

**CENTRAL INDIANA BANTAM
FOOTBALL LEAGUE**

POLICIES AND PROCEDURES

Revised 7-28-2023

CIBFL RULES

OVERVIEW

The Central Indiana Bantam Football League (CIBFL) is an association of youth football programs organized for the purposes of: Instructing and promoting football, fostering positive interaction between the participating communities and developing healthy attitudes and sportsmanship among its participants.

The association is comprised of the following programs: Bartholomew County, Beech Grove, Brown County, Edinburgh, Indian Creek, Shelbyville, Southport and Triton Central.

League Policies Participation

1. A player may participate on only one CIBFL team.
2. Individuals enrolled in the 7th Grade are prohibited from participation.
3. Individuals attaining age 14 prior to the conclusion of the CIBFL season are prohibited from participation.
4. The CIBFL does not prescribe playing time rules nor will it monitor a participant's playing time. These standards shall be established and administrated by the respective league programs.
5. A mandatory index meeting will be held prior to each season. All players must have their weights recorded at this time. Minimum of clothing of shorts is required. Players will weigh one time. This weight will be recorded as the player's official weight. NO EXCEPTIONS. Any player unable to attend the official weigh-in may weigh in at the annual league representatives meeting.
6. Verified team rosters on standard forms shall be completed and presented to officials at the league index meeting.
7. There is no limit regarding number of players on a team roster.
8. Steel cleats are prohibited. Any model of rubber cleats is acceptable.
9. Players must compete in full uniform with approved football equipment. This includes: Helmet, knee, thigh, hip and tail pads, shoulder pads, mouthpiece and a numbered jersey.
10. IHSAA rules shall apply except as stipulated.

11. A mercy rule applies to all games with a margin of 20 points or more at any time during the second half. In this situation, the clock shall run continuously with the exception of time-outs, scores, injury time-outs and change of possession. The clock may continue to run in the aforementioned situations at the request of the losing coach. Clarification: Clock will start on the spot after being stopped in the above situations.
12. Winners for ties in league standings will be determined first by head-to-head competition then by points allowed.
13. Sideline personnel will be limited to: rostered players, a maximum of four coaches and two statisticians. Penalties for non-compliance: Warning. Delay of game. Unsportsmanlike conduct. Game forfeiture. This does not apply to CIBFL representatives and school program football coaching personnel.
14. All players are permitted to play on kickoffs, kickoff returns and in punting situations (no striper restriction).

CIBFL RULES

OFFICIALS

1. Game officials shall be assigned by the league coordinator. The coordinator operates under the authority of the CIBFL.
2. Host site representatives will consult with coaches and any officials present to determine replacement official(s).
3. Officials shall be licensed by the IHSAA unless otherwise agreed upon.
4. Game decisions are final. There are to be no arguments on the playing field. Official rule protests must be filed with a league official within 72 hours of conclusion of the game in question. League representatives will render a decision regarding the protest.

SCHEDULING

1. League games will be scheduled by league representatives.
2. Postponed games will be rescheduled by and/or approved by league officials.

HOST SITES

1. Host sites shall provide a regulation football field that meets IHSAA specifications and has a visible, working scoreboard and clock.
2. Host sites are responsible for paying game officials for regular season Varsity games. Participating JV teams split the cost of game officials.
3. No admission fees shall be charged.
4. Host sites may provide concessions, promotions, or other activities for fundraising purposes.
5. Host sites should have a program representative present.

CIBFL Rules

COACHES

1. Coaches are not permitted on field for "A" Varsity games. One coach per team is permitted on field for "A" JV games. One coach per team is permitted on field for "B" Division games. Two coaches per team are permitted on the field for "C" Division games.
2. Coaches on the field must be positioned 10 yards behind nearest player. Coaches may instruct, but may not call plays in any way following the offense breaking the huddle. Example: A defensive may not call for a blitz after the offense lines up for the snap. Penalty is an initial warning then a 15-yard penalty for each subsequent violation.
3. The league reserves the right to reprimand, suspend or expel a coach from CIBFL participation. Individuals expelled from the CIBFL are not permitted on the field or sidelines and are prohibited from participating from any coaching activities.
4. Local programs have the right to suspend or remove coaches. Such actions will be upheld by the CIBFL. Coaches suspended or removed by their local programs are banned from CIBFL participation until reinstated by their local associations.
5. CIBFL coaches are expected to maintain positive attitudes and behavior with respect to their interaction with players, coaches, fans and others as relates to their participation as CIBFL coaches.

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LEAGUE RULES "A" DIVISION

PARTICIPATION

Grades-The "A" Division will consist of players in the fifth and sixth grades. Any individual age 13 prior to the conclusion of the season shall be designated a "striped" player.

Weight-A player weighing 120 or more pounds shall be designated a "striped" participant. Striped participants are prohibited from carrying the ball, advancing the ball or lining up in a position eligible to do so. Stripers may punt and kick-off.

GAME ADMINISTRATION

Game Clock Rules-Quarters shall be 8 minutes in length. The clock will stop on all incomplete passes and out of bounds plays and start when the ball is spotted for play. The clock will stop on all scoring plays and start when the ball is spotted for play following the conversion attempt. The clock will start on the snap to begin each quarter.

Final two minutes of each half: IHSAA clock rules.

Timeouts-Each team will have 3 timeouts per half.

Football-A Junior Size TDJ Football shall be used for play.

Kick-offs and Punts-Kick-offs and punts played according to IHSAA rules.

Overtimes-IHSAA overtime procedure.

DEFENSE RULES

Blitzing-Blitzing is permitted.

Defined Defense-There is no defined defense or striper rule in the Junior or Senior "A" Division. No alignment specifications. Stripers may play any defensive position and line up as they wish.

OFFENSE RULES

Conversions and Field Goals-1 point will be awarded for a successful run/pass from the conversion hash. 2 points will be awarded for a successful run/pass from the 5-yard-line. A successful kicked conversion will be awarded 1 point. Kicked conversion and field goal attempts are "live" and played according to IHSAA rules.

Stance-Offensive linemen must be in a 3 or 4-point stance.

CIBFL RULES

LEAGUE RULES "B" DIVISION

PARTICIPATION

Grades-The "B" Division will consist of players in the third and fourth grades. Any individual age 12 prior to the conclusion of the season is ineligible to participate in this division.

Weight-A player weighing 100 or more pounds shall be designated a "striped" participant. Striped participants are prohibited from carrying the ball, advancing the ball or lining up in a position eligible to do so. Only 5 strippers may be on the field at one time. Strippers may punt.

GAME ADMINISTRATION

Game Clock Rules-Quarters shall be 8 minutes in length. The clock will stop on all incomplete passes and out of bounds plays and start when the ball is spotted for play. The clock will stop on all scoring plays and start when the ball is spotted for play following the conversion attempt. The clock will start on the snap to begin each quarter.

Final two minutes of each half: IHSAA clock rules

Timeouts-Each team will have two timeouts per half.

Football-A junior size TDJ Football will be used for play in this division.

Kick-offs and Punts-There are no kickoffs in the "B" Division. The ball will be spotted on the 30-yard-line to begin play in kick-off situations.

Punts-There is no "auto punt" rule as in the "C" division. A team in a punt situation must declare the intent to punt. Punts are "free", meaning there is no rush. Players must remain during snap and may resume play with foot contact on the punt. Strippers may punt.

Overtimes-IHSAA overtime procedure.

Defense Rules

Blitzing-Blitzing is permitted.

Defined Defensive Alignment- "B" Division teams must employ a defined defensive alignment. This entails: A 4 or 5-man defensive line. All other defensive players must line up a minimum of 3 yards off the defensive line. A nose guard is permitted. **Exception:** Defense may align or stack defensive players 1 yard off the line directly behind linemen in situations when the offensive team has advanced inside the 10-yard line. **Penalty**-Warning for first offense. 5-yard penalty for each subsequent violation.

Stances for Defensive Linemen-Defensive strippers must play on the defensive line, be in a 3-point stance and line up on or inside the last man on the interior offensive line (the offensive tackle). **Penalty:** Initial Warning then 5-yard penalty for subsequent violations.

OFFENSE RULES

Conversions and Field Goals-1 point will be awarded for successful run/pass from the conversion hash. 2 points will be awarded for a successful run/pass from the 5-yard-line. A successful kicked conversion will be awarded 1 point. **Kicks**-There is no rush. Offensive linemen shall remain in a set position. A kick may only be attempted following a "clean" long snap. Any snap not directly caught by the holder will be immediately ruled unsuccessful. Defense may wave arms but may not leave the ground during a kicked conversion or field goal.

Stance-Offensive linemen must be in a 3 or 4 -point stance. **Penalty:** Warning on first offense, 5-yard penalty for each subsequent violation.

CIBFL RULES

LEAGUE RULES "C" DIVISION

PARTICIPATION

Grades-The "C" Division shall consist of players in the second or lower grades. Any individual age 9 during the season is ineligible to participate in this division. Players must be at least 5 years of age, in kindergarten or in first grade to participate in the Junior "C" Division. Second grade players are eligible to participate only in the Senior "C" Division. Exceptions to this rule must be approved by the CIBFL.

Weight- Any player weighing 80 pounds or more on the Varsity team or 70 pounds or more on the JV team is designated a "striped" participant. Striped participants are prohibited from carrying the ball, advancing the ball or lining up in a position eligible to do so.

GAME ADMINISTRATION

Game Clock Rules-Quarters shall be 8 minutes in length. The clock will stop on all incomplete passes and out of bounds plays and start when the ball is spotted for play. The clock will stop on all scoring plays and start when the ball is spotted for play following the conversion attempt. The clock will start on the snap to begin each quarter. **Final Two Minutes of each half: IHSAA clock rules**

Timeouts- Each team will have two timeouts per half.

Football-A Wilson K2 Football will be used for play in this division.

Kickoffs and Punts-There are no kickoffs or punts in this division. The ball will be spotted on the 35-yard-line to begin play in kick-off situations. Punts will be declared and the ball advanced 25 yards downfield from scrimmage to be spotted no farther than the opposing team's 10-yard-line.

Overtimes-IHSAA overtime procedure.

DEFENSE RULES

Blitzing-No blitzing or stunting (fake blitzing) is permitted. No nose guard is permitted. Linebackers and defensive backs must line up at least 3 yards off the ball until the snap.

Defined Defensive Alignment-A maximum of 4 defensive linemen is permitted. Defensive tackles must line up on or outside the opposing guards and make contact before entering the "A" gap. Other defensive players must begin by lining up a minimum of 3 yards off the defensive line. **Exception**-Defense may align or "stack" defensive backfield players 1 yard off the line directly behind linemen in situations when the offensive team has advanced inside the 10-yard-line. No nose guard is permitted in any situation. Penalty: Warning for first offense. 5-yard penalty for each subsequent violation.

Stances for Defensive Linemen-Defensive stripers must play on the line, be in a 3-point stance and line up on or inside the last man on the interior offensive line (the offensive tackle).

OFFENSE RULES

Conversions and Field Goals-1 point will be awarded for a successful run/pass from the conversion hash. 2 points will be awarded for a successful run/pass from the 5-yard-line. A successful kicked conversion will be awarded 1 point. **Kicks**-There is no rush. Offensive linemen shall remain in a set position. A kick may only be attempted following a "clean" long snap. Any snap not directly caught by the holder will be immediately ruled unsuccessful. Defense may wave arms but may not leave the ground during a kicked conversion or field goal.

"C" Division Quarterback Sneak- Because there is no nose guard, quarterback sneaks are prohibited. Quarterback runs must be over or outside the guards. Running backs may take hand-offs into the "A" gap. Penalty: Warning on first offense. 5-yard penalty for each subsequent violation.

Stance-Offensive Linemen must be in a 3-point or 4-point stance.