

CLASS D 6/7 RULES

PLEASE CLEAN UP YOUR BENCHES AFTER YOUR GAME.

COACHES, YOU ARE RESPONSIBLE TO MAINTAIN YOUR PARENTS.

PLEASE REMEMBER SKRA DOES NOT AWARD CHAMPIONSHIPS, EVERYBODY GETS THE SAME TROPHY'S NO MATTER WHAT THE RECORD.

COACHES, ONLY PLAYERS, COACHES, AND EXECUTIVE BOARD WILL BE ALLOWED ON THE SIDELINES. (NO EXPT.)

15-MINUTE QUARTERS (RUNNING CLOCK)

OFFENSE MAY RUN AS MANY PLAYS AS POSSIBLE DURING THERE 15 MIN.

MUST SWITCH AT BUZZER.

TEAMS WILL START ON 30yd LINE, IF THE BALL IS FUMBLED OR INTERCEPTED, THE BALL WILL BE PLACED BACK ON THE 30yd LINE. THE PLAY WILL NEVER START BEHIND THE 30yd LINE.

COIN FLIP TO SEE WHO STARTS ON OFFENSE 1ST.

TEAMS MUST SWITCH FROM OFFENSE AND DEFENSE BY QUARTER.

NO HALF TIME.

LIMIT YOUR HUDDLE TIME.

ALL TEAMS MUST PLATOON BY SKRA RULES

ALL TEAMS MUST PLAY A 6-3-2 DEFENSE (NO EXCEPTIONS)

4—DOWN LINEMAN

3—LINEBACKERS

2—STAND UP ENDS

2—SAFTEY'S

COACHES, PLEASE REMEMBER THESE ARE ONLY 6 AND 7 YEAR OLDS. BE POSITIVE. IF YOU ARE HEARD BEING ABUSEIVE, YOU WILL ONLY GET 1 WARNING.

TIME WILL BE KEPT BY THE SCORE BOARD.