, whoever is on the end of the line). **All players inside the tackle box must be in a 2, 3, or 4-point stance.** DL can shade to the left or right of center, guards, and tackles.

b. The defensive ends can shade to the left shoulder or right shoulder of the tackle or tight end OR be head up.

c. No defensive player is allowed to line up directly over center (DT must shade to left or right) A linebacker inside the 10-yard line may walk up to the hills over the center. (Penalty is illegal formation)

d. Every overweight player must be inside the tackle box and in a 3 point or 4-point stance. e. Linebackers, corners, and safeties must be at least 5 yards off the ball pre-snap, and a 5 yard penalty will be assessed for infraction. Players may not get a running start before the snap. **IF THE OFFENSE IS DRIVING AT THE 10 OR INSIDE THE 10 YARD LINE LINEBACKERS MAY GO UP TO HEELS (ONLY INSIDE THE 10 YARD LINE)**

#### 9. Offense

a. Overweight players must be covered up. They are not eligible receivers b. Tight end cannot be an overweight player

#### 10. General Rules

a. 8U – only one coach allowed on the field

b. 10U & 12U – no coaches allowed on the field

c. **5 coaches are allowed on the sidelines for games (There will be a flag thrown if more than 5 coaches are on the sideline)**

d. 3-man ref crews will work each game, unless a crew is short staffed that evening

e. After the Jamboree and 1<sup>st</sup> game all rosters are frozen (no additions). This will give all coaches the option to add a player back to the roster for one that has either quit the team or gotten injured.

f. Visors are allowed but MUST BE CLEAR!!!

### **Golden Strip Tackle Football League – Zero Tolerance Policy**

The Golden Strip Tackle Football League continues to strive for the highest standards of sportsmanship. Zero Tolerance essentially means that everyone involved in our football program shall act in a respectful and sportsmanship like manner so that youth football will remain a desirable and rewarding experience for our children. Physical violence towards officials, competitors, spectators, and teammates will not be tolerated.

Please note that if the head official does not see a punch thrown, this policy cannot apply. Spectators, Coaches, and Staff may not report. The head official must see a punch thrown and provide a statement.



This policy is specific to when a punch is thrown and game officials on the field of play see an obvious fight. This policy does not apply to anything innate to the sport of football. Infraction must occur on the game field, during play.

### **Reporting and Decision on Suspension**

1. The head official will report a statement to the athletic supervisor about the facility that he or she manages.
  
2. The athletic supervisor then must relay that statement to Golden Strip league athletic directors notifying the offending player's number and team.
  
3. League directors will then vote to see if the head official's statement applies to this policy
  - a. Was a punch thrown?
  - b. Was a player (by number) clearly identified who threw the first punch?
  - c. Was the move innate to football?
  - d. Was the statement sufficient? e. Do we have a case of self-defense?
  
4. If you have a punch thrown, the move was not a football move, a player is clearly identified throwing first punch (not self-defense), and the statement is sufficient in explaining what happened on the field of play, league directors, will then vote to remove the player from the Golden Strip Tackle Football League for the remainder of the season. The only exception to this rule would be in the case of self-defense from a player who did not initiate the first punch.
  
5. Vote must be a majority by league athletic directors, if a majority decision is not reached no league mandated suspension will occur.

**City of Greer Parks, Recreation, and Tourism**

**City of Mauldin Parks and Recreation**

**City of Simpsonville Parks and Recreation**

**City of Fountain Inn Parks and Recreation**

**Southside Christian Youth Football**