



2026

RIVERTOWN
RUMBLE
Rules

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Part 1 – Enforcement Policy

Article 1: Minimum Mandated Penalties – Minimums are established to assure that the punishment for listed offenses will occur in a uniform fashion. More severe penalties may be levied where circumstances warrant or for repeat offenses.

Section 1- Adult Offenses (Non-coaches)

- a) Fighting – Automatic Team disqualification from this year's tournament and permanent ban from participating in the future.
- b) Threats - Automatic Team disqualification from this year's tournament and permanent ban from participating in the future.
- c) Falsification of Official Documentation – Automatic Team disqualification from this year's tournament and permanent ban from participating in the future. This would include, but not be limited to, Parental consent, proof of age, league affiliation, etc.

Section 2 – Adult Offense (Coaches)

- a) Ejection from game –Players or Coaches will be removed for the remainder of the day pending review by the tournament committee. Players or Coaches will not be permitted on premises after the ejection for the remainder of the day. Possible ban from future tournaments.
 - If a player or coach is ejected from a contest, they must leave the playing area/stadium immediately. Ejected players or coaches will not be permitted to remain in the bleachers.
 - Players or coaches ejected from a contest may be permitted to participate in a contest the following day, pending review by the tournament committee.
- b) Fighting – Automatic Team disqualification from this year's tournament and permanent ban from participating in the future.
- c) Referee Intimidation - Any striking or offensive touch not in the normal course of a football game by a player, coach, or head coach of a referee before, during or after a football game shall result in automatic Team disqualification from this year's tournament and permanent ban from participating in the future.
- d) Falsification of Official Documentation – Automatic Team disqualification from this year's tournament and permanent ban from participating in the future. This would include, but not be limited to, Parental consent, proof of age, league affiliation, etc.
- d) Ineligible player – Automatic Team disqualification from this year's tournament and permanent ban from participating in the future. Additionally, all wins will be forfeited. This would include, but not be limited to, Parental consent, proof of age, league affiliation, etc.
- e) Restricted player not playing permitted position – 1 game suspension, forfeiture of game.
- f) Restricted player playing without designated marking unless mutually agreed by both coaches and officials – 1 game suspension, forfeiture of game

Section 3 - Juvenile Offenses

- a) Ejection from game – Automatic suspension from the next game. Any players ejected from a game for any reason other than fighting, shall be ineligible for all contests for the remainder of that day. Any player who is ejected for the second time will be disqualified from all future tournament games.

- b) Fighting –Any players ejected or disqualified for fighting shall be ineligible for the remainder of the tournament.

Section 4 – Team and Association Offenses

- a) Fighting/Rioting/Incitement to Riot – Game related: Forfeiture of the game. Possible disqualification from the tournament pending review by tournament directors.
- b) If any organization violates Rivertown Rumble rule, they will be permanently banned from participating in future tournaments.
- c) Any organization which does not have a team show up for participation for a scheduled tournament game will forfeit and face possible permanent ban from future tournaments pending review by tournament directors.
- d) There will be up to a 10-minute allowance for a delay of scheduled start time for any team not having the required number of participants to start the game.
- e) Any team not showing up to a scheduled Rivertown Rumble contest will face possible permanent ban from future tournaments pending review by tournament directors.

Section 5 – Additional Offenses

- a) Any and all other offenses which are committed by any party will be subject to the penalty imposed by the tournament directors.

Part 2 –Rules

Rule 1 – Ages and Weights

Article 1: Rivertown Rumble is a grade-based tournament with a maximum age limit. Each participant must play in the grade they will be enrolled in during the 2026 school year and have a birth date which falls in the range listed below:

8th Grade – must be in 8th grade or lower
7th Grade – must be in 7th grade or lower
6th Grade – must be in 6th grade or lower
5th Grade – must be in 5th grade or lower
4th Grade – must be in 4th grade or lower
3rd Grade – must be in 3rd grade or lower
2nd Grade – must be in 2nd grade or lower
K/1 Grade – must be in Kindergarten or 1st Grade

Article 2: Rivertown Rumble is a weight limit control tournament with a maximum weight limit for certain positions to ensure player safety. Each participant must meet the required weight limit for their grade to play any and all positions. The weight requirements are listed below. All double stripe players must attempt a 3 or 4 point stance on defense, preset is acceptable on offense.

7th and 8th Grade

No weight restrictions

6th Grade:

No Stripe – One hundred forty (140) pounds or less at the Weigh-In.

This player can play any position.

Single Stripe – One hundred forty-one (141) pounds to one hundred sixty (160) pounds at the Weigh-In.

These players will be identified by one (1) “contrasting solid colored stripe” on their helmet that runs from front to rear.

This player shall be permitted to play any position except the following: Quarterback, Running Back, Full Back, Wing Back, H Back, Flanker, Slot Back, or any type of Receiver excluding the tight end position in standard formation. However, the player will be an ineligible receiver. These players shall not advance the ball in any manner.

Double Stripe – One hundred sixty-one (161) pounds and over at the Weigh-In. These players will be identified by two (2) “contrasting solid colored stripes” on their helmet that runs from front to rear.

This player shall only be permitted to play interior offensive and/or defensive lines which include the following positions only: Center, Offensive Guard, Offensive Tackle, Defensive Nose Guard, or Defensive Tackle.

5th Grade:

No Stripe – One hundred twenty-five (125) pounds or less at the Weigh-In.

This player can play any position.

Single Stripe – One hundred twenty-six (126) pounds to one hundred fifty (150) pounds at the Weigh-In.

These players will be identified by one (1) “contrasting solid colored stripe” on their helmet that runs from front to rear.

This player shall be permitted to play any position except the following: Quarterback, Running Back, Full Back, Wing Back, H Back, Flanker, Slot Back, or any type of Receiver excluding the tight end position in standard formation. However, the player will be an ineligible receiver. These players shall not advance the ball in any manner.

Double Stripe – One hundred fifty-one (151) pounds and over at the Weigh-In. These players will be identified by two (2) “contrasting solid colored stripes” on their helmet that runs from front to rear.

This player shall only be permitted to play interior offensive and/or defensive lines which include the following positions only: Center, Offensive Guard, Offensive Tackle, Defensive Nose Guard, or Defensive Tackle.

4th Grade:

No Stripe – One hundred ten (110) pounds or less at the Weigh-In.

This player can play any position.

Single Stripe – One hundred eleven (111) pounds to one hundred twenty-five (125) pounds at the Weigh-In.

These players will be identified by one (1) “contrasting solid colored stripe” on their helmet that runs from front to rear.

This player shall be permitted to play any position except the following: Quarterback, Running Back, Full

Back, Wing Back, H Back, Flanker, Slot Back, or any type of Receiver excluding the tight end position in standard formation. However, the player will be an ineligible receiver. These players shall not advance the ball in any manner.

Double Stripe – One hundred twenty-six (126) pounds and over at the Weigh-In. These players will be identified by two (2) “contrasting solid colored stripes” on their helmet that runs from front to rear.

This player shall only be permitted to play interior offensive and/or defensive lines which include the following positions only: Center, Offensive Guard, Offensive Tackle, Defensive Nose Guard, or Defensive Tackle.

3rd Grade:

No Stripe – Ninety-five (95) pounds or less at the Weigh-In.

This player can play any position.

Single Stripe – Ninety-six (96) pounds to one hundred ten (110) pounds at the Weigh-In.

These players will be identified by one (1) “contrasting solid colored stripe” on their helmet that runs from front to rear.

This player shall be permitted to play any position except the following: Quarterback, Running Back, Full Back, Wing Back, H Back, Flanker, Slot Back, or any type of Receiver excluding the tight end position in standard formation. However, the player will be an ineligible receiver. These players shall not advance the ball in any manner.

Double Stripe – One hundred eleven (111) pounds and over at the Weigh-In.

These players will be identified by two (2) “contrasting solid colored stripes” on their helmet that runs from front to rear.

This player shall only be permitted to play interior offensive and/or defensive lines which include the following positions only: Center, Offensive Guard, Offensive Tackle, Defensive Nose Guard, or Defensive Tackle.

2nd Grade:

No Stripe – Eighty-five (85) pounds or less at the Weigh-In.

This player can play any position.

Single Stripe – Eighty-six (86) pounds to one hundred (100) pounds at the Weigh-In.

These players will be identified by one (1) “contrasting solid colored stripe” on their helmet that runs from front to rear.

This player shall be permitted to play any position except the following: Quarterback, Running Back, Full Back, Wing Back, H Back, Flanker, Slot Back, or any type of Receiver excluding the tight end position in standard formation. However, the player will be an ineligible receiver. These players shall not advance the ball in any manner.

Double Stripe – One hundred One (101) pounds and over at the Weigh-In. These players will be identified by two (2) “contrasting solid colored stripes” on their helmet that runs from front to rear.

This player shall only be permitted to play interior offensive and/or defensive lines which include the following positions only: Center, Offensive Guard, Offensive Tackle, Defensive Nose Guard, or Defensive Tackle.

1st Grade:

No Stripe – Seventy-five (75) pounds or less at the Weigh-In.

This player can play any position.

Single Stripe – Seventy-six (76) pounds to Ninety (90) pounds at the Weigh-In.

These players will be identified by one (1) “contrasting solid colored stripe” on their helmet that runs from front to rear.

This player shall be permitted to play any position except the following: Quarterback, Running Back, Full Back, Wing Back, H Back, Flanker, Slot Back, or any type of Receiver excluding the tight end position in standard formation. However, the player will be an ineligible receiver. These players shall not advance the ball in any manner.

Double Stripe – Ninety-one (91) pounds and over at the Weigh-In. These players will be identified by two (2) “contrasting solid colored stripes” on their helmet that runs from front to rear.

This player shall only be permitted to play interior offensive and/or defensive lines which include the following positions only: Center, Offensive Guard, Offensive Tackle, Defensive Nose Guard, or Defensive Tackle.

Rule 2 - Weigh-in

Article 1: Weigh-ins - There will be a mandatory weigh-in of all participants before the first game of the tournament. Each player will be weighed by a Tournament Official and representative of each team (No Spectators). The Tournament Official is responsible for weighing the players, checking the completed roster for proper age and grade level and stamping the roster. It will be the responsibility of the Tournament Official to ensure that electronic type scales, calibrated in pounds, are provided at the weigh-in site. The head coach is required to verify the grade level for each player and confirm to the tournament official that grade level has been certified.

Rule 3 – Roster Size

Article 1 - Maximum Roster Size – There is no limit to the maximum number of players on a legal football team.

Article 2 - Minimum Roster Size- There is no minimum roster size.

Rule 4- The Field and Markings

Article 1 – The tournament directors are responsible for the preparation of the playing field and all required accessories for a game. All fields will be equipped and marked in accordance with High school standards.

Article 2 – The bench area is reserved for players, coaches and authorized team personnel only.

Rule 5 –Game Ball

Article 1 – The ball shall be of a good grade of leather or composite material. The leather Wilson K2 (or

equivalent in size) or synthetic of equal size will be the official football for grades 1st through 4th. The Leather Wilson TDJ (or equivalent in size) or synthetic of equal size will be the official football for grades 5th and 6th. No rubber footballs allowed.

Penalty 1: Any team found to be using an illegal size ball will be penalized as a 15-yard penalty.

Article 2 – The use of stick-um on the football or the application and use of such on any player's hands is not allowed.

Penalty 1: Any player found to be using Stick-um will be removed from the game and will not be permitted to return until the stick-um has been removed from hands.

Rule 6-Player Designations

Article 1 – Each player shall wear a number between 00 and 99 inclusive. Duplicate numbers shall not be permitted. Rivertown Rumble does not follow NFHS rule for numbers; therefore any number between 00 and 99 can be worn for any position.

Article 2 – In the event a participant does not have the jersey as defined on the roster, the player will not be eligible to participate unless an agreement is made between both head coaches and the tournament director.

Rule 7 – Required Equipment

Article 1 – The following items shall be worn by players:

- a) Helmet – Only helmets bearing the NOCSAE deal of certification may be worn.
- b) Shoulder Pads
- c) Pants
- d) Hip pads
- e) Tail pads
- f) Thigh Guards
- g) Knee pads
- h) Jersey
- i) Mouth Guard – Clear or white are not permitted to be used
- j) Shoes – Shoes must either be gym shoes or cleats, no metal spikes allowed. No screw on metal cleats are allowed
- k) Optional equipment permitted will be rib pads or other blocking pads, arm or leg elastics worn under the pants, neck yokes and cup.

Article 2 – Failure to have the above required equipment during a game shall subject the participant to be removed until such time as the required equipment has been repaired, replaced or added. The use of any altered equipment shall result in player disqualification if in a game.

Article 3: A minimum of 3 sanctioned or approved officials must be present. The game will not start until a minimum of 3 officials are present.

Article 4: There will be up to a 10 minute allowance for a delay of scheduled start time for any team experiencing not having the required number of participants to start the game.

Rule 8 –Length of Quarters

Article 1 – The length of the quarters for all Age/Grade will be 10 minutes. The clock will be a running clock

until the last 2 minutes of each half. At that time the clock will be stopped for penalties, out of bounds, first downs, incomplete passes, injuries, and timeouts. The clock will be stopped after a score but will start again after the PAT prior to change of possession.

- a. Each team will have 2 timeouts **per half**.

Rule 9 – Intermission Length

Article 1 – The length of time at half time will be 5 minutes

Article 2 – There will be no warm up time between games.

Rule 10 – Time clocks

Article 1 – The referee shall decide where the clock will be kept if the field is not equipped with a scoreboard timing device. In any event, the referee has final authority to have the clock kept on the field if in his judgment the home management's clock operator is not qualified.

Rule 11 - Personnel on the playing field

Article 1: Only the official Head Coach and the designated coaches and the participating players (per the official Rivertown Rumble Roster) shall be allowed on the player's benches or on the playing field during the progress of an officially scheduled game.

Article 2: All downs markers, chain crews and clock must be manned by adult responsible personnel. The chain crew will be on the home sideline. It is the responsibility of the "Home" team designated by the tournament schedule to provide personnel to act as the chain crew. Chain crew personnel are subject to the same standards of conduct as team coaches.

Penalty 1: Failure to comply with this rule can result in forfeiture of the game by action of the crew chief.

Article 3:

K/1 and 2nd grade

- a. Two coaches per team permitted on field during play. Ten yards behind the deepest player and must remain silent and stop coaching at the break of huddle.
- b. The huddle break is considered broken after two (2) players have left the huddle and have approached the line of scrimmage.

Penalty 1: If the coach talks after the huddle is broken, the first penalty is a loss of 5 yards and if there is a second offense the coach is banned to the sidelines.

3rd and 4th

- a. One coach per team permitted on field during play. Fifteen yards behind the deepest player and must remain silent and to stop coaching at the break of huddle.
- b. The huddle break is considered broken after two (2) players have left the huddle and have approached the line of scrimmage.

Penalty 1: If the coach talks after the huddle is broken, the first penalty is a loss of 5 yards and if there is a second offense the coach is banned to the sidelines.

5th, 6th, 7th, 8th

- a. No coaches are allowed on the field.

Rule 12-Regarding ineligible players

Article 1 - There are Five (5) unequivocal definition of an ineligible player, from which there are no appeals. Further, these violations shall result in forfeiture of all games in which the ineligible player was a member of the team and the ineligible player or players and Head Coach are suspended for the remainder of the tournament. There are no exceptions.

- A) Player not certified on the official Roster
- B) Player certified overweight and designated with Tournament's overweight marking and not playing the designated permitted positions for multiple plays (Penalty applies only to the coach).
- C) Player certified overweight and not wearing the Tournament's overweight marking and not playing the designated permitted positions (Penalty applies only to the coach).
- D) Falsification of any play certification and or registration documentation.

Any situation not clearly defined above will be reviewed and ruled upon by the tournament directors. The decision is not appealable.

Rule 13 – Radios & Communication Devices

Article 1 - Any use of any type of two-way communication on the field is prohibited.

Penalty 1: If a team is determined to be using two-way communication, the team will forfeit all games the two-way communication was used.

Rule 14 – Tie Ball Games

Article 1 - All tournament contests that end in a tie at the end of regulation play will, without exception, play overtime. This overtime will consist of each team attempting to score on 4 downs from 10 yards out from the end-zone. First possession will be determined by a flip of the coin. If the game remains tied at the end of this overtime, an additional overtime will occur from the 10-yard line. There will be one time out per series with no time outs carried over from regulation play.

Rule 15 – Mercy Rule

Article 1 – Any point difference 21 points or greater the time will result in a continued running clock under 2 minutes in each half. Once the point difference goes under 21 points normal clock will be reinstated.

Rule 16 – Contact with Officials

Article 1: Any striking or offensive touch not in the normal course of a football game by a player, coach, or head coach of a referee before, during or after a football game shall result in automatic Team disqualification from this year's tournament and permanent ban from participating in the future.

Rule 17: Incomplete Game:

Article 1: Any scheduled game stopped because of rain or darkness shall be considered an incomplete game and must be completed as soon as possible. Games stopped for any reason, will be replayed from the period it was stopped, until completed.

Rule 18: Special Teams and Plays:

Article 1: Kdg/1st grade, 2nd grade, 3rd grade, and 4th grade

- a. On the fourth down there is a free punt of 25 yards, but in no circumstance can the ball be placed inside the 20 yard line.
- b. There will be a 15 second run off on the clock on all punts.
- c. Teams will have 35 seconds to put the ball in play after the ball is blown ready for play

Article 3: 5th 6th 7th 8th Grade

- a. On the fourth down there will be a live punt.

Article 4: Kick-Offs

- a. There will be no kick-offs in First (1st) through Eighth (8th) Grade Division.
- b. Each half and after a scoring play will start by the offense starting on the 35 yard line.

Article 5: PAT attempts

- a. All PAT attempts will be worth 1 point and the offense will attempt to score from the 3 yard line. There will be no kick attempts allowed.

Part 3 – Adult Code of Conduct

S1: In order to uphold the goals of Rivertown Rumble and ensure that all participants have the benefit of a safe and fun environment, all parents, guardians and other adults and attendees of tournament events must behave accordingly in a respectful, courteous and sportsmanlike manner at all times.

S2; Any adult who is using alcohol, non-prescription drugs and/or appears intoxicated at a tournament event and or who is flagrantly rude, attempts to intimidate, verbally abuse, heckles, taunts, ridicules, boos, throws objects and or uses vulgarity of profane language/gestures with an official, coach, volunteer, staff member, participant or other event attendee will be removed from a tournament event for the remainder of the day. No game or activity shall continue until the offender or offenders have left, or all persons shall be cleared from the field and the game will continue with the spectator removed. Any adult who commits one of the above stated offenses will be banned from any and all Rivertown Rumble events for the remainder of the tournament.

Part 4 – Member Code of Conduct

All Rivertown Rumble volunteers and participants will abide by a code of conduct which includes the following provisions. If any of these rules are broken, the tournament directors shall have the authority to impose a penalty including permanent removal from the tournament. Participants shall:

S1: Not smoke and/or smokeless tobacco on the field

S2: Not criticize player/cheer participants in front of spectators but reserve constructive criticism for later in private or in

the presence of team members if others might benefit.

S3: Accept decisions of the game officials and judges on the field and in competitions as being fair and called to the best ability of said officials.

S4: Not criticize an opposing team, its players, cheer participants, coaches or fans by word of mouth or by gesture.

S5: Not use abusive or profane language at any time

S6: Not permit an ineligible player to participate in a game

S7: Not possess or drink alcoholic beverages and/or use illegal substance(s) on either the game or practices fields

S8: Remove from a game any participant when even slightly in doubt about his/her health, whether or not as a result of injury, until competent medical advice is available