

***THE OFFICIAL
GALLATIN EMPIRE LION'S CLUB
YOUTH FOOTBALL PLAYBOOK***

**A PROGRAM DEDICATED TO THE
DEVELOPMENT OF TODAY'S
YOUTH AS INDIVIDUALS AND AS
ATHLETES.**

2017 RULES
GALLATIN EMPIRE LIONS MIDGET FOOTBALL

1. 20-minute running halves
2. 5-minute half-time
3. Clock stops for injuries and time-outs
4. **Clock stops last 45 seconds of each half for incomplete passes, out of bounds and penalties**
5. Each team is allowed two time-outs per half
6. Teams change ends of field at halftime
7. One coach is allowed in the huddle/on field first two weeks
8. Teams can run their own plays after each team has played two games, but must always have 2 WR, 1 TE and 2 Backs; within 10 yd line or XP, 2 TE and 3 back formation and plays are allowed
9. No kickoffs. Teams start on own 20-yard line
10. **No punts- On fourth down offensive coach has the option of running a play or 30 yards of field position change to the opposing team (no further back than the 20-yard line).**
11. No quarterback sneaks – (Illegal procedure, 5 yd penalty)
12. No blitzing by linebackers – (Illegal procedure, 5 yd penalty)
13. Offensive line no greater than 1-yard splits – (Illegal formation, 5 yd penalty)
14. Defensive ends line up parallel to line of scrimmage, outside shade of tackle or tight end
15. Defensive alignment must obey GELC playbook, 4 down lineman, 3 linebackers along with strong safety at 3-5 yards off ball, 2 corner backs at 5-7 yards off ball and 1 FS at 10-12 yards off ball; within own 10 yd line and for XP, a 6 man max line is allowed (old style defense)
16. Teams go on one HUT the first two weeks, okay to go on two after second week
17. 125 lbs. players play tackle to tackle only, offense and defense, if any player over 125 gains possession of the ball, the play is immediately whistled dead and that player's team (re)gains possession of the ball, players at 125 or over will wear sticker dictating such
18. Ties- Each team gets four plays from 10-yard line once OR coaches can agree to end the game in a tie after regulation without going into Overtime
19. All coaches (head and assistant) need to remain in the coach's box at all times (except for rule #7). 1st time out of the box =WARNING. 2nd time out of the box= 15 YARD PERSONAL FOUL AND COACH SITS OUT THE REMAINDER OF THE GAME

20. RESPECT THE OFFICIALS, PLAYERS, AND COACHES

OFFENSE

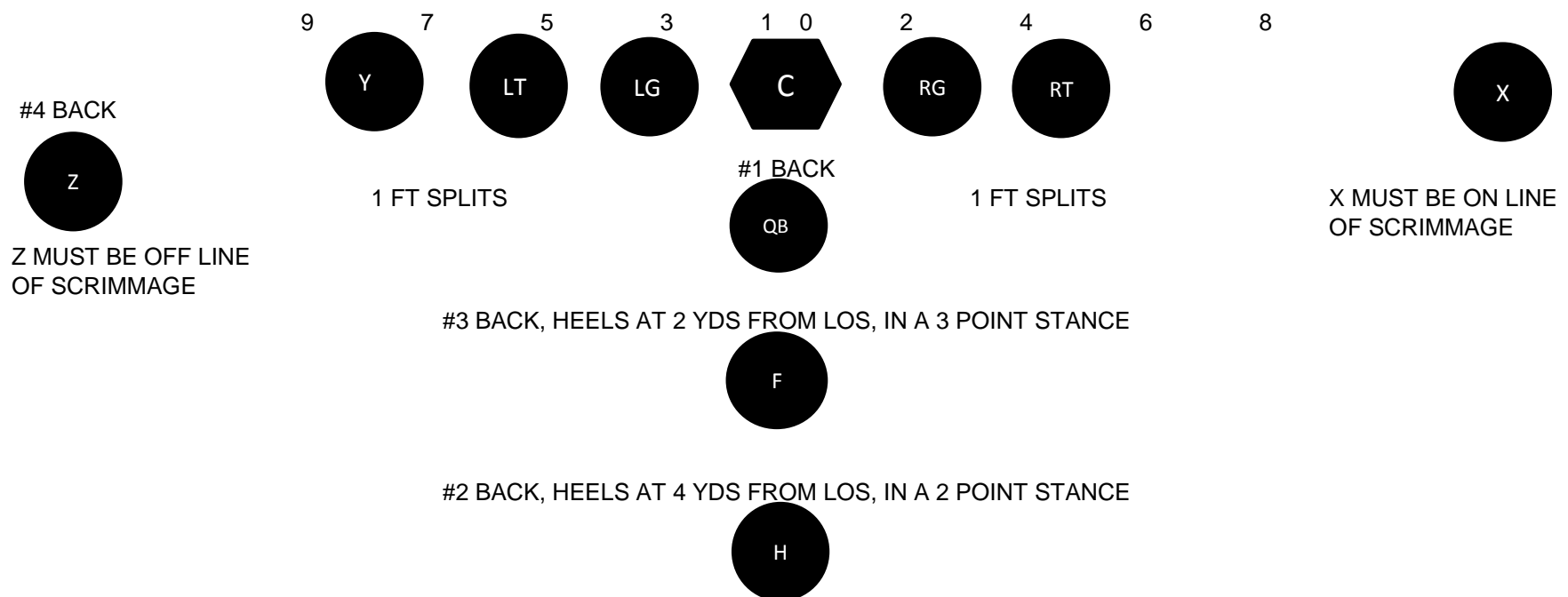
Play Calling System

Each potential runner on the offense is assigned a number

- #1- Quarterback
- #2- Half Back
- #3- Full Back
- #4- Z Receiver

The beginning callout of each play determines an "I" Formation or Split back formation. The first number of each offensive play called is the number of the ball carrier, the second number of the play is the hole where the ball carrier will run to. Each gap (space between offensive lineman), is given a number, even numbered holes are always to the right, odd number holes to the left. Example: 24 ISO would be the Halfback (#2) getting the ball and running to the 4 hole, between the RG and RT.

EXAMPLE: I LEFT



OFFENSE

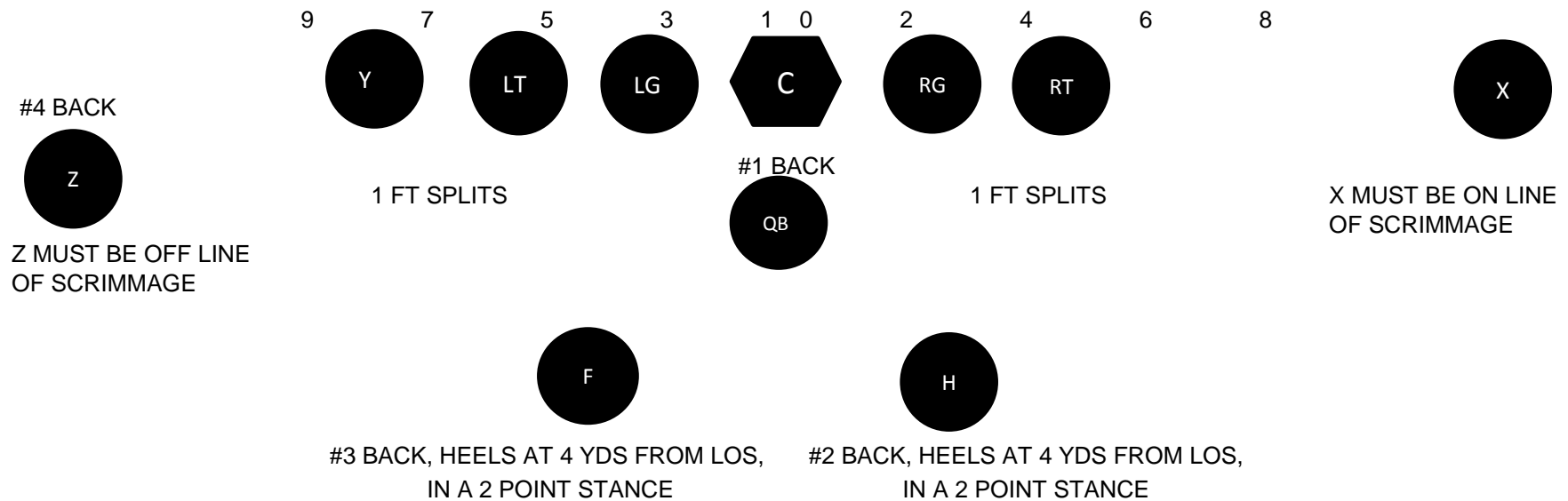
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EXAMPLE: SPLIT LEFT



OFFENSE

OFFENSIVE RULES

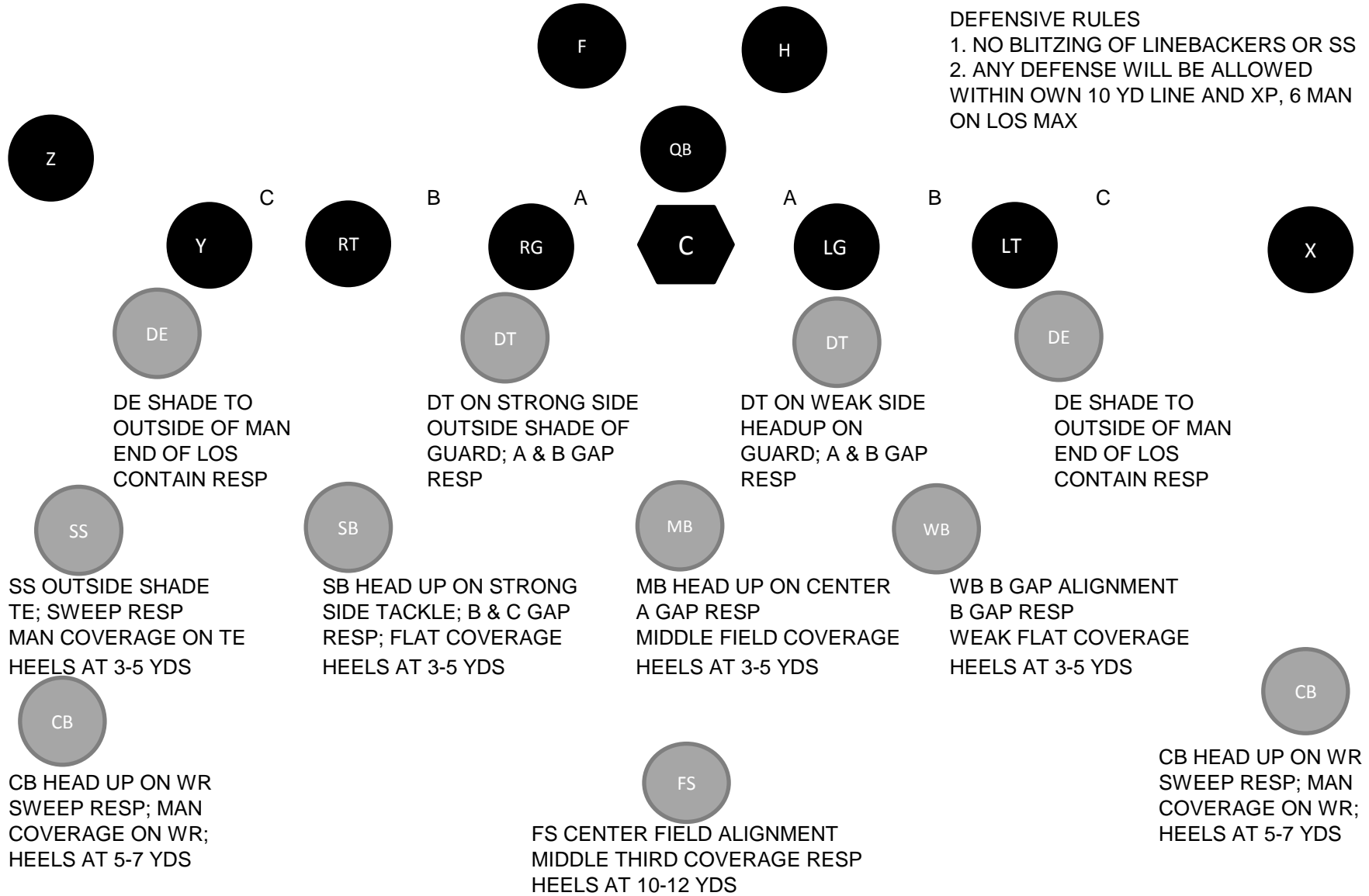
1. EVERY TEAM MUST USE THE GELC OFFENSIVE PLAYBOOK FOR THE FIRST 2 GAMES. AFTER 2 GAMES, COACHES MAY IMPLEMENT THEIR OWN PLAYS, BUT MUST ALWAYS HAVE 2 WR, 1 TE AND 2 BACKS
2. BOTH BACKS HAVE TO BE ALIGNED WITHIN THE TACKLE TO TE BOX BEFORE THE SNAP
3. AFTER 2 GAMES, MOTION CAN BE IMPLEMENTED, AS LONG AS THE ABOVE RULES ARE STILL FOLLOWED; I.E. NO BACKS CAN MOTION OUT TO A WR POSITION, BUT CAN MOTION WITHIN THE TACKLE TO TE BOX
4. A TWINS ALIGNMENT IS ACCEPTABLE, AS LONG AS THE OTHER RULES ARE FOLLOWED
5. AFTER 2 GAMES, QB'S CAN BE IN THE SHOTGUN FORMATION
6. ALL SEASON LONG, WHENEVER A TEAM IS WITHIN 10 YDS OF A TD OR TRYING AN XP, GOALLINE OFFENSE WITH 2 TE AND 3 BACKS IS ALLOWED

IF THERE IS A QUESTION ABOUT A FORMATION THAT YOU ARE CONSIDERING USING, PLEASE CONTACT GELC TO REVIEW, SO THAT YOU ARE IN COMPLIANCE. REMEMBER, KEEP IT SIMPLE, BUT FUN, SO THAT THESE KIDS WANT TO CONTINUE TO PLAY THE GREAT GAME OF FOOTBALL

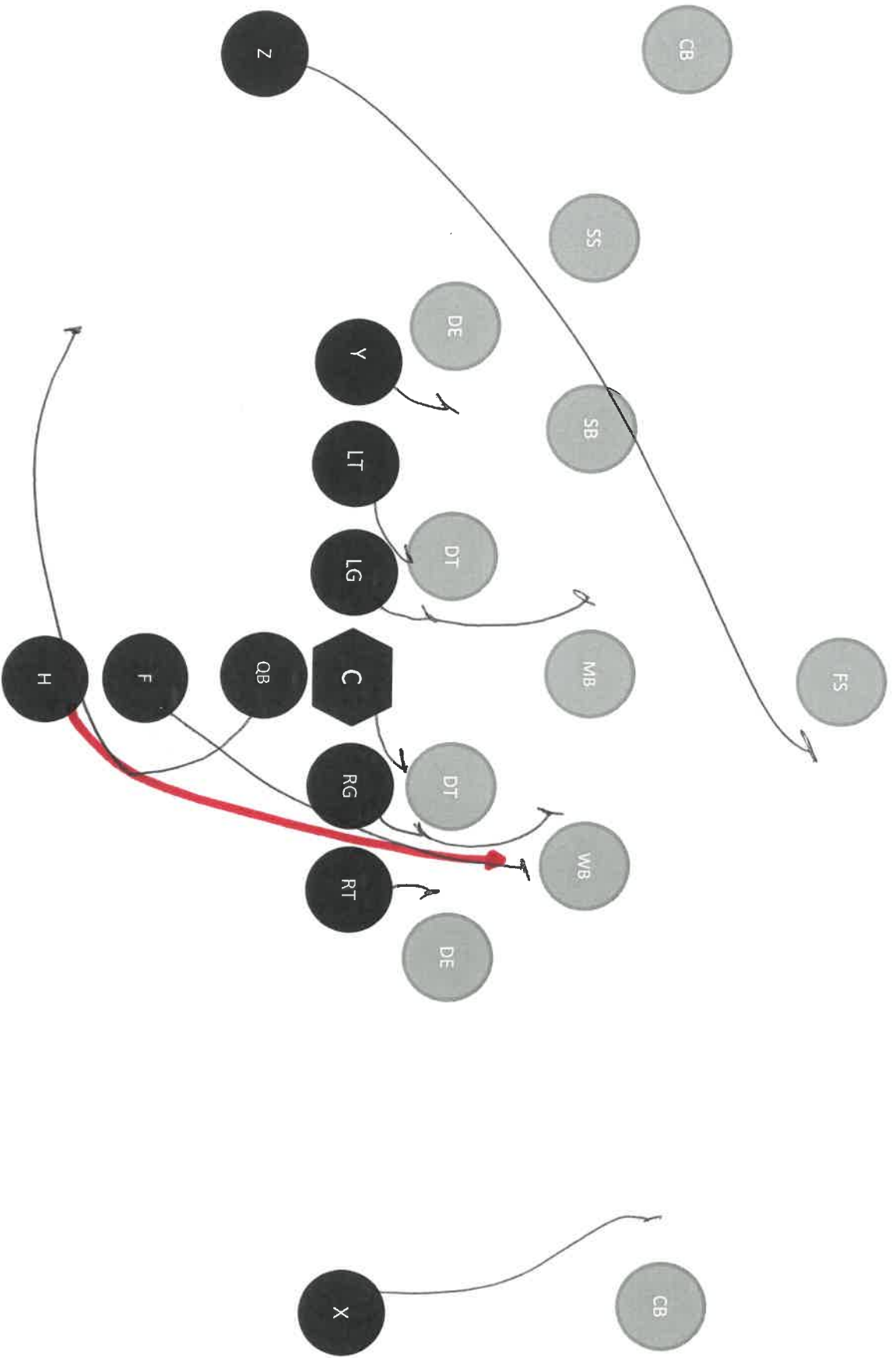
DEFENSE

DEFENSIVE RULES

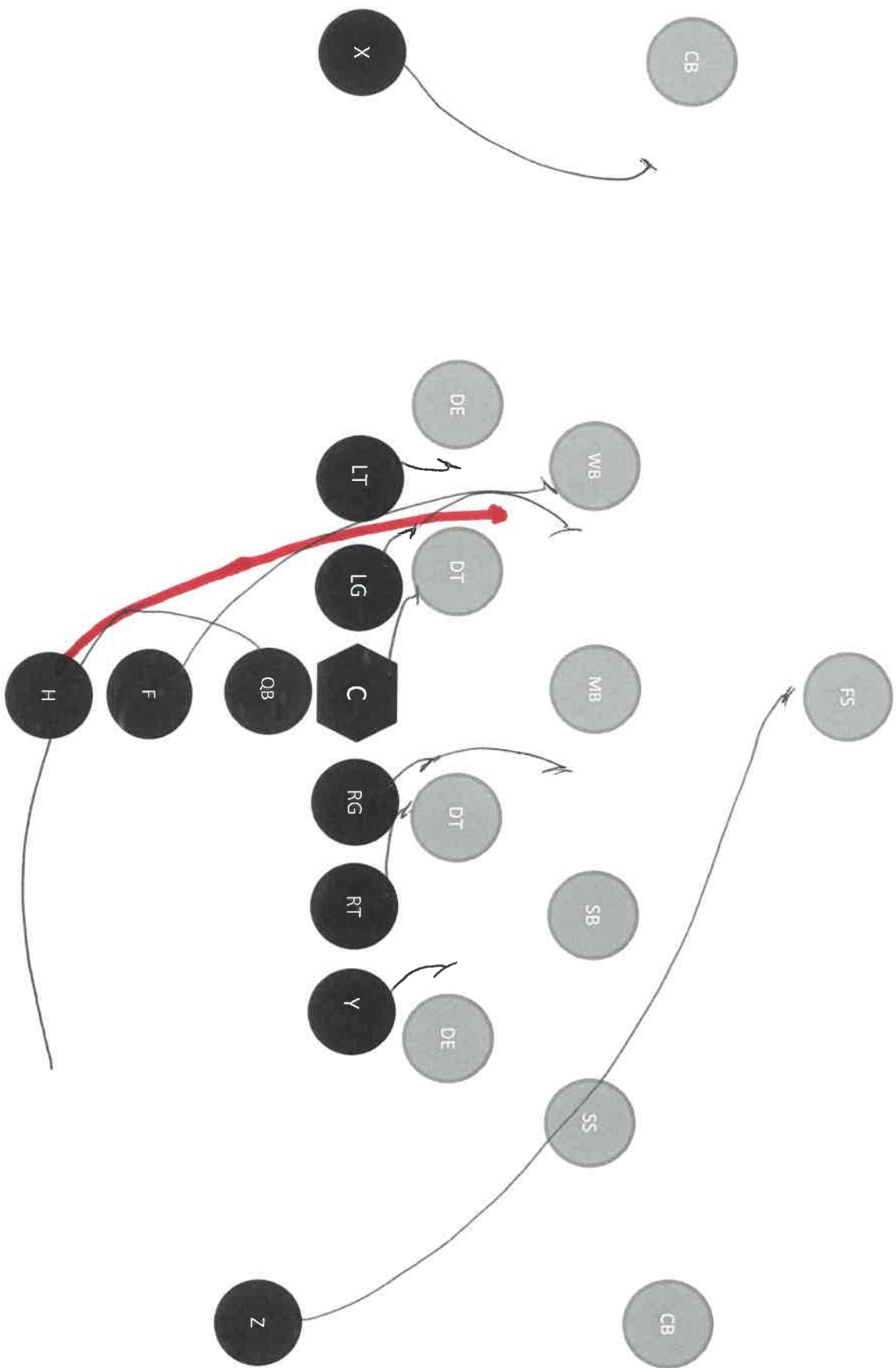
1. NO BLITZING OF LINEBACKERS OR SS
2. ANY DEFENSE WILL BE ALLOWED WITHIN OWN 10 YD LINE AND XP, 6 MAN ON LOS MAX



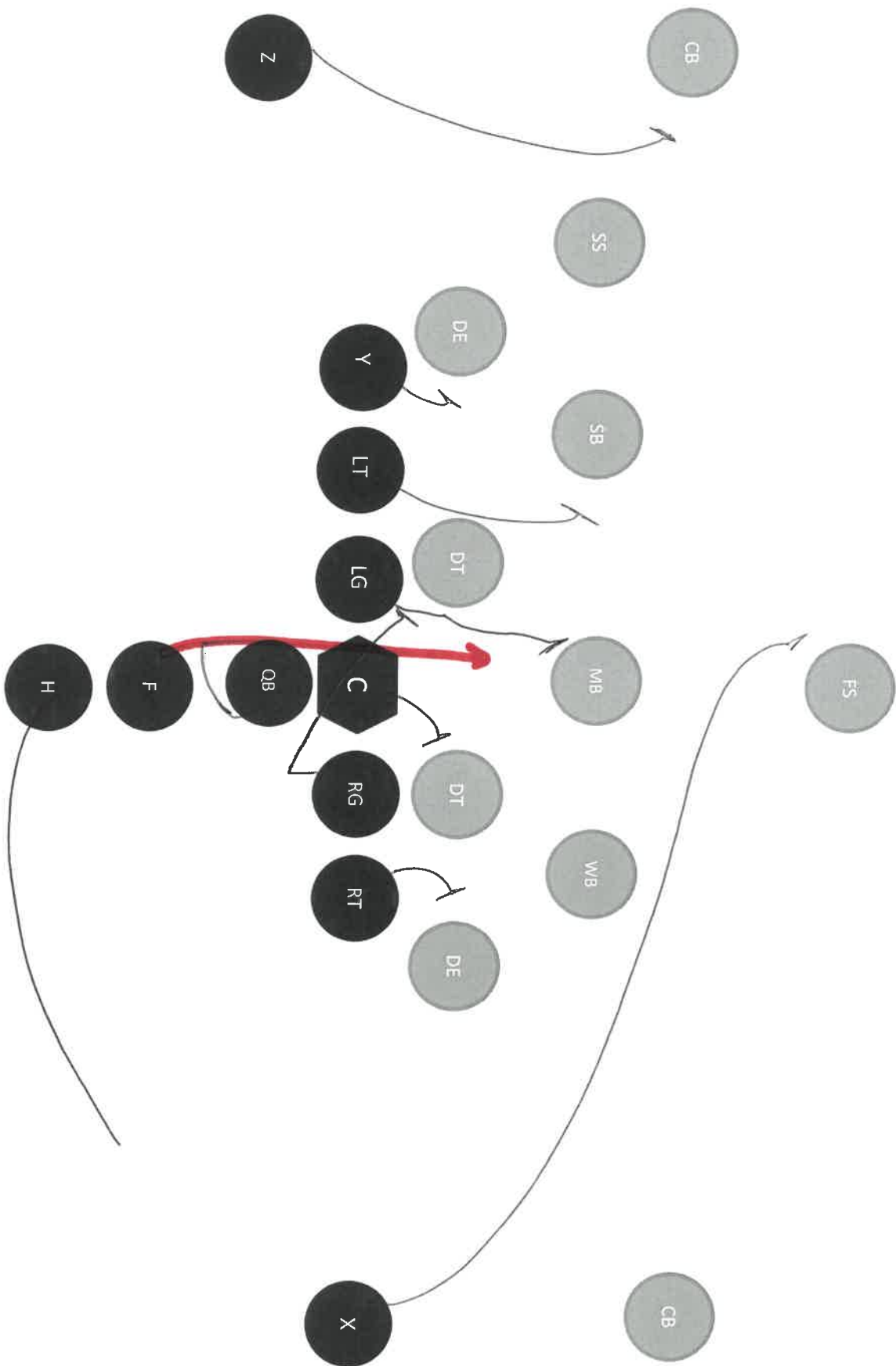
1 LEFT 24 ISO



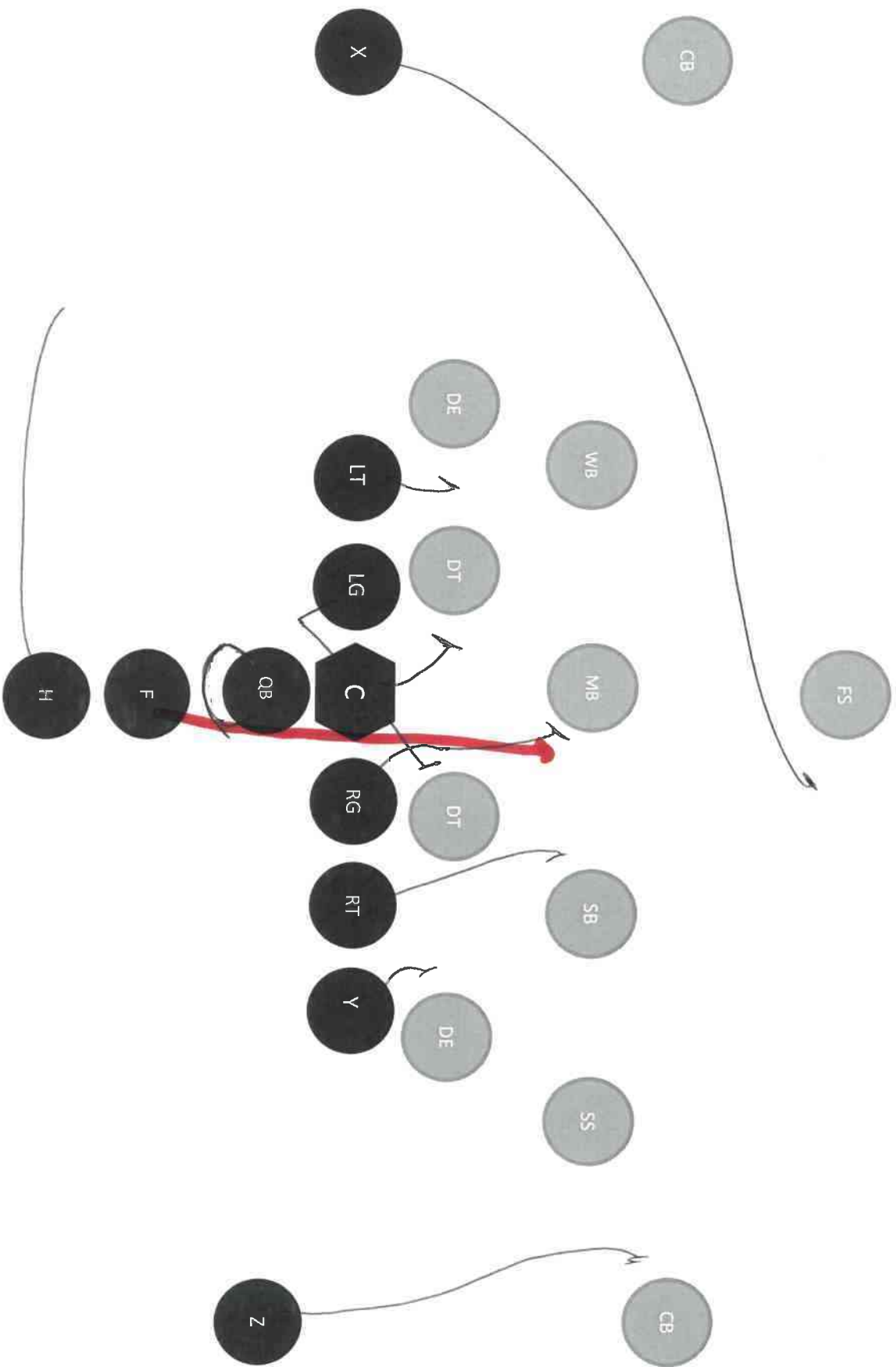
I RIGHT 25 ISO



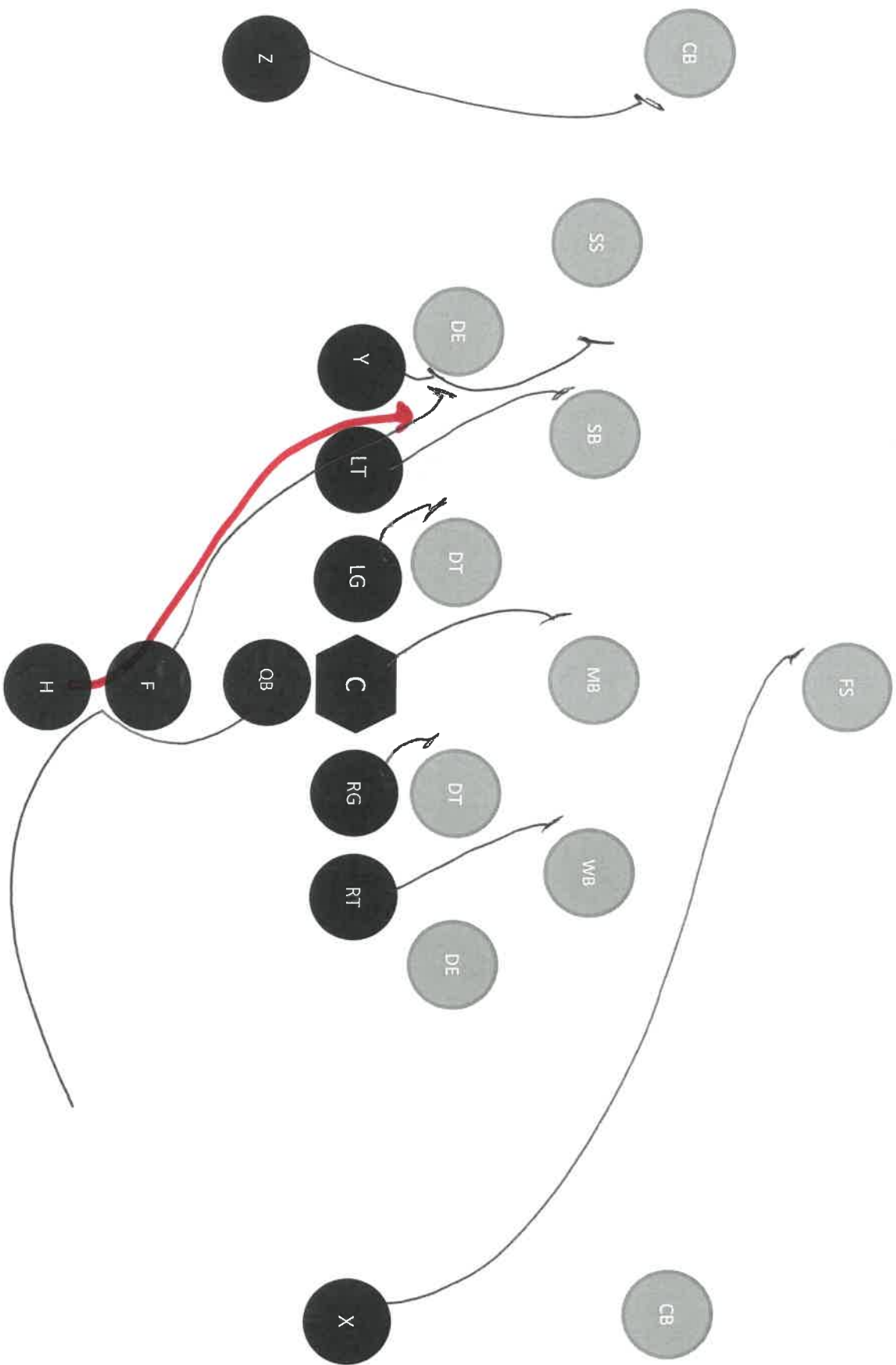
I LEFT 31 TRAP



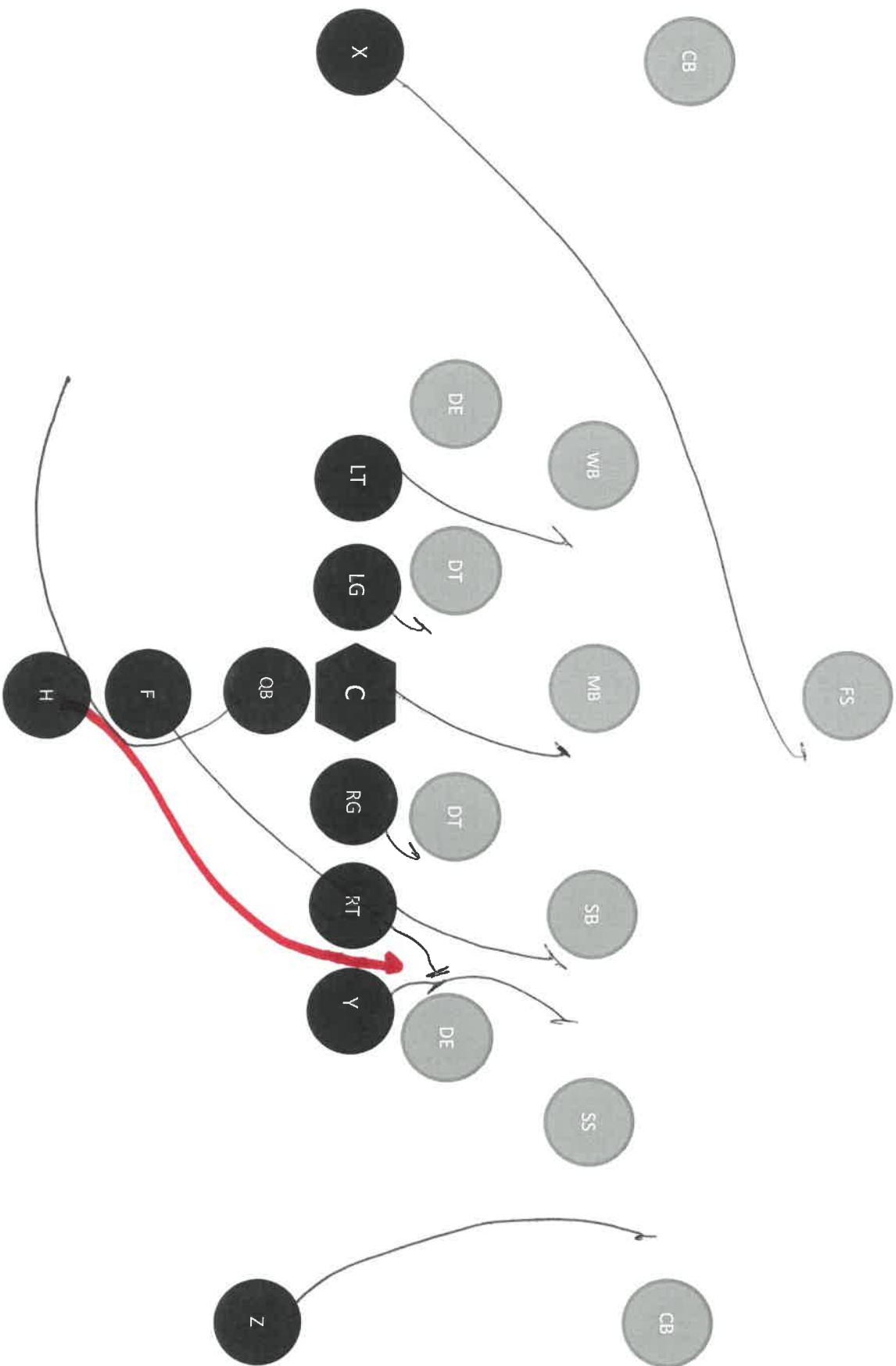
I RIGHT 30 TRAP



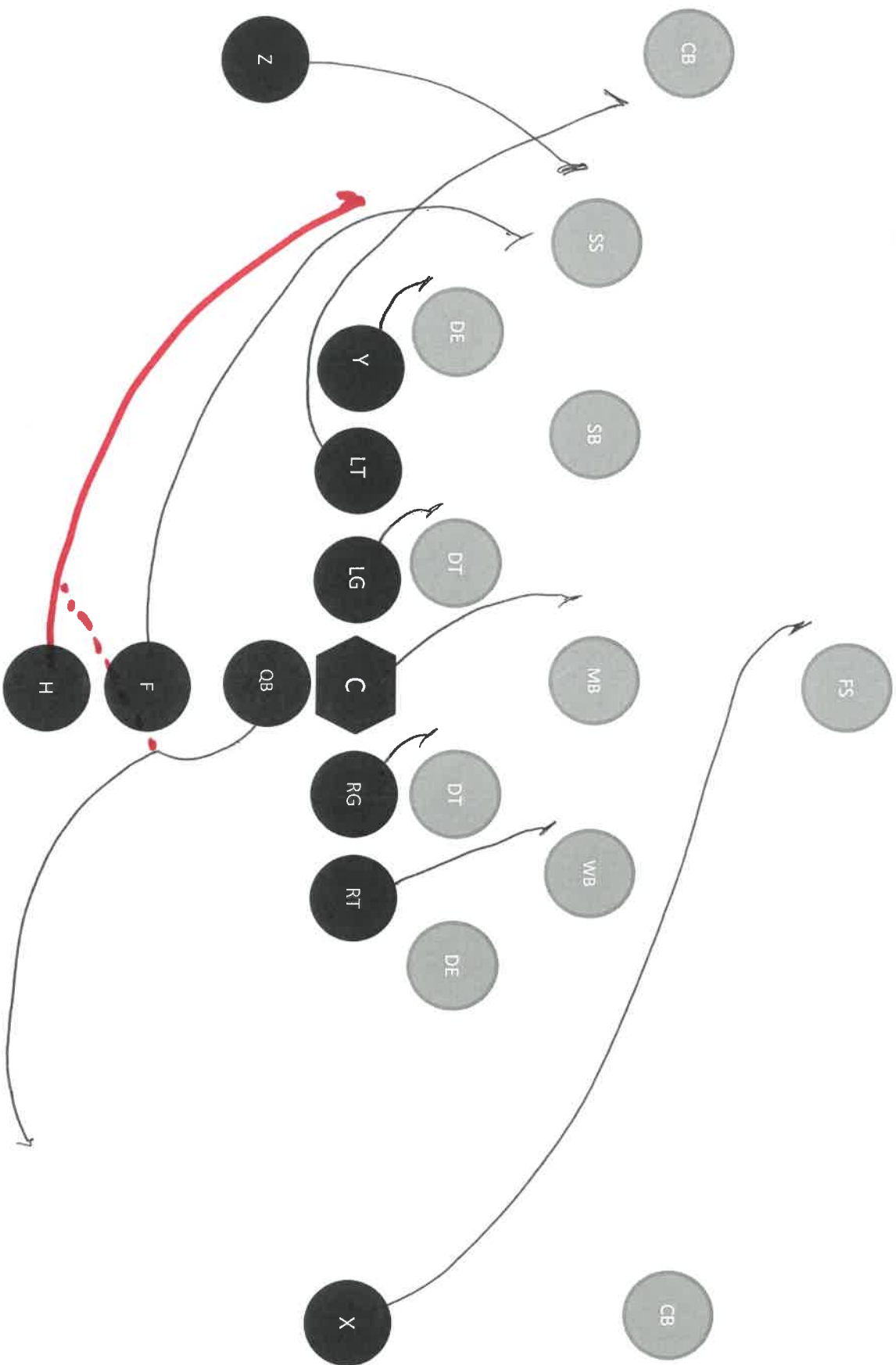
I LEFT 27 BLAST



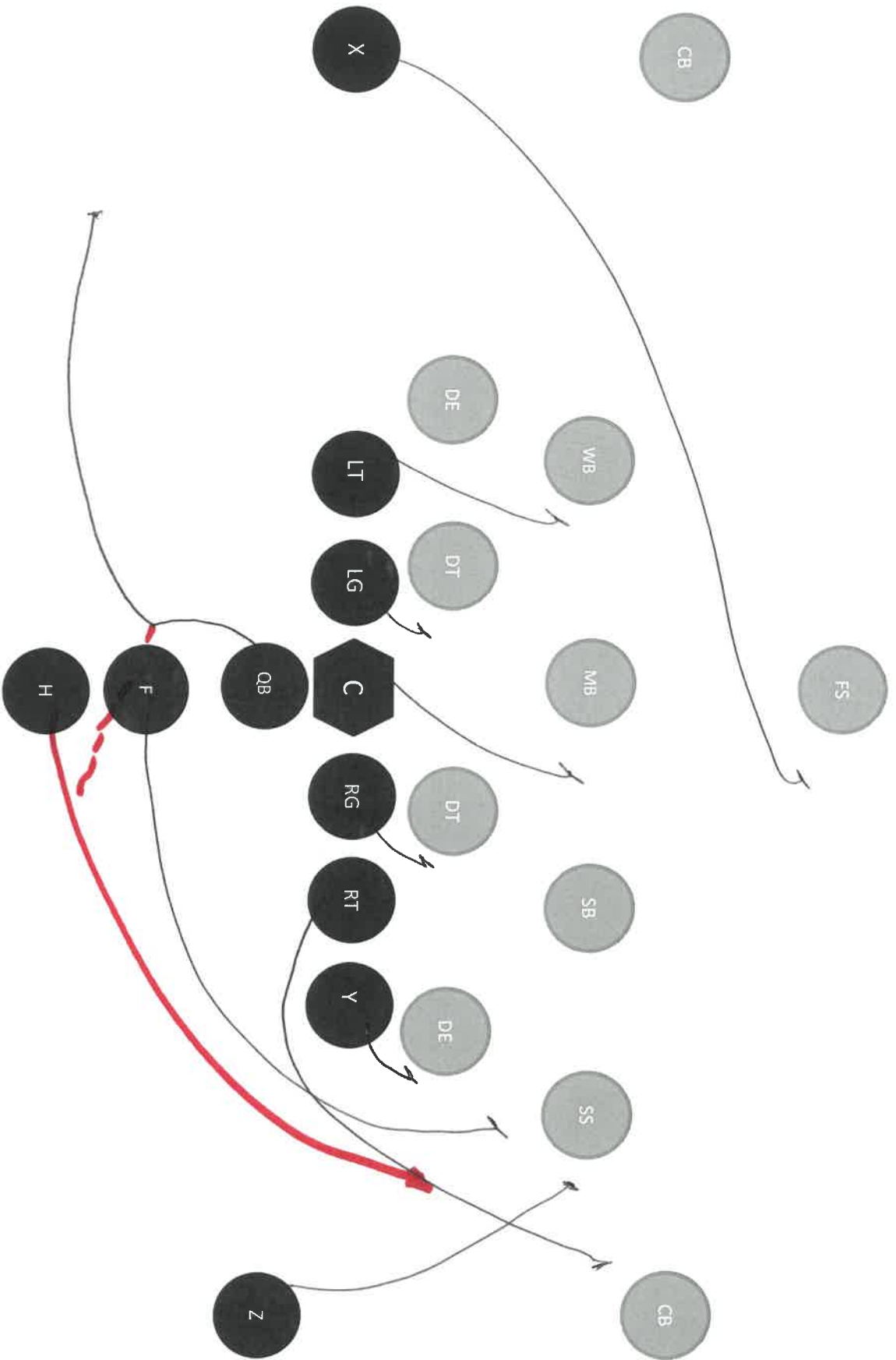
I RIGHT 26 BLAST



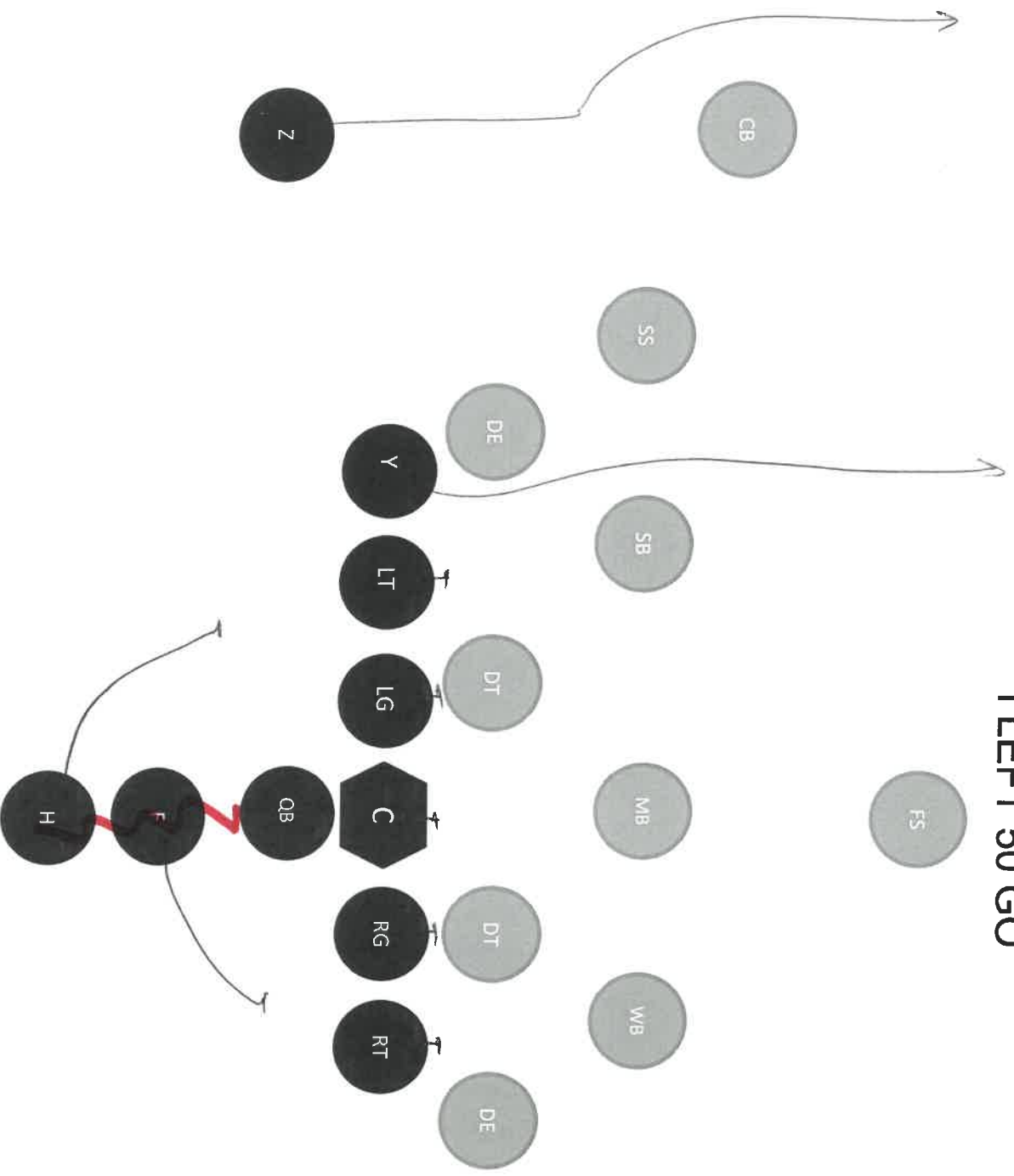
I LEFT 29 TOSS SWEEP



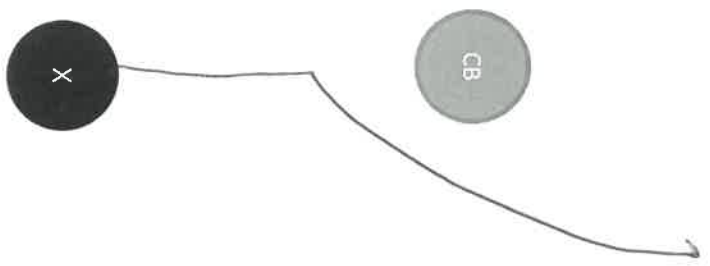
I RIGHT 28 TOSS SWEEP



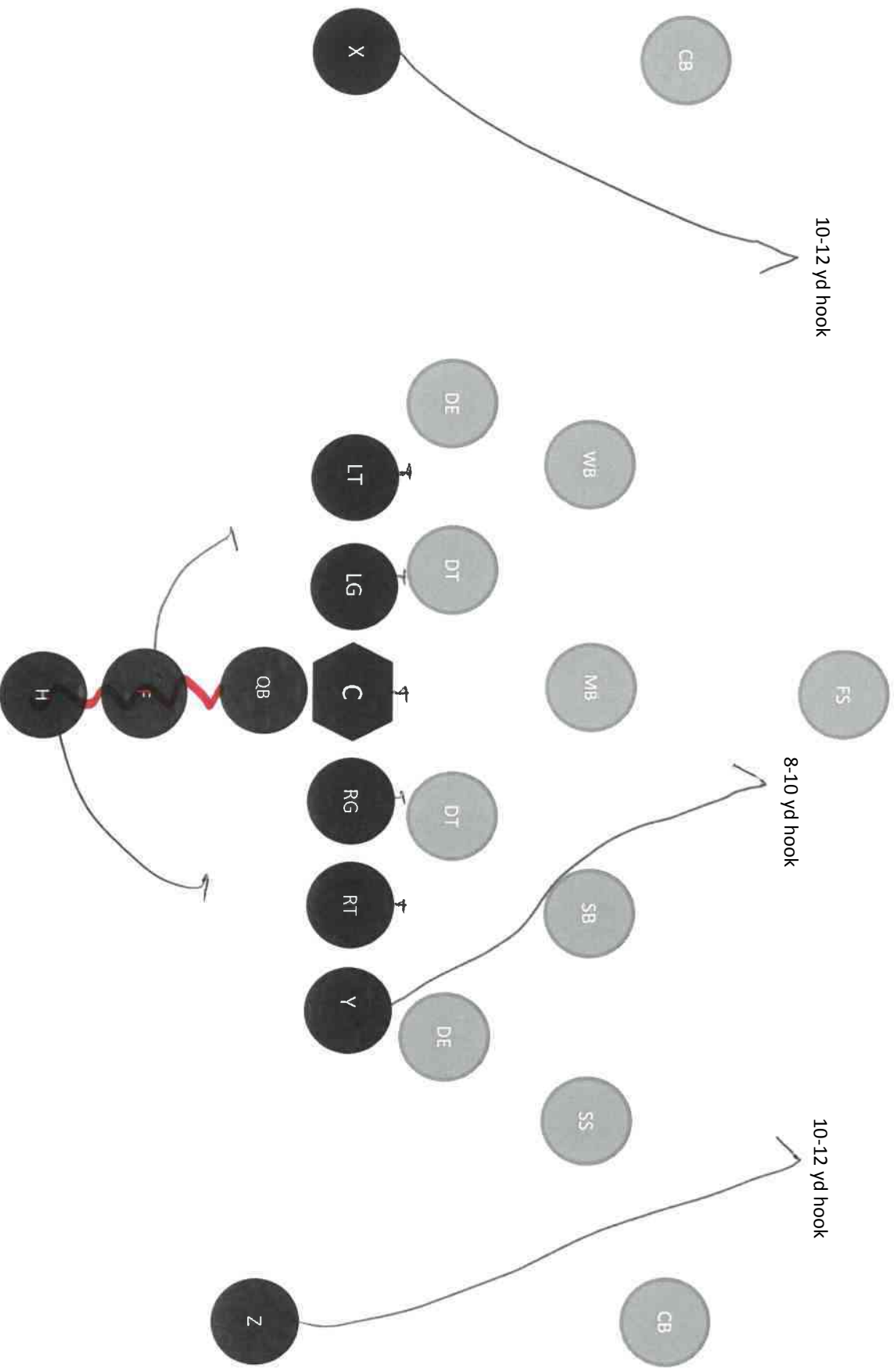
1 LEFT 50 GO



5 STEP DROP

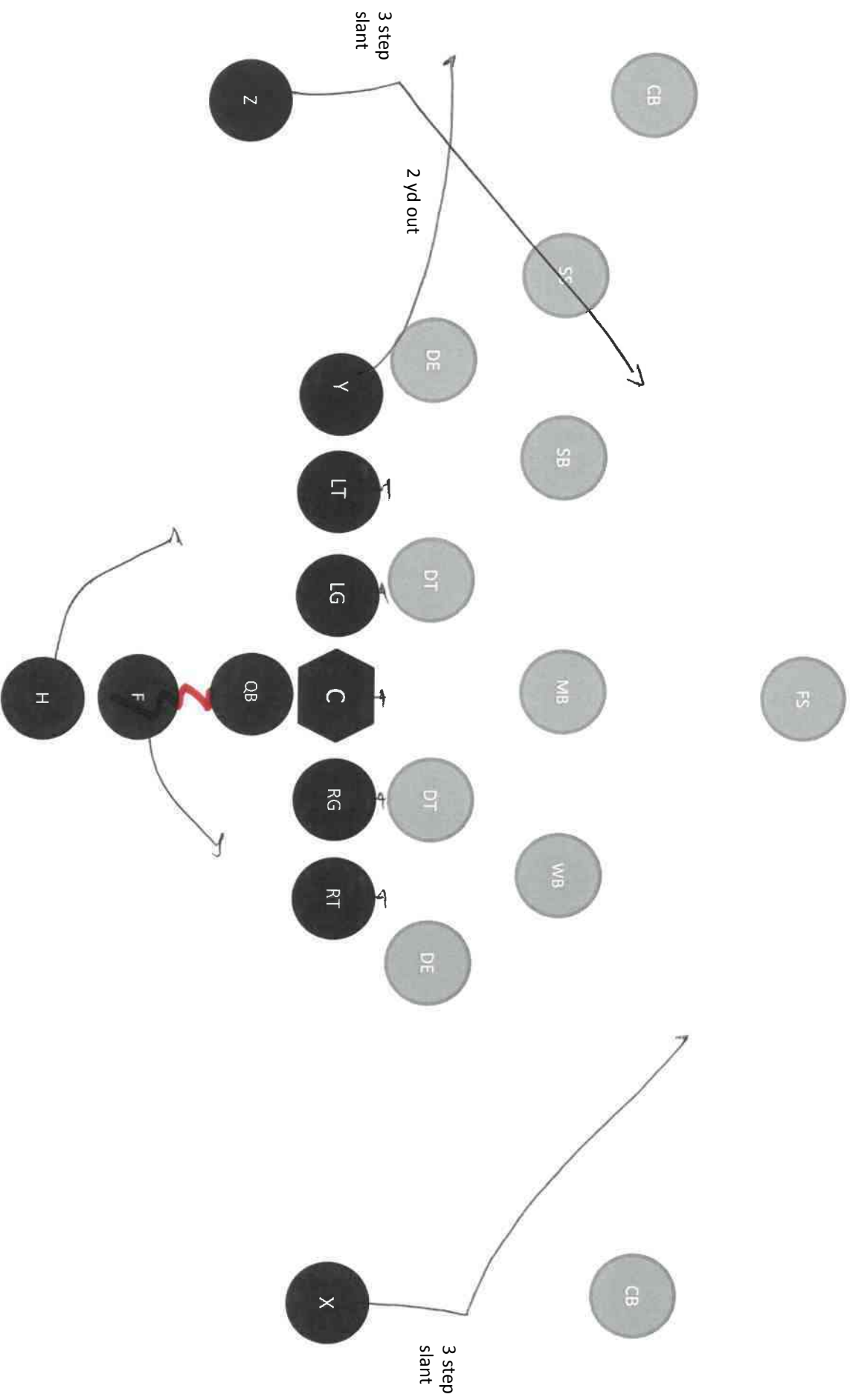


1 RIGHT 50 HOOK



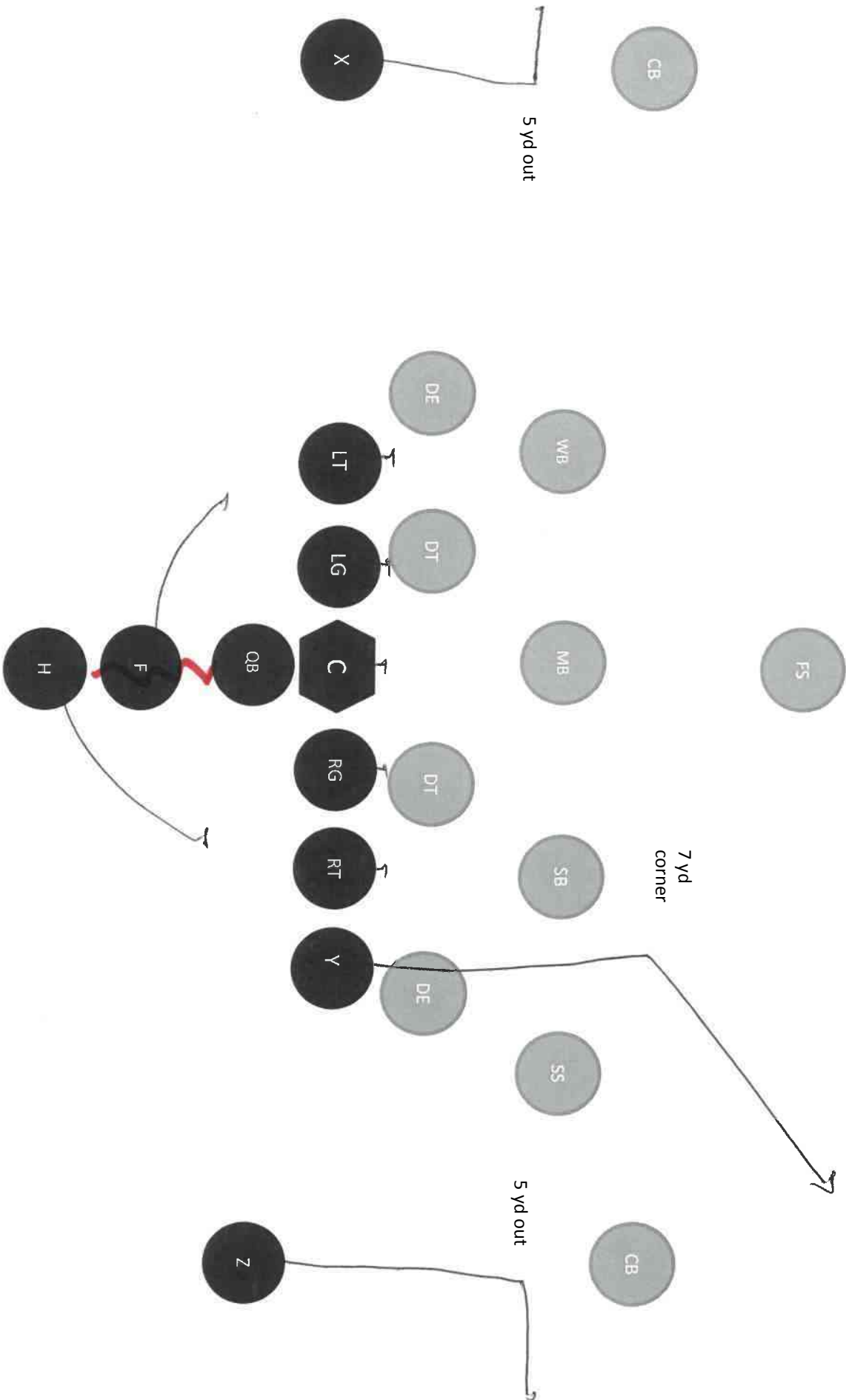
5 STEP DROP

1 LEFT 50 SLANT



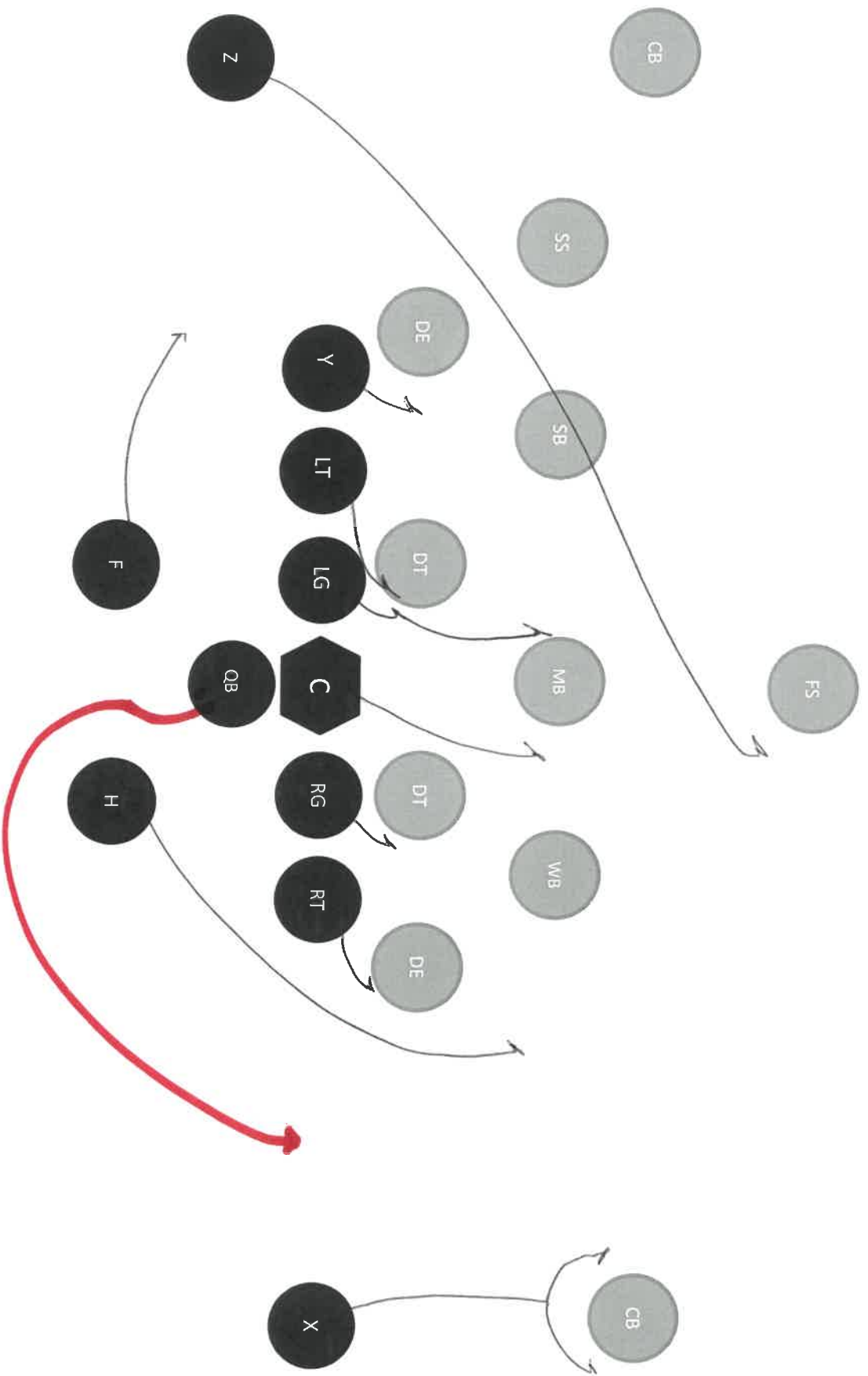
3 STEP DROP

1 RIGHT 50 OUT

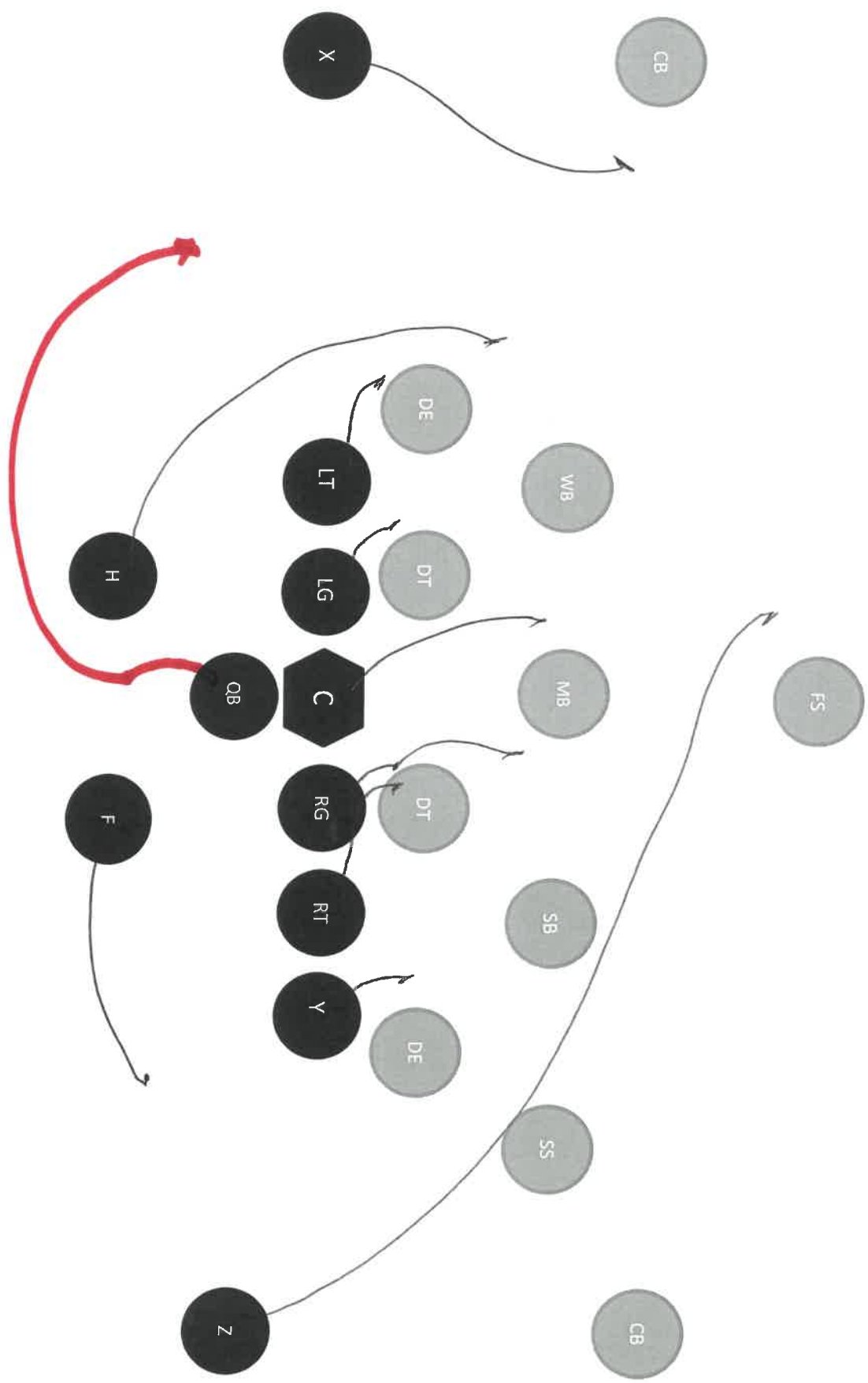


3 STEP DROP

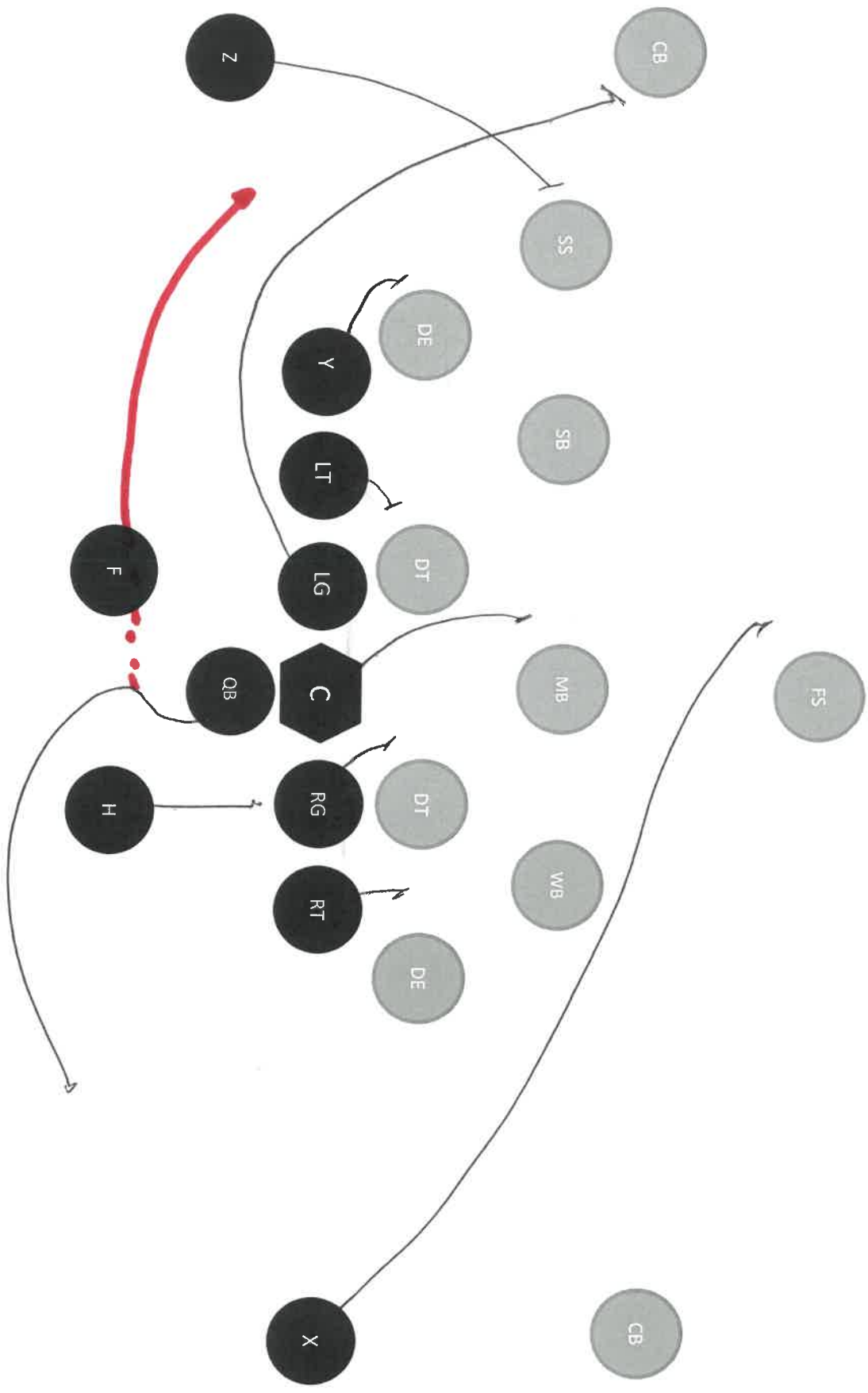
SPLIT LEFT 16 SWEEP



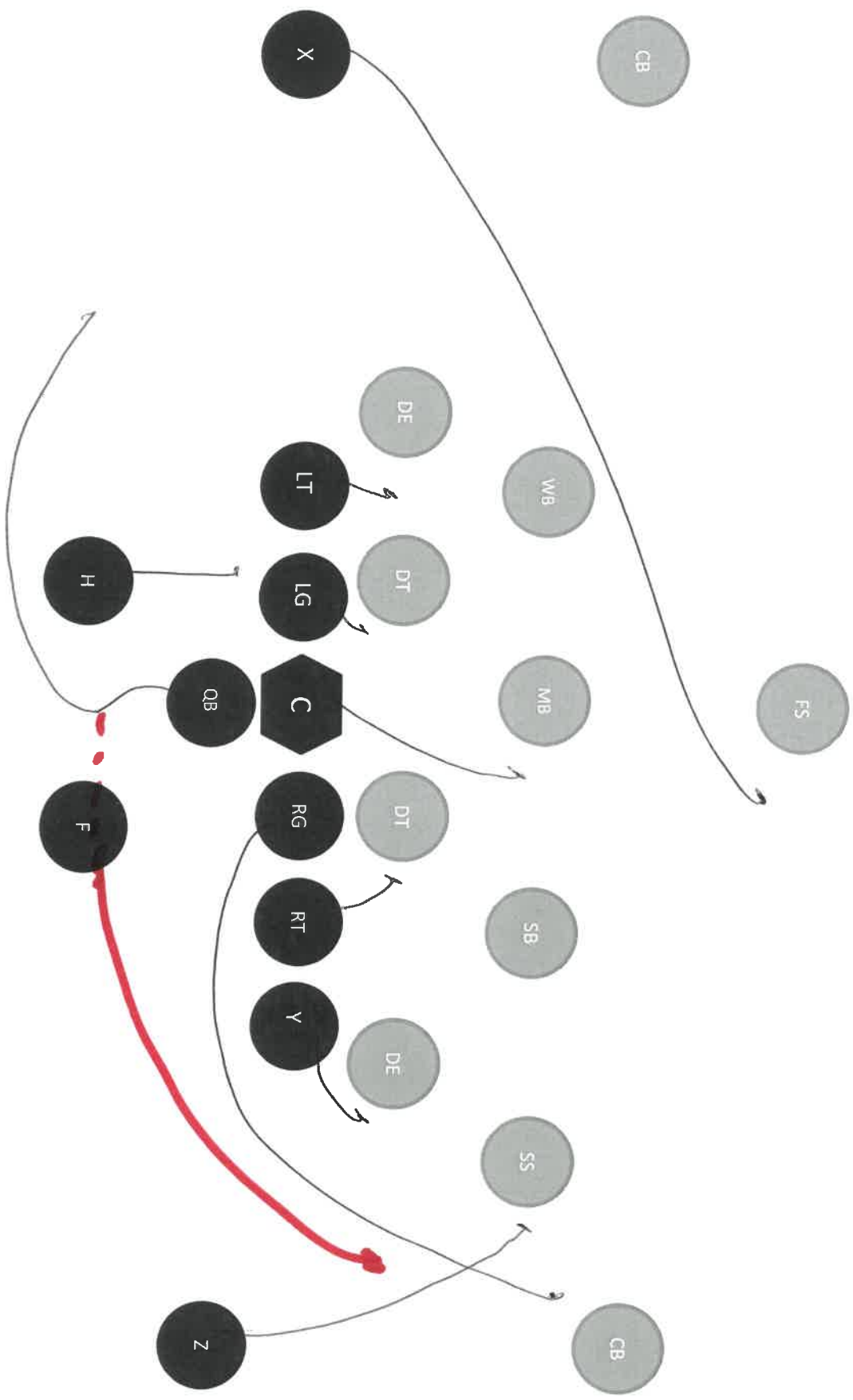
SPLIT RIGHT 17 SWEEP



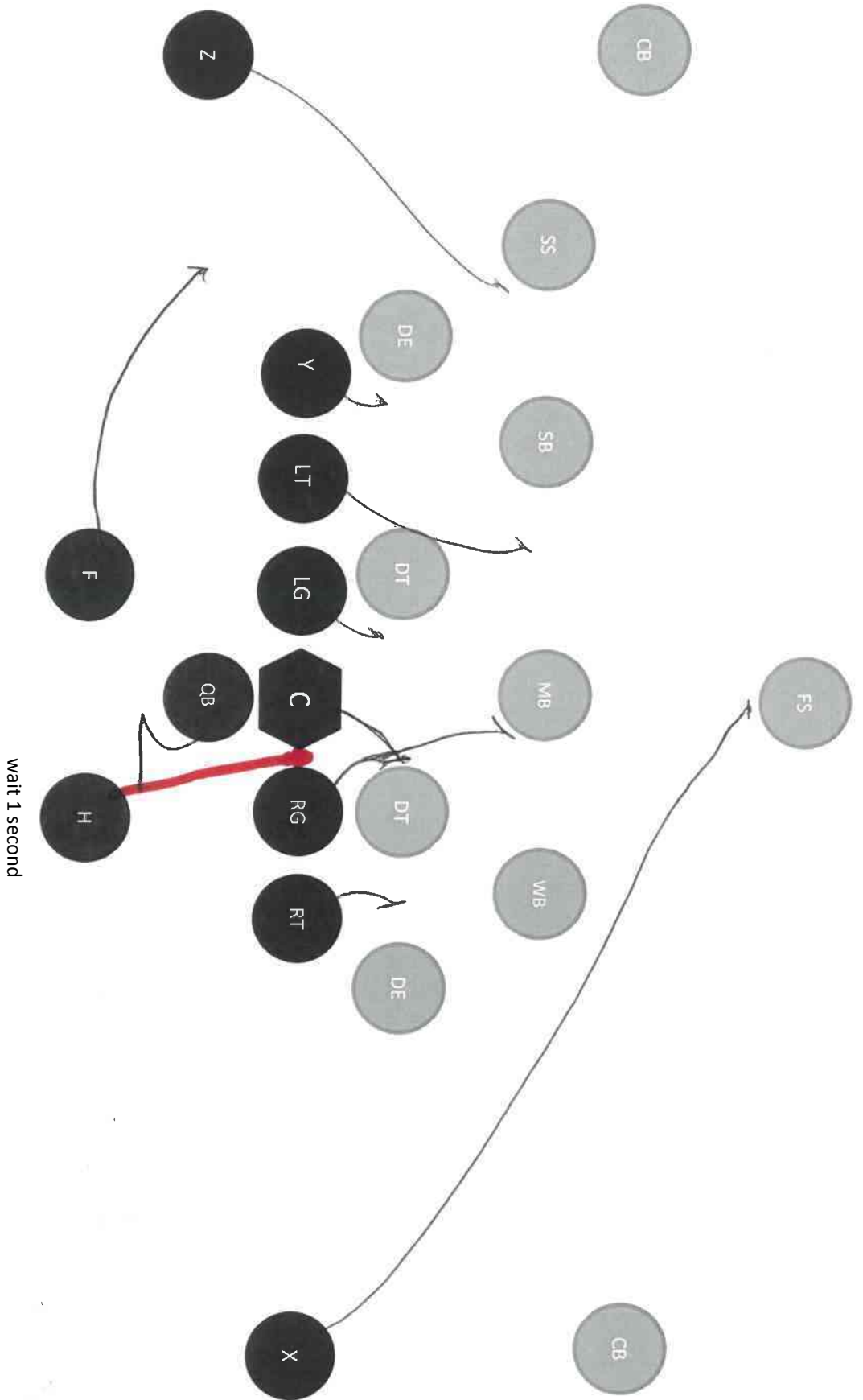
SPLIT LEFT 39 QUICK PITCH



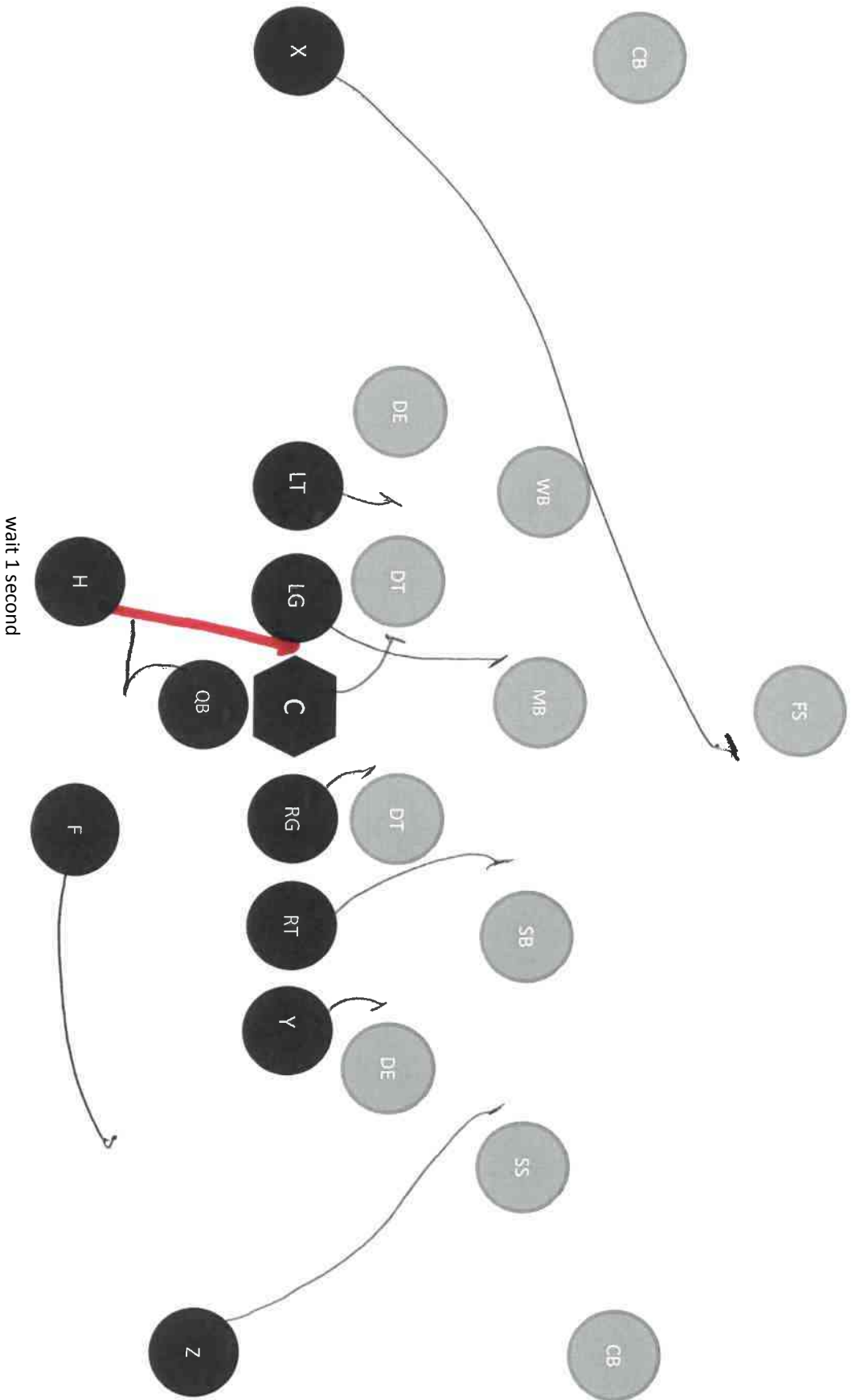
SPLIT RIGHT 38 QUICK PITCH



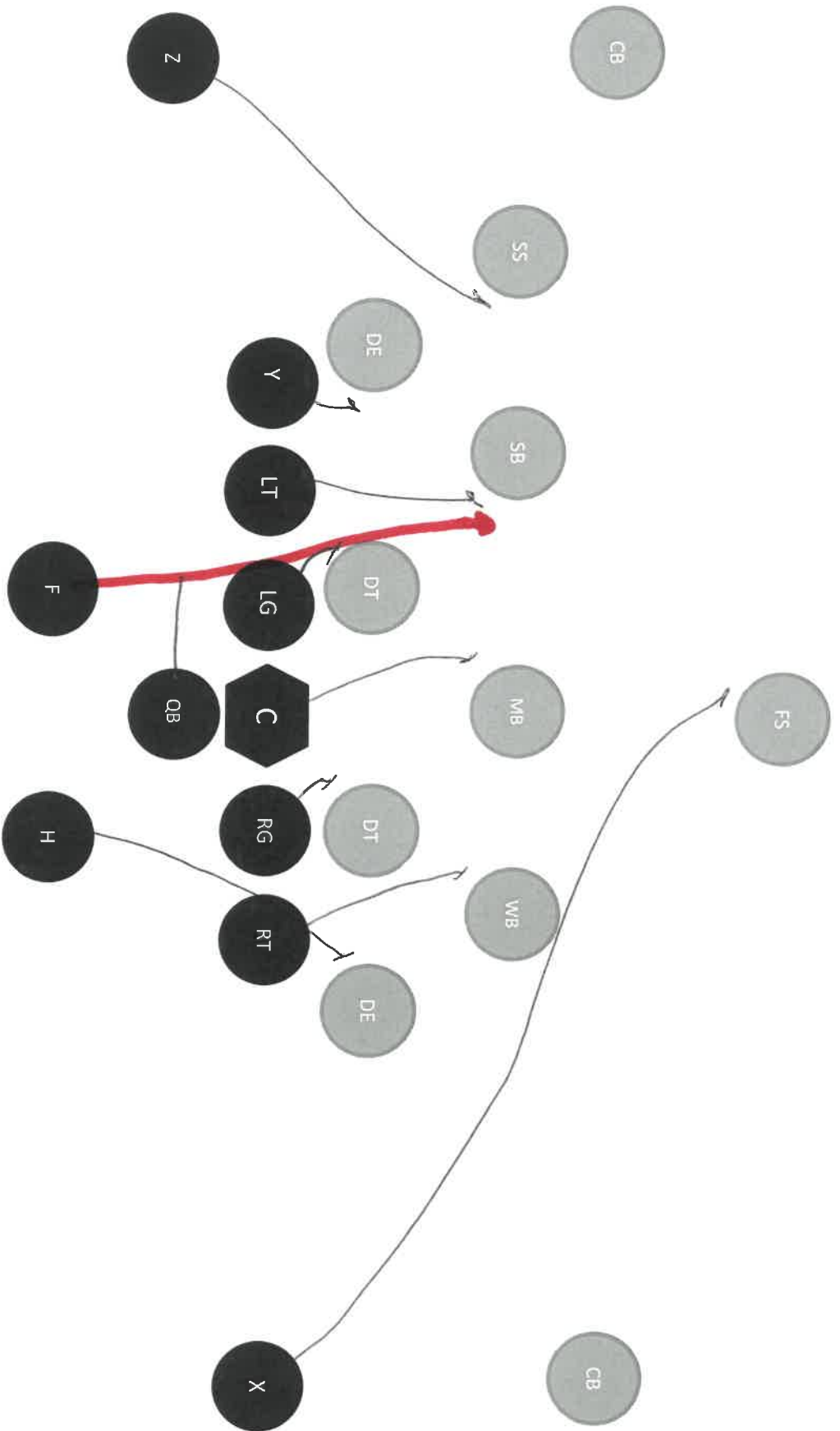
SPLIT LEFT 22 DIVE



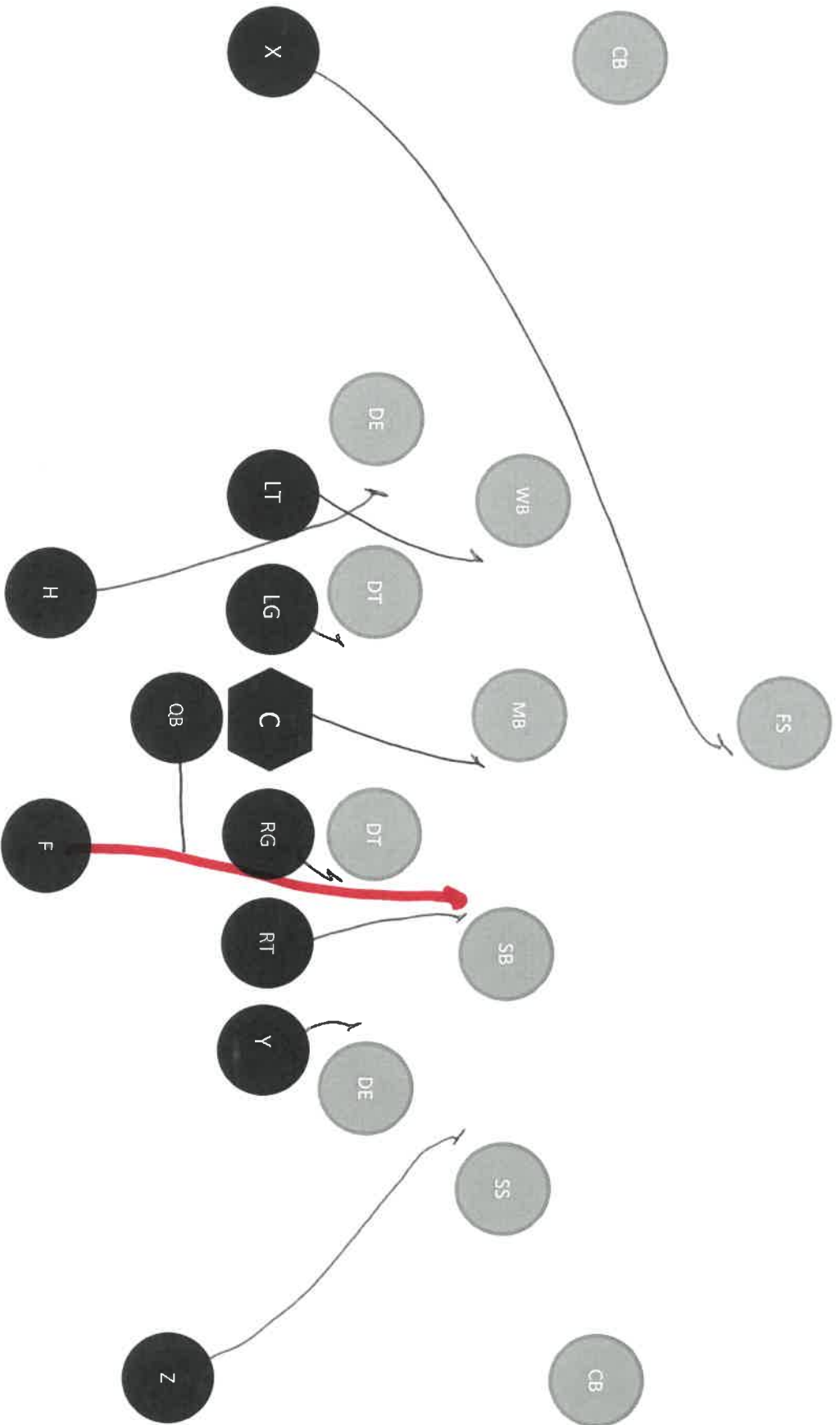
SPLIT RIGHT 23 DIVE



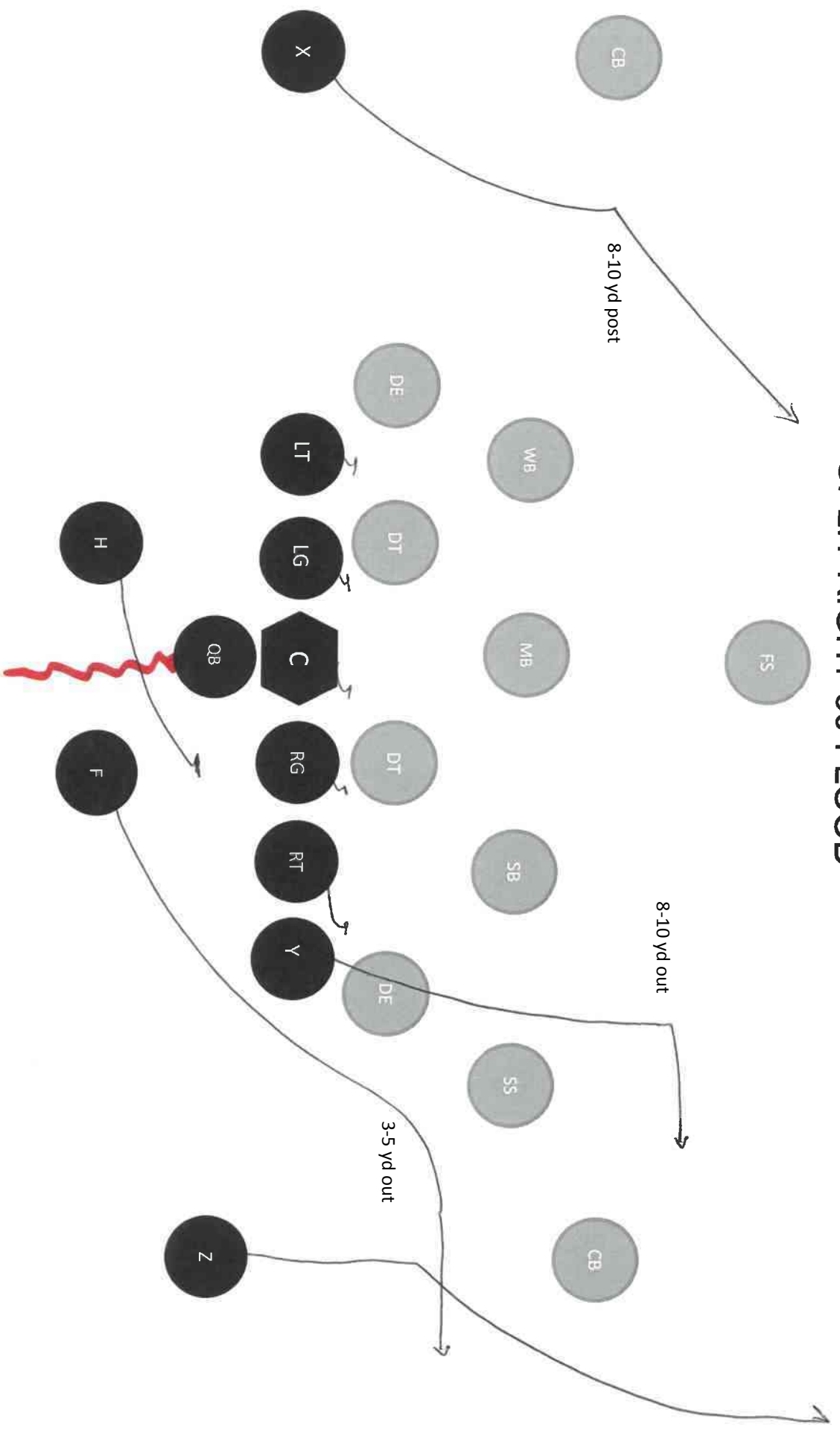
SPLIT LEFT 35 HAMMER



SPLIT RIGHT 34 HAMMER

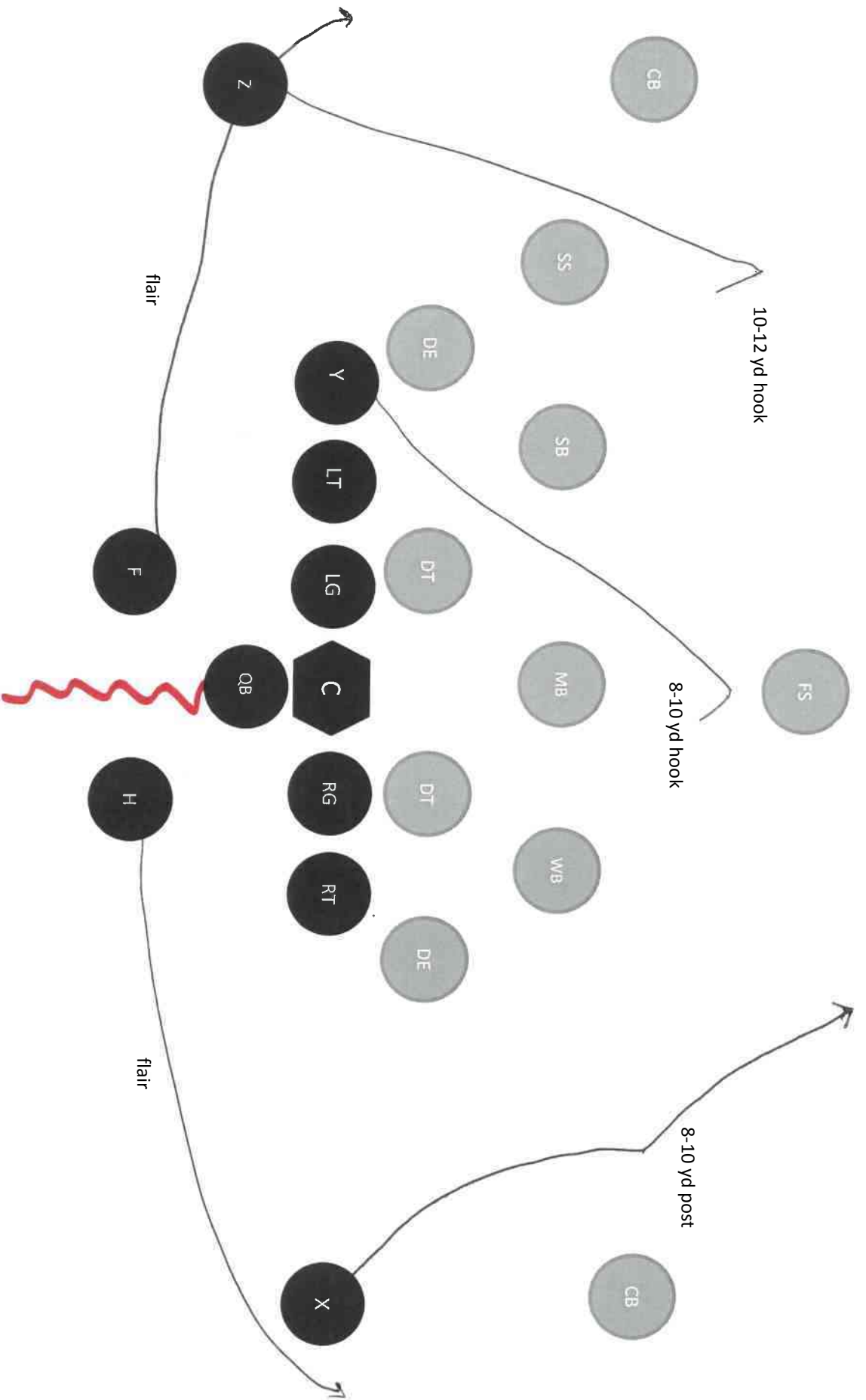


SPLIT RIGHT 50 FLOOD



5 STEP DROP

SPLIT LEFT 50 HAWK



5 STEP DROP