

CLUTCH

TACKLE FOOTBALL
OFFICIAL RULEBOOK
2025

INTRODUCTION

Clutch Tackle Football League (CTFL) aims to deliver an exciting, competitive, and safe experience for players, coaches, officials, and fans. This rulebook outlines the standards, regulations, and expectations for league operations and gameplay.

PREFACE

All players, coaches, organizers and spectators will abide by all rules set forth in this rule book. If a situation arises that cannot be clarified by this rule book, the officials, organizers and commissioners shall meet, discuss and decide a fair and appropriate conclusion. This decision should complement the spirit of this rule book and/or the game.

The league commissioner has full discretion to determine the appropriate punishment for any violation of the rules or code of conduct. This includes the ability to impose fines, suspensions, or expulsions, as well as the authority to grant clemency when deemed appropriate. All decisions made by the commissioner are final.

CODE OF CONDUCT

All participants to include but not limited to players, coaches, organizers, spectators, visitors and guests will maintain a high degree of respect and courtesy throughout this event. Failure to adhere may result in the removal of the violator.

All participants will be a positive role model, encourage good sportsmanship and demonstrate positive support for all players, coaches, officials and spectators.

All participants will not criticize an opposing team, its players, coaches, cheerleaders or fans by word of mouth or gesture.

All coaches, team representatives and officials will be jointly responsible for the conduct and control of team fans and spectators. Anyone who becomes a nuisance and out of control will be asked to leave;

If a coach, official or representative recognizes a compromised player they have the obligation to remove said player from a game or practice if there is a question of their ability to continue. This may be a result of an injury, an illness or an incident that may require medical advice.

All violence is prohibited! This may be physical, verbal, or an aggressive gesture fostering a threat to a participant of this event. This will result in the immediate removal of the perpetrator.

All participants shall promote a positive atmosphere.

League commissioner and/or Clutch representative/agent may remove any participant (player, coach, spectator, etc.) if code of conduct is not being adhered to and/or a safety concern exists.

FIELD SPECIFICATIONS

1. **Field Dimensions:** The field is 100 yards long and 53.3 yards wide, with two 10-yard end zones.
2. **Zone Markings:** The field shall be marked in 10-yard increments from goal-line to goal-line.
3. **Goalposts:** Goalposts are 18.5 feet wide and 10 feet high, with a crossbar 10 feet above the ground.
4. **Sidelines/Endzones:** The sidelines and borderlines of endzones are out of bounds. The field inside these perimeter lines are considered inbounds. Areas designated for the team span between the 25-yard lines on each sideline during game play.
5. **Spectator Boundary:** All spectators shall be at the minimum of 5-yards from the sidelines and endzone boundary. All spectators are prohibited from entering the player/coach's area on the sidelines.

Any spectators found in violation of the rules to include but not limited to; encroaching onto the sideline area; encroaching on field of play; interfering with game play to include sideline operations will be subject to the following actions:

- First Infraction: Verbal warning will be issued to violator
- Second Infraction: Assessed an unsportsmanlike conduct penalty on the team
- Third and Final Infraction: The spectator will be asked to leave; team will be assessed another unsportsmanlike conduct and head coach for team may be suspended.

TEAMS AND ROSTERS

1. **Roster Size:** Each team may have a minimum of 16 active players and a maximum of 35 active players on each team.
2. **Team/Players:** Each contest will consist of two teams of eleven players each.
3. **Player Eligibility:** All players must be 18 years old or older to be eligible to play. There is no weight limit required to participate in this league.
4. **Medical Coverage:** All players must provide medical coverage and must sign a waiver prior to participating in this league. The Clutch league will not provide medical coverage nor will it be liable for any injury, illness or other medical-related ailment resulting from participating in this league.

5. **Exclusivity:** All players must remain with the team they initially enrolled with. Transferring to another team is strictly prohibited beyond the league designated date. Any and all exceptions will be address on a case-by-case basis.
6. **Team Staff:** Teams are permitted up to 15 coaching and support staff members.

EQUIPMENT

1. **Uniform:** All uniform shall be worn as designed and intended throughout the game.
2. **Ball:** All teams will utilize a good grade leather or rubber ball. The ball size shall be a **Wilson GST** football or similar.
3. **Protective Equipment:** All players must wear appropriate helmets with facemask, shoulder pads, lower pads (knee, thigh, hip and tailbone), mouthpieces, chinstraps and non-metal cleats.
4. **Allowable Equipment:** Athletic supports, visors, back plates, rib protectors and any other appurtenance that serves a protective purpose and does not pose a safety hazard to other players.
5. **Responsibility:** It is the responsibility of the coach, team and player to ensure that all equipment is worn during game play. The league will not be liable for any injury due to coach, team and/or player negligence.

GAME PLAY

1. **General Rule Adoption:** Clutch football will adhere to the National Federation of State High School Associations Rulebook for general game play. In addition to the NFHS rules the Clutch football league-specific rules are provided herein and must also be complied with.
2. **Game Play:** Each team will be allowed the opportunity to advance the ball across the opposing team's goal-line by running or passing to achieve a score.
3. **Game Duration:** Games consist of four 15-minute quarters with a 12-minute halftime break.
4. **Coin Toss:** The visiting team calls the coin toss to determine possession or field direction.
5. **Kickoffs:** The game begins with a kickoff from the kicking team's 35-yard line.
6. **Scoring:**
 - a. Touchdown: 6 points
 - b. Point After Touchdown (PAT): 1 point (kick) or 2 points (conversion attempt)
 - c. Field Goal: 3 points

- d. Safety: 2 points
7. **Victory:** The winning team will be determined by the team who accumulates the highest points in the contest at the end of the allotted time limit.
8. **Officials:** The league will provide game officials for every game. Officials must not have an allegiance to any team within the league.
9. **Subject to Rules:** All participants (players, team staff members, spectators and guests) are subject to the rules of the game and shall be governed by the decisions of the game officials, this rulebook and the league commissioner.

GAME BREAKER

During regular season game where the game is over and a tie exists, the tie shall be resolved. Each team receives 1 time out for the Game Tie Breaker period. Any timeouts remaining from regulation will be nullified. There will be a 2-minute break immediately following regular game time and teams will enter into sudden death overtime.

SUDDEN DEATH OVERTIME

1. Ball is placed a 10-yard line, 4 downs to score
2. Each team has an attempt to score
3. PAT (2 points) must be scored from 10-yard line
4. Regular season games (no more than 2 sudden death attempts will be had). If no team can achieve a higher score, the game will end as a tie. Tie breaker stipulations will determine standings.
5. Playoff games will continue until a winner is determined.

Note: Time restrictions may be instated if game day faces potential delays.

TIEBREAKER

- Offensive points (the team with higher number advances) (if a tie continues)
- Head-to-Head will advance. If two teams tied, played against each other during season/tournament, and there was a winner, then the winner will win the Point Tie Breaker and advance. (if tie continues)

ENDZONE CELEBRATIONS

All endzone celebrations should be in good taste and child friendly. No inappropriate gestures to other teams or derogatory verbiage will be used. If distasteful acts are observed, the violator will be charged based on offense as follows:

- First offense: warning will be issued
- Second offense: unsportsmanlike conduct penalty will be assessed.
- Third offense: the player will be removed from the game completely.

Note: if player(s) were removed from the game, the commissioner will assess severity of offense and will determine if expulsion from league is warranted. The league commissioner has full discretion on violation recourse.

OFFENSIVE RULES - HIGHLIGHTS

1. **Down System:** Teams have four downs to advance the ball 10 yards. Failure results in a turnover.
2. **Line of Scrimmage:** The ball must be snapped from the designated line of scrimmage.
3. **Passing:** Only one forward pass is allowed per play, which must occur behind the line of scrimmage.
4. **Motion:** One offensive player may be in motion laterally at the snap.

DEFENSIVE RULES - HIGHLIGHTS

1. **Defensive Formation:** Defenders must line up behind the neutral zone before the snap.
2. **Pass Interference:** Defenders may not impede an eligible receiver's opportunity to catch the ball.
3. **Blitzing:** Defenders may rush the quarterback without restriction.
4. **Tackling:** Tackling is permitted but must be executed within league safety guidelines (e.g., no helmet-to-helmet contact).

SPECIAL TEAM RULES - HIGHLIGHTS

1. **Kickoffs:** Kickoffs are live plays, and receiving teams may attempt to return the ball.
2. **Punts:** Teams may punt the ball on any down. The ball is live once it crosses the line of scrimmage.
3. **Field Goals:** Field goal attempts must be executed from a hold.

4. **Onside Kicks:** Onside kicks are permitted but must travel at least 10 yards before being recoverable by the kicking team.

PENALTIES AND INFRACTION – HIGHLIGHTS

Minor Penalties (5 yards):

- False start
- Offside
- Delay of game

Major Penalties (10 yards):

- Holding
- Intentional grounding
- Illegal block in the back

Severe Penalties (15 yards):

- Personal foul
- Roughing the passer
- Unsportsmanlike conduct

Ejection Offenses:

- Fighting
- Targeting
- Flagrant unsportsmanlike conduct

PLAYER SAFETY

1. **Equipment Requirements:** Players must wear helmets, shoulder pads, and other mandatory safety gear.
2. **Medical Staff:** Certified medical personnel must be present at all games.
3. **Concussion Protocol:** Players suspected of having a concussion must be evaluated and cleared before returning to play.
4. **Prohibited Actions:** Helmet-to-helmet hits, horse-collar tackles, and chop blocks are strictly forbidden.

CONCLUSION

The CTFL is committed to maintaining the integrity, excitement, and safety of Clutch tackle football. All participants are expected to adhere to the rules and uphold the spirit of the game.

COMMISSIONER

Any questions pertaining to the aforementioned rulebook can contact the league commissioner, Andrew Apatang at **clutchcommissioner@gmail.com**.

DRAFT

Football Field Diagram

11-player Football Field

