

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 / Defensive nose guard alignment

- 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.
- No Noseguard alignment is permitted for defense. Noseguard alignment is defined as a defensive player lined up directly across from center or in the center / guard gaps.

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