



## 2020 Summary of Rules for Secondary Divisions (12U & 14U TACKLE)

This document is a quick reference.  
Full information is available in the KMYFL Tackle Rules

- **PLAYER REQUIREMENTS:**
  - Must have completed & submitted Concussion & Head Injury and Sudden Cardiac Arrest Forms
  - Must meet age requirements (based on age on August 1, 2020).
  - Must have turned in Play Up Waiver if choose to play up
  - Agree & abide by Knox County Sports Code of Conduct
  - Player MAY NOT be enrolled in 9<sup>th</sup> grade or higher (high school or home school)
- **COACH REQUIREMENTS (Head & ALL Assistants):**
  - Must have successfully passed national background screening
  - Must have completed USA Football Level 1 Coach Certification
  - Must have completed and submitted Concussion & Head Injury and Sudden Cardiac Arrest forms.
  - Agree & abide by Knox County Sports Code of Conduct
  - 1 Head Coach & 5 Assistants allowed on sideline during game with Coach ID Badge.
- **CHECK IN BEFORE GAMES: All players and coaches must check in at weigh station before every game.**
- **WEIGHT LIMIT:** Unlimited. **No weigh in, but teams must check in at weigh scale each game.**
- **GAME TIMING:** 8-minute quarters with HS timing rules. See overtime rules below.
  - If heat rule is in effect, quarters will be 10 minutes with running clock. Clock to stop in last 2 minutes of a half, after a scores, or for timeouts and major injuries.
- **OVERTIME:** Regular season & bowl games will play up to 3 overtime periods where each team runs 1 play from the 3-yard line. Same PAT rules apply. No timeouts. All overtimes are played on the same end of the field. If tied after 3 OTs, the game ends in a tie. For Playoffs, TSSAA OT rules are used where each team has a possession that begins on the 10-yard line.
- **BALL SIZE:** HS or R5-Y
- **PENALTIES:** 5 yards, 10 yards, 15 yards
- **POINT AFTER TOUCHDOWN (PAT):** 1 point for Rush/Pass | 2 points for Kick
- **MERCY RULE:**
  - If a team is winning by 35 or more points in the 2<sup>nd</sup> half, the clock will run.
  - The clock will only stop for major injuries or timeouts.
  - The clock will revert to standard procedures if the deficit becomes 34 points or fewer.