



Bandit / 6U Rules

1. No player at all may rush the A Gap except the nose guard who is one yard off the ball and line of scrimmage.
2. The nose guard must be in a three point or four point stance. A player cannot rush from the nose position in a two point stance.
3. Defensive tackles can only line-up head up on the guards and tackles, and all defensive linemen must be in a 3 or 4 point stance, excluding the ends.
4. Defensive tackles CANNOT slant into the A gap at all.
5. Defensive tackles can bull rush or slant to the B gap. The A gap can only be rushed by the defensive nose guard from a three point stance or 4 point stance.
6. Violation the first two times is a 5 yard penalty, each additional penalty will result in a 15 yard penalty.
7. Only six (6) lineman in the box, or on the line of scrimmage.
8. No Blitzing.
9. There will be no kickoffs at the Bandit/6U level. The ball will be placed on the at the receiving teams 40 yard line.
10. Once players are lined up and the ball is snapped, coaches are no longer allowed to coach their players or tell them where to go. Coaches must be back 15 yards from line of scrimmage & between the hashes, at beginning of the play. Coaches will receive 1 warning for first infraction, second infraction will result in 15 yard penalty and removal from field to the sideline.
11. Only one (1) coach per team allowed on the field for Bandit/6U.
12. On fourth down coaches must declare if they will go for it or punt/kick, no trick plays allowed if punt/kick is declared and defensive team cannot rush the punter/kicker For the 6U level, on fourth down, the offensive team has the option to go for it, attempt a traditional punt (defense cannot rush, punt team cannot fake), or turn the ball over to the defense, after a 20 yard walk off in the positive direction. If a team is attempting an actual punt, they must declare prior to lining up.
13. There will be no QB sneaks thru the A gaps
14. For the 6U level, the offensive team MUST huddle, with the exception of the final 2 minutes of the fourth quarter
15. For the Bandit/6U level, offensive guards must line up no further than 1 yard from the center.
16. Play clock will be 35 seconds

8U Rules

1. One (1) Coach is allowed on the field.
2. Once players break the huddle, coaches are no longer allowed to coach their players or tell them where to go. Coaches must be back 15 yards from line of scrimmage & between the hashes, at beginning of the play. Coaches will receive 1 warning for first infraction, second infraction will result in 15 yard penalty and removal from field to the sideline.
3. Kansas City Tiebreaker rules are in effect.