



2022 CDMFA Atom Tackle Rules

The HOME team will provide the following:

- Small Cones (15)
- A Yard Marker (Bean Bag or Cone)
- The Game Ball (K2 Size *or Nike Vapour Size 6 or Wilson GST Size PeeWee*)
- A Volunteer to move the yard marker

Teams are responsible for their own trainers but as always are encouraged to work together.

Teams should set up between the fields (between the hashes) and leave the outside of the field for the cameras and the yard markers.

Teams can have one person with a camera on the outside of the field or between the 45 yard lines.

Fans and parents are not to come on the field. If they are not on the roster, they are not to be on the field during game play.

Teams are very welcome to play extra downs if they can do so in their time slot.

- Teams will run 4 sets of six plays on offense and defense: total will be 48 plays. - Two (2) pass plays per set will still be required.
- Teams are encouraged to move huddles along faster and any time left before the hour is up can be used to add additional plays for each team.
- The center sneak is no longer allowed.
- An "end around/guard take" is allowed.
- When the ball is inside the 5 yard line, linebackers can line up on the goal line. - Anytime the quarterback is sacked or has a fumble on the exchange from center, that play is considered a pass play.
- When the QB hands off to a RB who is tackled for a loss that is a running play. - No motion allowed for the RB.
- With regards to penalties all coaches are asked to talk to the player guilty of the infraction
- Facemasks, Unnecessary Roughness, Blocking from Behind, Head or Horse Collar tackles, and Holding where it directly affects the play will result in:
 - Loss of down for offense
 - 5 yd penalty (or half the distance to the goal line) for defense.
 - For offside and procedure we will blow down immediately and replay the down - For holding that doesn't affect the play, referees should inform the player and the coach.

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Game Structure

- It is a tackle game, using the Canadian tackle rules unless stated otherwise. - In lieu of timed games, teams play a jamboree style of game where each team gets six offensive plays to score from the 35 yard line. Regardless if they score on the first play or lose possession to a turnover, they will get all six plays then the ball will be turned over to the other team to start at the 35 yard line.
- Each touchdown will be worth 1 point and no covert or kick-off will follow. - Each team will have possession four times (24 offensive plays and 24 defensive plays total)
- During each team's set of six offensive plays they must pass the ball forward at least twice.
- Games scores will be reported by the Home team to the CDMFA by filling in the 'Report Score' link on the CDMFA website under the Atom tackle tab.
- The game ball is a composite or leather Wilson K2 *or Nike Vapour Size 6 or Wilson GST Size PeeWee*.

Field Layout

- Field size is approximately a quarter field (30 yards wide, 45 yards long). - A sideline and end zone of a marked field will be used with cones (supplied by the home team) being used to mark the other sideline, every 5 yards.
- Up to four games will run concurrently on a single field.
- One coach from each team will be allowed on the field each play to assist in setting up each play and coaching between plays. They must be able to stay out of the play (stand 10 yards back and avoid the players during the play) and they must abide by the 1 minute between plays rule.

Player Positioning

- Teams must have three offensive linemen lined up no farther than a one yard split from each other. The two linemen on the outside are considered eligible receivers (i.e. Tight Ends) as well as blockers. Only the Center and the Designated Runningback cannot go downfield for passes.
- Team must have on all plays at least one player lined up as a running back (behind the quarterback and between the ends of the offensive line) and he is considered good to run with the ball but an ineligible receiver.

Fair Play

- Fair play rules will be in effect and will be openly communicated to parents as an atom league standard.
- All players on the roster must be in the game by the second set of possession and must play a minimum of 10 plays during the game. This will be done on the honour system since there are many factors that may prevent kids from getting 10 plays that are out of the coach's control. Teams are encouraged to assign a parent to count and control this rotation.

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- As Atom is focused on learning and development, it is encouraged that all players play all positions at some point in the season. Encouraged, but not required. For example: putting a very small player as the center, may not be 'fun' for them.

Timing

- Field Time will be scheduled as 90 minutes per scheduled game.
- 15 minutes is allocated to on field warm ups.
- 60 minutes is allocated to the game and to ensure they do not overrun and impact the next game, they will end 70 minutes after they start without exception.
- No more than 1 minute will be allowed in between each play to keep the game moving. Players requiring more coaching should be sent off the field to another coach.
- No more than 3 minutes will be allowed to change possession.
- Time count violations will result in a loss of down to keep the game on time.

CDMFA Atom Officials **NEW**

- Officials are encouraged to allow players to learn the game in a safe environment. They are also encouraged to let the game flow, correcting players after the play when it has no bearing on the outcome. Coaches are encouraged to provide a safe learning environment for officials.
- The official should be positioned downfield
- In all penalty situations the official will question the coach as to whether to accept or decline.
- Accepted defensive penalties will be assessed as charged and the down will be played over.
- Declined defensive penalties will result in the play standing.
- Accepted offensive penalties will be assessed as charged and the down will be played over unless the penalty would take them back past the 35 yard line in which case the team loses a down and the ball is placed on the 35 yard line.
- Declined offensive penalties will result in the play standing.