

***GREATER MIAMI***



***SOUTH FLORIDA***

**INTRAMURAL 4 & 5 YEAR OLD**

# I. INTRAMURAL RULES

## A. Players

1. Eight (8) Man Football - 13 required to certify
2. Maximum 25 players per team

## B. Certification Weight

1. No weight requirement

## C. Ages

1. Four (4) or Five (5) Years old prior to August 1st of the Current Year

## D. Certification of teams

1. All football players and cheerleaders will have certification cards of the design and color specified by the League.
2. A current photo of the participant must be glued to the card.
3. A certified copy of the Birth Certificate must accompany the card (gluing not required)
4. The following required information shall be completed on the card by the association;
  - i. Participant information
  - ii. Name, address, home phone, emergency contact phone
  - iii. Association I League (GM)
  - iv. Signature of park commissioner for association release
5. The following required information shall be completed by the League official;
  - i. Certified copy of Birth Certificate (by League official)
  - ii. Player age as of 7 /31 (4 or 5 years old)
  - iii. Date medical was completed
  - iv. League stamp overlapping photo
  - v. Signature of certifying official

## E. Field Dimensions & Equipment

1. The field of shall be 50 yards length and 30 yards width
2. The Yardage Chain and Down Markers are to be operated by COMPETENT PERSONNEL supplied by the Home Team, on the Home Team Sideline throughout the game.

## F. Time

1. Games will consist of two 25minutes halves with a 10 minutes halftime
2. Game clock will continuously run
3. Timeouts: Each team is allowed two 20 seconds timeouts per half
4. No timeouts during the last 2 minutes of each half; only referee can stop play
5. No Overtime

## G. Coaches on the Filed

1. Two coaches from each team are permitted to be on his team's side of the neutral zone at all times for the purpose of instructing his players between downs and while the ball is alive.

2. The Coach is prohibited from addressing the opponents, the opponent's coaches, or the
3. Game Officials. Any attempt to influence the Officials or call attention to perceived rule violations is an unsportsmanlike conduct foul.

#### H. Blitzing

1. A defensive player who is NOT ON HIS LINE OF SCRIMMAGE AT THE SNAP is prohibited from charging across the Neutral Zone immediately after the snap.

#### I. Kicking

No kickoffs or punts at any time.

The game referee will place the ball on the 20 yards line to start the game.

1. *On 4th Down, The Offensive Team has one of the following options;*
  - i. To run a Scrimmage Play and attempt to make a First Down.
  - ii. Award the ball to the Opponents 20 yards down field or half the distance to the Goal Line, whichever is less.
2. *Teams may select to run or pass for extra points after a touchdown*
3. *Extra point is worth 1 point.*

#### J. Penalties

1. Major Penalties= 10 Yards
  - i. Face mask
  - ii. Kicking and punching
2. Minor Penalties= 5 Yards
  - i. Tackling a defensive player without the ball from behind
- K. The Mandatory Play Rules shall be in effect in the 4 & 5 year olds Divisions of Play.
- L. No Overtime or tie-breakers as scores are not recorded

*4 & 5 game are strictly developmental play, both teams are winners. No standing will kept*

## II. Coaches Requirements

- A. Must passed a background check (see Article I Association level of GMSFPW By-Law)
- B. Must be USA HEADS UP certified (Optional Pop Warner coaches certification)
- C. Must wear coaches' badge on the field and sideline at all times
- D. All GMSFPW coaches rules apply (see Article II Coach and Adult Level of GMSFPW By-Law)