

Top of Texas Youth 6 Man Football League Rules 2025 Season

- **General**

- *Divisions*

- **8u Flag**

- Player cannot turn 9 before September 1st

- **10u Tackle**

- Player cannot turn 11 before September 1st

- **12u Tackle**

- Player cannot turn 13 before September 1st
 - Player cannot be in 7th grade

- Players may play up but no players shall be allowed to play down.
 - Exceptions possible if limited numbers and size differential is acceptable, however, must notify league committee prior to season.
 - Players must attend school district to be eligible.
 - Towns, within the league, may combine in order to field a team, however, must notify league committee prior to season.
 - Team Roster and league waivers must be turned into league committee 1 week prior to first game. Roster must include player name, age, and school.
 - League fees must be paid prior to first game. Fees will be used for Referees and Championship trophies/medals.
 - Dates:
 - Rosters due: Sept 6
 - League dues: Sept 6
 - First games: Sept 6
 - Final games: Oct 25
 - Championships
 - Top 4 teams from each division will participate.
 - Playoffs in a.m., 1st vs 4th and 2nd vs 3rd.

- Winners will play in championship that afternoon/evening.
- Tiebreaker:
 - In the event of a tie based on win loss record, total points will be calculated. A maximum of 24 pts per game will be eligible for tiebreaker calculation.
 - If total points are also tied, the secondary tiebreaker will be the lowest total points allowed.

● **Game rules**

These rules apply to all divisions unless otherwise stated in division rules

- 2 timeouts per half
- 6-minute halftime
- Touchdown = 6 pts, Extra points: Run = 1 pt, Field Goal = 2pts
- Every effort must be made to not run up score. Coaches need to start adjusting after a 20-point lead. 45 pt. mercy rule after 1st half complete. Both teams must agree to continue play. Score on scoreboard will stop.
- 40 second play clock will be enforced if a team is taking too much time.
- In the unfortunate event that any coach does not follow rules set out by league, be ejected from game, said coach will meet with committee formed by league and explain actions. All coaches in league agree and will be held accountable for actions from committee.
- Clock will not run-on extra point attempt.
- Clock will stop on change of possession.
- Every effort will be made to notify of forfeits within 48 hrs of game.
 - Forfeits will count as a loss on season record

K-2nd Flag

- Pee wee Football will be used
- 2-15 min halves
- Game will be played on 40-yard field (end zone – end zone)
 - Sideline and opposite hash will be width.
- 6 players, 2 coaches on field
- Play will begin at 10-yard line
- Teams will have 4 downs to gain 15 yards
 - Turnovers, and turnover on downs will result in opposing team taking over at 10-yard line.
- Defense must be 3-3 or 2-3-1. Can adjust for spread offense.
- Defense **line** must line up head up, no gaps, 1 yard from scrimmage.
- Defensive backs 4 yards off ball and no further out than outside shoulders of defensive ends.
- Only defensive ends may rush outside tackles after ball is snapped. No rushing middle gaps.
 - After a qb exchange or advance of the ball, all players may rush.
- Must run balanced offense – there should be an equal number of players on both sides of ball on the line of scrimmage. Running Backs/Receivers may go in motion.
- No cut blocks.
- Offense may line up in wide formation. Defense is not required to line head up on a wide split offensive player.
- No offensive flag holding and no additional looping or flag attachment other than provided by flag manufacturer.
- Flags must be placed on hips and excess belt must be trimmed or tucked in.
- Jerseys must be tucked in and cannot cover any part of flags.
- Fumbles behind LOS are live and playable. If recovered by defense behind LOS, it is a dead ball at recovery and offense keeps position. Fumbles *beyond* LOS are live.
- Interceptions are live on either side of LOS.
- Please remember and understand the age of players. There will be occasional holds, trips, and tackling. If a flagrant violation occurs, a warning will be issued with a replay of down.

● **3rd/4th grade tackle**

- Junior Football will be used
- (2- 20 min Halves)
- Clock will stop on change of possession and extra point.
- No kickoffs, coin flip decides possession.
- Possession will begin on 30-yard line
- Offense may not be spread out past hash marks.
- Defense must be 3-3 or 2-3-1. Can adjust for spread offense.
- Defense **line** must line up head up, no gaps, 1 yard from scrimmage.
- Defensive backs will be lined up 4 yards from line of scrimmage, inside hash marks.
- Cut blocks allowed only at and behind line of scrimmage.
- Turnovers are in effect.
- Turnover on downs will result in opposing team taking over at 30-yard line. No punt option.

● **5th/6th grade Tackle**

- Youth Football will be used
- Kick off and onside kicks allowed
- Any offense
- Any defense
- (2- 20 min Halves)
- Clock will stop on change of possession
- Cut blocks allowed only at and behind line of scrimmage.
- Offense must declare before ball is snapped of extra point field goal attempt. No rush on field goal attempt. No fake field goal by offense.
- UIL 6-man rules

- **Overtime Rules**

- **1st Overtime**

- Each shall receive 4 tries from the 20-yard line, with the opportunity to score a total of 4 times. In the event a team does not score on first try, their second attempt will begin where the first attempt was downed. The team scoring the most will be declared winner.

- **2nd Overtime**

- Team will again have 4 tries.

- **3rd Overtime**

- In the event of a 3rd overtime, all the following must happen to play another series.

- No other games are scheduled to be played immediately following the game in progress
 - Both head coaches must agree to continue.

- If an additional 3rd series is unable to be played, coaches flip coin, with visiting team calling the flip. This will be for seeding purposes at end of year tournament.