KICKOFF CLASSIC RULES

THE SUMMER KICKOFF CLASSIC, FOR THE MOST PART WILL FOLLOW THE NATIONAL FEDERATION RULES AND GUIDELINES.

GAME PLAY

TIMEOUTS: Each Team will receive 4 timeouts per game. In the event of overtime, teams will be granted one more timeout.

HALFTIME: Teams will be given 2 minutes between halves.

OVERTIME: The first overtime period will be 2 minutes. Each additional will be 1 minute. Overtime will begin with a jump-ball.

PRESSURE AND MERCY RULES: All competitive divisions will be allowed to press the entire game. If a team is up by 20 or more points, the game will go into a running clock. If the lead goes under 20 the running clock will cease.

TEAM ROSTERS

All teams must submit a complete roster with; players' names, birth dates, schools, grades, and jersey numbers. After a team plays its third games, no players will be allowed to be added to a team's roster. Players may only participate on one team per age division. Players that play for Varsity high school and middle school teams must be cleared by league officials before being added to team rosters.

AGE & GRADE RULES

5TH Grade: A player must be in a grade no higher than the 5th during the entire 2016-2017 season.

12&Under/6th Grade: A player may not turn 13, until after Dec. 31st, 2017. The only exception is if that player is in the 6th grade.

Middle School JV: A player must be in a grade no higher than the 7th.'

14&Under: A player may not turn 15 until after Dec. 31st, 2017.

16&Under: A player may not turn 17 until after Dec. 31st, 2017.

AGE&GRADE PROTESTS: Any protest about a player's age or grade must be made upon the conclusion of the game that the alleged player has participated in. All protests will be fully investigated. If the player is ineligible all games that that player has played in will be considered forfeits. Cheating is not tolerated.

*COACHES IF YOU HAVE ANY CONCERNS, QUESTIONS, OR SUGGESTIONS IN REGARDS TO LEAGUE RULES PLEASE FEEL FREE TO BRING THEM TO OUR ATTENTION.