

2015 Smurf Jamboree Schedule (Group 1)

7:00 AM **Group 1 Arrives** (Mercersburg, Fairfield, GC Blue, Carlisle, Scotland, Hamilton, and Fayetteville)

7:30 – 8:00 AM Weigh-ins

8:00 AM Coaches/Officials Meeting with KYFCL Board

- Each game will be (2) 20 Min Half's with a 10min "halftime".
- Away team will get the ball first each game
- Possession switches after 10 minutes of each half
- No NG alignment for defense allowed
- All other Smurf Gameplay rules from Season to be followed

8:15 AM National Anthem & Player Announcements @ Field A

8:30 AM (Game 1) Field A: Fayetteville (H) vs Scotland (A)

Field B: Mercersburg (H) vs Fairfield (A)

Field C: GC Blue (H) vs Carlisle (A)

(Hamilton has bye)

9:40 AM (Game 2) Field A: Fayetteville (H) vs Carlisle (A)

Field B: Hamilton (H) vs Fairfield (A)

Field C: Open

(GC Blue, Mercersburg & Scotland have byes)

10:50 AM (Game 3) Field A: Scotland (H) vs Mercersburg (A)

Field B: Hamilton (H) vs GC Blue (A)

Field C: Open

(Fayetteville, Carlisle, Fairfield have byes)

12:00 PM (Game 4) Field A: Mercersburg (H) vs Fayetteville (A)

Field B: Carlisle (H) vs Scotland (A)

Field C: Fairfield (H) vs GC Blue (A)

(Hamilton has Bye)

1:00PM (Game 5) Field A: Carlisle (H) vs Hamilton (A)

Field B: Open

Field C: Open

2015 Smurf Jamboree Schedule (Group 2)

2:00 PM **Group 2 arrives** (Waynesboro, GC Gold, Gettysburg, Hagerstown, Quincy, and Chambersburg)

2:30– 3:00PM Weigh-ins

3:00 PM Coaches/Officials Meeting with KYFCL Board

- Each game will be (2) 20 Min Half's with a 10min "halftime".
- Away team will get the ball first each game
- Possession switches after 10 minutes of each half
- No NG alignment for defense allowed
- All other Smurf Gameplay rules from Season to be followed

3:15 PM National Anthem & Player Announcements @ Field A

3:30 PM (Game 1) Field A: Waynesboro (H) vs GC Gold (A)

Field B: Gettysburg (H) vs Quincy (A)

Field C: Chambersburg (H) vs Hagerstown (A)

4:40 PM (Game 2) Field A: Waynesboro (H) vs Gettysburg (A)

Field B: Quincy (H) vs Hagerstown (A)

Field C: Chambersburg (H) vs GC Gold (A)

45 Minute Break for all Teams

6:15 PM (Game 3) Field A: Hagerstown (H) vs Waynesboro (A)

Field B: Quincy (H) vs Chambersburg (A)

Field C: GC Gold (H) vs Gettysburg (A)

SMURF Game Play Rules

These rules are not designed to create excessive competition at the SMURF level and any/all acts to create this will not be acceptable. Any/all coaches that remove the fun and create unacceptable levels of competition will be penalized. Any/all actions deemed by the KYFCL board as unacceptable should result in coaching suspensions or bans.

SMURF Football Rules:

1. General:

- Field must be vacated 5 minutes before start of the JV game.
- Each game will consist of three (3) series per half; six (6) series in total. Visiting team starts offense for first series in game and then alternates.
- Games will be 75 minutes.
- No Time stoppages, except for player injury
- Each player must have a minimum of 10 plays per game
- 10 Minute half time for player rest and Cheerleader performances
- Game clock to be kept on Field scoreboard
- Two coaches on field per team
- The Ball is not to be handed off or passed until coaches from both the Offensive and Defensive sides have their teams set and ready for the play.
- A (60) second clock will start at placement of the ball on LOS
 - (60) second clock should be managed by acting Referee.
 - One warning should be provided on 60 second violation then penalty resulting in loss of down on future infractions
- When play starts, coaches must be 10 yards behind players.
- Both away and home teams must each provide one official; cannot be a SMURF coach.
- Home team may provide a chain gang to mark downs and LOS (line of scrimmage); LOS marker must be provided.
- Each team must comply with all KYFCL rules as listed in the KYFCL by-laws (i.e. red stripe, weigh-in, # of plays per player, etc.)
- All teams must use a Wilson K2 ball, or equivalent

2. Possessions:

- Every possession starts at the 30 yard line
- Each possession will consist of 10 plays. After 10 plays, possession switches to other team.
- If first down is not achieved in 4 plays, ball is moved back to 30 yard line.
- Every Change of Possession the ball is placed at the 30 yard line and a new series begins
- Turnover, ball goes back to 30 yard line and possession continues with remaining downs.

3. Scoring:

- No scores will be kept.

4. Blitzing

- A maximum of six players are allowed to penetrate past the LOS on a play. A maximum of six includes down linemen and defensive ends.

5. Penalties:

- Teams should lean towards teaching after the play and avoid calling penalties as much as possible.
- Penalties will be called only on flagrant safety issues
 - Definition of Flagrant Safety Issue: Flagrant facemask, blocking in the back (Block that directly impacts the result of the play), horse collar tackles (as defined by the PIAA).
- Penalties should be called by the designated referees only
- Accepted defensive penalty results in offense replaying possession
- Accepted Offensive penalty results in replaying of possession
- Accepting penalty moves ball back to original LOS for replay