

2017

(Revised September 13, 2017)

Greater Anderson Football League Rules & Regulations

Games will be played according to South Carolina High School League & SCAP RULES with exception as noted below:

GENERAL RULES FOR ALL AGE DIVISIONS:

1. A GAME WILL CONSIST OF 4 QUARTERS. Each quarter will be 8 minutes. The clock will stop in the following situations not including when the mercy rule is being applied:
 - a. Time outs including official time outs (measurements, etc.)
 - b. Injuries
 - c. End of quarter (team directions will not change)
 - d. Ball or ball carrier out of bounds
 - e. Incomplete passes, legal or illegal
 - f. Scores
 - g. Penalties
 - h. The clock will not run during the try for point (unless under mercy rule)
 - i. The clock will stop on all first downs.
 - j. The clock will stop during the last two minutes of the 4th quarter.
- 1-2. The clock will restart on the officials ready after the following:
 - a. The ball is spotted following an incomplete pass, ball out of bounds, or ball carrier out of bounds.
 - b.** After a penalty is assessed, except for a delay of game penalty
 - c.** After an injured player, has left the field or sideline is clear if injury takes place on or near the sideline.
 - d.** After the 1 minute official time-out between quarters
 - e.** Following an officials time out
 - f.** Following a change of team possession
- 1-3. The clock will start on the snap following a time out, other than an official's time out.
- 1-4. Halftime will be 5 minutes in length to be timed on the field clock. It may be extended for bowl games.
- 1-5. Each team will be granted 3 time outs per half. Successive time outs are allowed. Any unused time outs in the **second half will not carry over** to the overtime period(s). Each team will be granted 1 time out per overtime period. They will not carry over.
- 1-6. Each player should play at least 3 plays per half and this includes kick-offs and kick-off returns.

- 1-7. No one considered overweight will be allowed on kick-off or kick-off receiving teams.

MERCY RULE:

Any game that reaches a 21-point differential will be played with a running clock. No team time-outs will be granted with 3 minutes or less left in the 4th quarter. This means the clock will not stop for anything other than an official's time out. Once the official's time out has ended the clock will start back. The clock will run continuously even following a score, penalty, etc. If the point differential falls below 21 points the game clock will run as normal. No on-sides kick when winning by 21 or more points.

ADMISSION: All leagues will charge up to \$2.00 per person or \$1.00 per student for regular season games. Tournament games will also be \$3.00 per Adult and \$2.00 per student. Bowl games will have option to go to \$3 and \$2.

COIN TOSS:

A coin toss will be held on the field prior to the game. There can only be 4 game captains maximum with a minimum of 1. The winner of the coin toss will have 2 options. They can receive or defer their option to receive the second half. If the coin toss winner defers their choice the other team will receive or as in 8U/10U, will put the ball in play by snap. Then the coin toss winner will choose which direction their team will go.

SECOND-HALF OPTIONS:

- a. The teams will switch ends of the field automatically. There will be no option.
- b. The team that kicked off the 1st half will receive the second half.
- c. In 8U & 10U, the team that was on offense to begin the game will be on defense to start the second half.

CONFERENCES:

1. During a charged time-out the teams may have 2 types of legal conferences. Only one type may be used during each time out. Each team has a choice of which type they use:
 1. All coaches and any numbers of players directly in front of the team box within 9 yards of the sideline.
 2. Or 1 coach on the field between the hash marks with 11 players.

2. An illegal conference is a 15-yard un-sportsmanlike penalty, charged to the head coach.
3. Between downs a player(s) may go near the sideline to confer with coaches as long as they do not leave the field and they do not encroach. Coaches must remain off the field.

WEIGH-IN and ROSTER PROCEDURES:

1. All players will be weighed in officially by the director of the organization that the player is play for. Every player has until date decided by league to official weigh in. After that date, every player's weight must be accounted for. If a player fails to weight in before the assigned date, he will be deemed over the weight limit for the league. This weigh-in will be for the entire season and including the tournaments.
2. Players weighing over the allowable weight-limit will have to wear a number in the 70's. These weights are defined in each set of the age division rules. These players will only be allowed to play the interior line (center, guard or tackle) between the tackles (player has to be between head up on offensive tackle, cannot be outside of facemask). These players may not advance the ball after gaining possession of it. The ball is dead at the spot of gaining possession.
3. Rosters along with birth certificates will be check by league officials prior to the start of the season. Rosters will be distributed to game site coordinators before the first games. These rosters must be signed and a copy kept with the team for all games. The rosters may be viewed; at any time, by the game site coordinators only. Weights must be put on the rosters at the first game; and the rosters must be signed by the game site coordinator, after the official weigh-in.
 - * Age is as of August 1st, of present year.
4. Playing of ineligible players will result in forfeiture of the game or games.
5. There will be a **10-minute grace period** for the **1st game only**.

RAIN:

Home site coordinators will decide if the games are to be played. The Game site coordinator will be responsible for contacting the opposing side and the officials for the games. (No regular season games will be made up; if cancelled.)

QUESTIONS OR CONCERNS:

Any questions or concerns that may arise throughout the season; please direct those to your League Official. Do not directly call the other party or agency involved.

PROTESTS:

A protest must be in writing and presented to the team's representing agency by 4PM the next business day. A protest committee made up of league officials will decide on the protest. **THIS RULING IS FINAL!** There will be a \$100.00 protest fee. If the protest is successful, the protest fee will be refunded. If the protest is lost, the money goes into the Anderson County Football League Trophy Program.

COACHES:

1. Coaches are responsible for their team box. The team box is marked from the 25 to 25 yard lines. A maximum of **5 coaches are allowed on the side line.** There is a 2-yard belt in front of the team box for coaches. All players should remain behind this line. The coaches should display a field pass at all times. No coach will be allowed on the sideline without a displayed pass. All other personnel will remain off the field behind the fence or in the field stands. No statistician or any parent, fan, etc. will be allowed inside the fence. A paid professional photographer will be allowed inside the fence provided they have a displayed field pass. Anyone inside the fence should display a field pass with the exception of game day personnel or field personnel. Cheerleaders and 1 cheer coach with 2 assistants will be allowed inside the fence. In the case where the track is outside the fence, the cheerleaders will remain outside the fence except during half-time activities.
 - A. **First offense** will result in a sideline warning. Coaches should take care of the offender(s) at this time.
 - B. **Second offense** results in a 5-yard penalty for sideline interference.
 - C. **Third offense** results in a 15-yard un-sportsmanlike penalty charged to the head coach. If a coach receives a second un-sportsmanlike penalty, he will be ejected and must leave the game site entirely. Failure to do so will result in a forfeit

1. Coaches may question a misapplication of a rule but not a judgment call. First a time out should be called prior to the ball being snapped following the play in question. If the period has ended it is too late to correct. A conference will be held with that head coach directly in front of the team bench on the sideline. If the ruling is changed the time out is not charged to that team. The other team is allowed time out privileges during this conference. If there is no change in the ruling the time out is charged to that team. If that team has no more time outs it results in a delay of game penalty.

2. At no time should a coach question an official's judgment of lack of a call. This could result in un-sportsmanlike penalty charged to that coach. Two

un-sportsmanlike penalties result in an ejection. **No warning is required.**

3. At no time can a coach question the official's judgment on a call or go out on the field without following the proper procedures. Anyone not following this rule possibly could be penalized or dismissed from the game.
4. If a player is found to be illegal, the coach will be dismissed from the league and the team must forfeit all games the player played in. The player will also be dismissed from the league. (***Illegal actions include and not limited to: did not weigh-in, too old, application unapproved, etc.***)
5. Cheerleading squads can be comprised of 1- Head Coach and 2 – Assistants.
6. Each coach must sign the GAFL Coaches Sheet at each game to gain entry. This sign-in sheet will be used in place of coaches passes. Signing the coaches sheet will allow coaches only to enter the gate free of charge at all events sponsored by the Greater Anderson Football League.

PLAYERS CONDUCT:

At no time should a player question an official's judgment or lack of a call. This could result in an un-sportsmanlike penalty. Any player who receives 2 un-sportsmanlike penalties will be ejected from the game. **No warning is required.**

CONDUCT OF PLAYERS, COACHES AND PARENTS:

1. Profanity or bad language by a player, coach, parent or spectator will result in this person being dismissed from the game and possibly suspended from the league.
2. No one is allowed inside the fence or field area except players, coaches, cheerleaders and chain gang crew. Anyone found in violation of this rule could be dismissed from the game, league and/or prosecuted.
3. Any verbal attack will not be tolerated towards players, coaches, parents, spectators, Game Officials, League Officials, Chain Crew, etc.)
4. Coaches are responsible for their teams, parents and spectator's behavior. An un-sports-man-like penalty, dismissal from the game or league, and forfeiture of the ball game could take place.

5. Any conduct violations should be handled by the Representing Agency. The Anderson County Football League will only step in when deemed necessary by League Officials.

EJECTIONS:

Players, coaches, fans, and non-players are subjected to ejection from any game.

1. **HEAD COACHES and ASSISTANT COACHES** - Any ejection imposed on an assistant coach or on the HEAD COACH will result in that Coach missing the NEXT GAME and pay a \$200 penalty. These games include regular season, playoffs, and the next GAFL football season (next year). *Every ejection or offensive is subject to change.* Both ejections and offensives will be reviewed by the GAFL League Officials to determine the severity of the situation.
2. **PLAYERS** – Players ejected from a game must miss the next game. These games include regular season, playoffs, and the next GAFL football season (next year). *Every ejection or offensive is subject to change.* Both ejections and offensives will be reviewed by the GAFL League Officials to determine the severity of the situation.
3. **FANS and/or NON-PLAYERS** – Any ejection imposed on a non-player must also miss the next 2 games. These games include regular season, playoffs, and the next GAFL football season (next year). *Every ejection or offensive is subject to change.* Both ejections and offensives will be reviewed by the GAFL League Officials to determine the severity of the situation.

OVER THE WEIGHT LIMIT PLAYERS:

1. Any player that is over the weight limit will wear a jersey with a number from 70 to 79 and or turn their jersey inside out. If either of these is present, officials will assume this player to be over the weight limit whether they are or not. This player is limited to the following:
 - a. They are to play a lineman position (Tackle to Tackle). A lineman includes center, guard, and tackle. They may not advance the ball. If they catch or recover the ball, the ball becomes dead at that spot.
 - b. They may not participate on the kickoff or kickoff receiving team.
2. Violation of the above rules will result as follows:

- a. A #70 player that participates during the kickoff or participates out of position or other than lineman will be penalized for illegal participation, 15 yards. If the player receives the ball it becomes dead at that spot and the penalty is applied.
- b. If officials see an over the weight limit player prior to the ball being kicked on the kickoff, they should have the player replaced without penalty.

ADDITIONAL 8 & UNDER FOOTBALL LEAGUE RULES ONLY:

No one can turn 9 on or before August 1st of current year. Anyone over 120lbs must play in-between the tackles and wear a jersey with a number in the 70's; if a player over 120lbs. does not have on a 70's number, they must turn there jersey inside out. Anyone over 120lbs. cannot advance the ball at any time. The play will be ruled dead at the point of the player gaining possession. Even though a player is not over 120lbs. and wears a 70's jersey, they will be treated as if they are over 120lbs.

1. Games are played on an 80 yard field.
2. Penalties are a maximum of 10 yards.
3. There will be no kickoff. The ball will be spotted on the field's actual 30 yard line unless moved for a penalty that carries over following a score. This is the same 30 yard line as on the 100 yard field.
4. To start the game for either half, the clock will not start until the ball is snapped. The same applies following a safety or extra point attempt following a touchdown.
5. A coach will be allowed on the field for the entire season for the purpose of calling plays or setting up defense.
6. One coach is allowed on the field period. During a time out only one coach is allowed on the field. However, a sideline conference may be used in which more than once coach is allowed. After the ball is snapped that coach should not touch a player, should not communicate with his team or officials in any way. A penalty for un-sportsmanlike conduct will be applied for any violation of the above. **NO WARNING IS REQUIRED.**
7. On defense, any player who is 3 yards from the line of scrimmage from tackle to tackle must be in a three-point or four-point stance.
8. Following a safety, the ball will be placed at the 50-yard line.
9. There will be no punts. The coach on the field must declare to the officials that they are punting. At this point the referee should stop the clock and advance the ball 25 yards. It can never be placed any closer

- than 10 yards to the goal line. After the ball is spotted the clock will restart on the ready for play signal.
10. Game balls can be Wilson K-2 or Nike 1000K or 1205K.
 11. Each team can play with their own ball, but it is their responsibility to get it into the officials so as not to delay the game.
 12. **The play clock shall be 35 seconds.**

ADDITIONAL 10 & UNDER FOOTBALL LEAGUE RULES:

No one can turn 11 on or before August 1st of current year. Anyone over 135lbs must play in-between the tackles and wear a jersey with a number in the 70's; if a player over 135lbs. does not have on a 70's number, they must turn their jersey inside out. Anyone over 135lbs. cannot advance the ball at any time. The play will be ruled dead at the point of the player gaining possession. Even though a player is not over 135lbs. and wears a 70's jersey, they will be treated as if they are over 135lbs.

1. Games are played on a 100 yard field.
2. Start of game and after a score, play will begin at the 20 yard line unless moved by penalty.
3. There will be no punts. The coach must declare to the officials that they are punting. At this point the referee should stop the clock and advance the ball 25 yards. It can never be placed any closer than 10 yards to the goal line. After the ball is spotted the clock will restart on the ready for play signal.
4. During a time out, only one coach is allowed on the field. However, a sideline conference may be used in which more than once coach is allowed. After the ball is snapped that coach should not touch a player, should not communicate with his team or officials in any way. A penalty for un-sportsmanlike conduct will be applied for any violation of the above. **NO WARNING IS REQUIRED.**
5. On defense, any player who is 3 yards from the line of scrimmage from tackle to tackle must be in a three-point or four-point stance.
6. Following a safety, the ball will be placed at the 50-yard line.
7. Game balls will be the Junior size
8. Each team may use their own ball, but it is their responsibility to get the ball into the officials and not delay the game.
9. **The play clock shall be 30 seconds.**

ADDITIONAL 12 & UNDER FOOTBALL LEAGUE RULES:

No one can turn 13 on or before August 1st of current year. Anyone over 150lbs must play in-between the tackles and wear a jersey with a number in the 70's; if a player over 150lbs. does not have on a 70's number, they must turn their jersey inside out. Anyone over 150lbs. cannot advance the ball at any time. The play will be ruled dead at the point of the player gaining possession. Even though a player is not over 150lbs. and wears a 70's jersey, they will be treated as if they are over 150lbs.

1. Games are played on a 100 yard field.
2. Kickoffs will be from the 40 yard line unless moved by penalty.
3. Game balls will be the Youth Size.
4. Each team may use their own ball, but it is their responsibility to get the ball into the officials and not delay the game.
5. **The play clock shall be 30 seconds.**

EXTRA POINTS:

There will be no kicks on extra points. Extra Points will score 1 point from 3 yard line and 2 points from 10 yard line. Teams have option of choosing either and this applies to all age groups.

Additional League Rules (all ages)

UNIFORMS:

1. Teams will have different jersey colors.
2. ***If necessary, the visiting team will have to change if there is no distinction between jersey colors. The game sight will have pullovers available.***
3. Numbering requirements are as follows. Numbers 1 thru 99 are legal. Players on the same team may have the same number but cannot participate at the same time. If they participate at the same time the penalty is a 5 yard illegal numbering penalty enforced from the previous spot.
4. Players may play with a cast provided it is padded properly, there is a written note signed by a M.D. that list the players name and date that the player may participate. The cast must be examined and approved by the officiating crew. No exceptions.

TIE GAMES:

1. Games tied at the end of regulation will result in an overtime procedure.
2. Each team will be given 1 timeout for each overtime period; no time outs will be carried over to the overtime period(s). No more than two overtime periods may be played during a regular season game.
3. A coin toss will be held in the middle of the field. The winner of the toss decides whether to go on offense or defense. The loser decides which end of the field to play on. If a second overtime is required, the loser of the first coin toss will have his choice for this period.
4. Each team will be given 4 downs. It will be 1st and goal from the 10 yard line unless penalties carry over from the end of regulation play. Regardless it will always be 1st and foal. Penalties that give automatic first downs will give that team 4 more downs. This would be roughing the passer, roughing the snapper, and defensive pass interference.
5. Any turn-over results in the ball becoming dead. That series of downs ends at that point.
6. During a regular season game if the score is still tied after the second overtime the game is over.
7. For bowl games and play-offs the games must be played until the tie is broken.
8. These overtime rules apply to 8, 10, and 12 & under age groups.

LIGHTNING:

1. Game officials will be responsible for stopping play due to lightning. The 30/30 guidelines as set forth by the South Carolina High School League will be used.
2. Site coordinators will be responsible for discontinuing the game or games for the evening. A 30 minutes time on weather during game before cancelling the game.
3. Game officials will not make this decision.

SUBSTITUTIONS:

1. There is not a rule in high school football for breaking the huddle with 12 players.
2. There can be a 5 yard illegal substitution penalty or an illegal participation penalty depending on the situation.
3. The referee is responsible for counting the offensive players and if he counts 12 players and no one is attempting to leave the field, then he can

call a dead ball 5 yard illegal substitution foul. In certain cases he may not complete his count in time to call a dead ball foul. In that case in which the ball is snapped and he counts 12 players participating, then the penalty is a 15 yard penalty for illegal participation.

4. Same principle applies to the defense, except the sing officials count them.
5. Following the ready for play whistle, every player on offense must be within the nine yard marks at some time. The nine yard marks are the tops of the numbers that are pointed on the field. This prohibits a player from stepping off the sideline onto the field and running a sleeper play. **IT IS ILLEGAL.**

CHEER TEAMS:

1. Must be to the right or left of the coaches/player box. May use track if one is available.

Additional League Information:

Team are allowed to practice during the pre-season. No Player gear can be used!

The host Association must provide security at their home games.

DIRECTIONS

Belton Middle School: Take River St. towards Belton it turns into Belton Highway. Follow this road to the McDowell's Outdoor Repair. Take a right at the red light the school is up the hill on the left.

Honea Path Middle School: Go into Honea Path. Take a left at the Stop-A-Minute, on Heyward Rd. Take the first right on to Park Ave. Travel to the end of the road and field will be on the right.

Ducworth Sports Park: Take Highway 81 North, past T.L Hanna High School. Take a left beside the Ole' Country Smokehouse Restaurant. And fields are on the left.

Crescent High School: Go South on Highway 81 South towards Starr. Crescent High School is about 3 miles below Starr on Highway 81 South.

Old McCants Field: Located on Fant St. In between the Anderson Hospital and Unity Mortuary across from the First Baptist Church. Ball field is located behind the new Meals On Wheels location.

Williamston: Palmetto Middle School: Go into downtown Williamston, take a left on Minor St., beside City Hall, and go approximately 2 miles. Field will be on the right.

T.L Hanna High School: Take Highway 81 North, approximately 2 miles outside of the Anderson City Limits traveling towards I-85; school will be on the right.

Westside High School: Located on 28 By-Pass. In-between the old EnMark gas station and Rapid Lube of Anderson.