



Tournament Rules 4th Grade Tackle Division

The "National Federation of High School Associations" rulebook, as used in Iowa, will govern play in the Corridor Classic Football Tournament with the following exceptions, additions, clarifications and emphasis.

- 1. Officials:** A minimum of three IHSAA licensed official will be assign to each game of the post season tournament. The Tournament Director will assign officials to each game.
- 2. Playing Fields:** Playing fields for 4th Grade Tackle Division will be regulation 100-yard football fields. Both teams will be on their designated sideline. Players and coaches must remain in their respective players/coaches boxes.
- 3. Ball Carriers:** All offensive backs, receivers and tight ends must be **105 lbs or under** to play their respective position and to carry the ball. A weigh-in will be held at the fields prior to the start of each team's first game. All ball carriers and receivers will be weighed and **must** comply with this weight requirement to play the ball carrier positions. A 5-pound allowance will be given to players at weigh-in if they are in complete uniform (less helmets). Backs, receivers and tight ends that want to be considered ball carriers **must** have a jersey with an allowable number. All players over the ball carrier weight are considered lineman and **must** have a jersey numbered 50-79.
- 4. Game Times:** 4-8 minute Quarters, Stop on out of bounds, incomplete passes, etc. 2 timeouts per team per half.
- 5. Start of play:** Ball starts on own 30 yard line
- 6. Alignment:** Offense – 7 on LOS. Defense – 5 linemen or 4-lineman front is allowed. Outside defensive man on the line can be **no wider than outside man-shoulder**, linebackers no closer than 2 yds from LOS, DBs min 4 yds from LOS. Interior lineman must be in down position. Penalty – Illegal Procedure. Exception – Any defense is allowed when the offense is inside your 10-yard line as long as only the people on the defensive line can rush. Formations must consist a balanced line.
- 7. Defensive Blitzing:** Blitzing by linebackers and defensive backs is not allowed. However, any defensive player may cross the line of scrimmage after the ball is snapped.
- 8. Fumbles:** Live ball. Advance as allowed.
- 9. Coaches on Field:** No coach will be allowed on the field with out first having called a time out or attending to an injured player. Penalty unsportsmanlike like conduct 15 yards.
- 10. Punting** – Defense can rush. Ball can be advanced by receiving team. Bad or dropped snaps are considered fumbles and will be live ball. Dropped or touched punts are considered live. Offensive team may fake the punt
- 11. Extra Points:** Following a touchdown the extra points will follow federation rules.
- 12. Overtime Games:** Format for overtime will be same as High School.
- 13. Tie Breaker:** Tie Breaker format for finishing places will be in the following order:
 - Head to head record
 - Total points allowed in games between tied teams
 - Coin toss