

R.1.0 General Rules Authority

The KGK has modeled its organization after the Washington Interscholastic Activities Association (WIAA) Handbook.

The KGK understands; however, that cases may arise where the head referee or designated field monitors may need to make a game rule decision during the play of a game. The individual will make the best attempt to follow WIAA guidelines with respect to the level of play. Individual judgment decisions made in this instance are not subject for appeal.

R.2.0 Field of Play

The official league and post season play-off games shall be played on the fields provided by the City of Kennewick at Eastgate Park, measuring approximately 45-yards wide by 80-yards long. The championship games may be played on a regulation, official-sized playing field as schedules permit.

R.3.0 Penalties on the Field

Penalties shall be defined in the National Federation of High School Associations (NFHS) rulebook, except that no assessed penalty during league or play-off games shall exceed 10 yards due to the shortened length of the Eastgate playing fields. If games are played on a regulation official-sized playing field (i.e., 100 yards in length), then 15 yard penalties may apply, as appropriate.

R.3.1 Five-Yard Penalties

The following violations constitute a 5-yard penalty:

- Failure to properly wear required equipment before snap or during down
- Delay of game (30 seconds)
- Illegal substitution
- Invalid or illegal fair-catch signal
- Free kick infraction or kicking out of bounds
- Encroachment
- False start
- Illegal formation or procedure at snap
- Less than seven players on the line of scrimmage
- Illegal shift or illegal motion
- Illegally handing or passing the ball forward (also loss of down)
- Ineligible receiver illegally downfield
- Helping the runner
- Lining head-up on a long snapper
- Incidental roughing the kicker, holder (penalty only, not a first down)

R.3.2 Ten-Yard Penalties

The following violations constitute a 10-yard penalty:

- Illegal blocking technique.
- Holding, clipping, tripping, and chop block.
- Illegally kicking or batting the ball.
- Kick-catching interference.
- Pass interference on defense (loss of down if by offense).
- Charging into an opponent obviously out of the play.
- Grasping an opponent's face mask (or any helmet opening).
- Roughing the passer, kicker, or snapper (also a first down). If roughing the passer is called, and the pass is completed, the 10-yard penalty is tacked on to the spot of the completion. Any immediate contact with a long snapper is roughing whether the contact is from the side or not.
- Slapping the blocker's head.
- Illegal participation.
- Sideline interference.
- Nonplayer illegally on field.
- Spearing.
- Open field horse collar (not jersey).

R.3.3 Disqualification (and a 10 yard penalty)

The following violations constitute a disqualification and a 10-yard penalty:

- Fighting by player or nonplayer
- Any act if unduly rough or flagrant
- Striking, kicking, or kneeling
- Intentionally contacting an official
- A second unsportsmanlike foul by player or nonplayer

R.4.0 Periods of Play

A Division:	4 x 12 minute periods – stopped clock 1 minute intermission between periods 5 minute half-time 3 time outs per half (1 minute duration each)
B Division:	4 x 10 minute periods – stopped clock 1 minute intermission between periods 5 minute half-time 3 time outs per half (1 minute duration each)
C Division:	2 x 30 minute periods – running clock 5 minute half-time

- D Division: 2 time outs per half (1 minute duration each)
 Last 2 minutes of game – stopped clock
 2 x 25 minute periods – running clock
 5 minute half-time
 1 time out per half (1 minute duration each)
 Last 2 minutes of game – stopped clock
- E Division: 2 x 25 minute periods – running clock
 5 minute half-time
 1 time out per half (1 minute duration each)
 Last 2 minutes of game – stopped clock

R.5.0 The Huddle

The time allowed between the huddle and the snap of the ball shall not exceed 30 seconds from the referee's spot of the ball and the signal of ready for play.

R.6.0 Stopping, Starting, and Winding the Clock

When a 24 point differential exists, the clock will run except for stoppage for time outs and quarters.

Note: C, D, and E games are running clock except the last 2 minutes of the game.

5-Yard Penalties	Ball Spot	Whistles/Flags
Failure to wear required equipment	5-yards from the line of scrimmage	Whistle blown at snap ball
Delay of games	5-yards from the line of scrimmage	Whistle blown after 30 seconds
Illegal substitution	5-yards from the line of scrimmage	Whistle blown at snap of ball
Invalid or illegal fair-catch signal	5-yards from the line of scrimmage	Whistle blown at end of play
Free kick infraction or kicking out of bounds	5-yards back and rekick Take ball where it went out of bounds Take ball at 35-yard line	Whistle blown at end of play
Encroachment	5-yards from the line of scrimmage	Whistle blown before snap of ball
False start	5-yards from the line of scrimmage	Whistle blown before snap of ball
Illegal formation or procedure at snap	5-yards from the line of scrimmage	Whistle blown at snap of ball
Less than 7 players on line of scrimmage	5-yards from the line of scrimmage	Flag thrown during play
Illegal shift or illegal motion	5-yards from the line of scrimmage	Whistle blown at snap of ball
Illegal handling or passing the ball forward	5-yards from the line of scrimmage	Loss of down, flag thrown during play
Illegal receiver downfield	5-yards from the line of scrimmage	Flag thrown during play
Helping the runner	5-yards from the line of scrimmage	Flag thrown during play
Lining head up on long snapper and hitting	5-yards from the line of scrimmage	Flag thrown during play
Incidental roughing the kicker	5-yards from the line of scrimmage	Flag thrown during play

10-Yard Penalties	Ball Spot	Whistles/Flags
Illegal blocking technique	10 yards from spot of foul	Flag thrown during play

10-Yard Penalties	Ball Spot	Whistles/Flags
Holding, tripping, clipping, chop blocking	10 yards from spot of foul	Flag thrown during play
Illegal kick or batting of ball	10 yards from spot of foul	Flag thrown during play
Kicking or catching interference	10 yards from spot of foul	Flag thrown during play
Pass interference on defense	10 yards from line of scrimmage	Flag thrown during play
Pass interference on defense, if caught	End of play plus 10 yards	Flag thrown during play
Pass interference on offense	10 yards from line of scrimmage	Flag thrown during play
Charging into an opponent out of play	10 yards from spot of foul; personal foul	Flag thrown during play
Face mask	10 yards from spot of foul or end of play	Flag thrown during play
Roughing the passer or snapper	10 yards from line of scrimmage and first down If pass is caught, the 10 yards is added to the end of play	Flag thrown during play
Slapping the blocker's head	10 yards from spot of foul or end of play	Flag thrown during play
Illegal participation	10 yards from line of scrimmage	Whistle blown at snap of ball
Sideline infraction	10 yards from line of scrimmage	Flag thrown during play
Nonplayer illegally on field	10 yards from line of scrimmage tacked on at end of play	Flag thrown during play
Spearing	10 yards from spot of foul	Flag thrown during play
Open field horse collar	10 yards from spot of foul or add it on to end of play	Flag thrown during play

	The clock will be stopped	The clock will restart
1	"Extended" injury on the field*	On the referee's signal of ready for play
2	Nonplayer or nonteam interference on the field*	On the referee's signal of ready for play
3	Inadvertent whistle	On the referee's signal of ready for play
4	Officials time out*	On the snap
5	Change of possession	On the snap
6	For a charged team time out*	On the snap
7	Score or safety occurs*	On the snap
8	Fair catch is made or awarded	On the snap

***Applies to C, D, and E games.R.7.0 Kickoffs**

The ball shall be spotted on the 35 yard line for kickoffs. The D and E divisions will ONLY kickoff to start the game and to start the second half. Otherwise, the ball is spotted on the offenses own 30 yard line in the D and E divisions. The clock begins on the referee's signal of ready for play.

If a kickoff goes out of bounds at any division the opposing team may choose one of the following:

- 5-yard penalty and a re-kick
- Ball placed on the 35-yard line

- Spot the ball where it went out of bounds

In the event of a safety, the ball shall be spotted on the 30-yard line for D and E divisions, and a free kick from the 20-yard line for A, B, and C divisions.

R.8.0 Point after Touchdowns – A, B, and C Divisions

Successfully kicked extra points are worth 2 points. Successfully crossing the goal in a PAT attempt by passing or running is worth 1 point.

6.3 Limitations on Player Weights

All players must be weighed in on the official KGK scale by an Executive Board Member at the time of sign-ups with their names, ages, and weights recorded. If an Executive Board Member is unavailable during registration, then a head coach will be appointed by an Executive Board Member to record player weights. Once a player makes weight, they are not allowed a reweigh to try and make a lower squad. A player's weight must not exceed 185 pounds at the time of weigh-in/gear handout. We will have weigh-ins prior to every game if you are 150 pounds or more. All players over 155 will be required to play on the line and cannot carry the ball.

R.11.0 Special Rules for C, D, and E Divisions

R.11.1 Coaches on the Field

One coach is allowed on the field during the game for C division games; D and E divisions are allowed two coaches on the field.

R.11.2 Assisting the Play

A coach(es) can be in the huddle calling offensive and defensive plays, but must back away from the area of play and be behind the referees prior to the start of the quarterback's coming set under the center.

Coaches need to be behind the referees when the quarterback comes set under the center.

Coaches may not shout instructions and may not physically touch or assist a player after the quarterback has come set under the center. An attempt by the coach to assist a player during the play is considered unsportsmanlike conduct and the penalty will be assessed as follows:

- If offending coach is on offense: 10-yard penalty from the line of scrimmage or the spot of the ball (whichever is worse) and loss of the down that was played.
- If offending coach is on defense: 10-yard penalty from the line of scrimmage or the spot of the ball (whichever is worse) and automatic first down for the offense.

- If both sides commit this penalty on the same play or this penalty is committed and another penalty is committed by the opposing team, then the penalties would offset and the down would be replayed.
- If this penalty is committed along with another penalty by the same team, it is not combined, but the victimized team would have a choice of which penalty to accept.

R.11.3 Punt Situations

The C, D, and E Divisions have the option to punt:

- On fourth down or punting situations, if the offensive unit elects to punt, the referee will mark off 20 yards from the spot of the ball and signal a change of possession and mark the ball ready to play.
- On election to punt inside the 30 yard line, the ball can only be advanced half the distance to the goal line or the 10 yard line, whichever is farther.

R.12.0 Special Rules for D and E Divisions Only

Special rules for the D and E divisions are as follows:

- There shall be no defensive nose guard over the center or in the gaps immediately to the left or right of the center. Defensive nose guards are permitted to line up, head up on the guards.
- Middle linebackers are to line up at least 2 yards off of the center at the snap of the ball so that the player can make a play.
- There shall be no blitzing between the guards and centers by the linebackers.
- The player receiving the snap (either direct or indirect) from the center shall not be allowed to carry the football in between the guard and center gaps.
- There will be a maximum of a 1 yard split between guards and the center.
- An offensive player receiving a hand off can advance the ball between the guard/center gaps.