



Mission Statement

To utilize athletics as a tool to engage youth and families and emphasize the importance of education, healthy lifestyles, and instill core values that will guide them in life

2017 INDY YOUTH SPORTS



MIDDLE SCHOOL FOOTBALL SCHEDULE

North Division

Harshman
Bedford North
Arlington
Tindley
Emma Donnan
Marion
Lighthouse Academy

South Division

Shortridge
Washington
Attucks
Broad Ripple
Northwest
TC Howe
Richmond

Jamboree and Weigh in Saturday April 8th @ Arsenal Tech high school: Teams will weigh in and then proceed to the field. Each team will have 24 offensive plays in 8 plays increments from the 35-yard line going in.

Weigh in and Jamboree Schedule:

10:30am weigh in: Harshman and Northwest

11:30am games: Harshman vs. Northwest

11:30am weigh in: Crispus Attucks, Broad Ripple, Shortridge, Washington

12:30pm games: Crispus Attucks vs. Washington & Shortridge vs. Broad Ripple

12:30pm weigh ins: Lighthouse, Tindley, Emma Donnan, Howe

1:30pm games: Howe vs. Tindley & Emma Donnan vs. Lighthouse

1:30 weigh in: Arlington, Richmond, Bedford North, Marion

2:30pm games: Arlington vs Marion & Bedford North vs. Richmond

All coaches are required to submit team rosters (with student name, age, grade) via email to Info@indyouthsports.com prior to April 1st. Every student must show proof of school they attend at the weigh in (report card or school ID).



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		Friday, April 14		
DIVISION	VENUE	HOME	GUEST	TIME
North	Tech HS	Harshman	Tindley	5:30pm
North	Tech HS	Bedford North	Emma Donnan	7:00pm
South	Attucks HS	Attucks	TC Howe	5:30pm
North	Attucks HS	Arlington	Marion	7:00pm
South	Northwest HS	Shortridge	Broad Ripple	5:30pm
South	Northwest HS	Washington	Northwest	7:00pm

Lighthouse Academy (North Division) and Richmond (South Division) both have a BYE

		Friday, April 21		
DIVISION	VENUE	HOME	GUEST	TIME
North	Tech HS	Emma Donnan	Lighthouse Academy	5:30pm
North	Tech HS	Harshman	Marion	7:00pm
South	Arlington	Attucks	Washington	5:30pm
North	Arlington	Tindley	Bedford North	7:00pm
South	Northwest HS	Northwest	Shortridge	5:30pm
South	Northwest HS	Broad Ripple	Richmond	7:00pm

Arlington (North Division) and TC Howe (South Division) both have a BYE

		Friday, April 28		
DIVISION	VENUE	HOME	GUEST	TIME
South	Northwest HS	TC Howe	Broad Ripple	5:30pm
North	Northwest HS	Arlington	Emma Donnan	7:00pm
South	Attucks HS	Attucks	Northwest	5:30pm
North	Attucks HS	Marion	Tindley	7:00pm
North	Tech HS	Harshman	Lighthouse Academy	5:30pm
South	Tech HS	Washington	Richmond	7:00pm

Bedford North (North Division) and Shortridge (South Division) both have a BYE

		Friday, May 5		
DIVISION	VENUE	HOME	GUEST	TIME
South	Northwest HS	Northwest	TC Howe	5:30pm
South	Northwest HS	Richmond	Shortridge	7:00pm
North	Arlington	Tindley	Arlington	5:30pm
North	Arlington	Lighthouse Academy	Bedford North	7:00pm
North	Tech HS	Emma Donnan	Harshman	5:30pm
South	Tech HS	Broad Ripple	Washington	7:00pm



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Marion (North Division) and Attucks (South Division) both have a BYE

		Friday, May 12		
DIVISION	VENUE	HOME	GUEST	TIME
North	Tech HS	Tindley	Emma Donnan	5:30pm
South	Tech HS	Attucks	Richmond	7:00pm
South	Attucks HS	TC Howe	Shortridge	5:30pm
North	Attucks HS	Arlington	Bedford North	7:00pm
South	Northwest HS	Northwest	Broad Ripple	5:30pm
North	Northwest HS	Marion	Lighthouse Academy	7:00pm

Harshman (North Division) and Washington (South Division) both have a BYE

		Friday, May 19		
DIVISION	VENUE	HOME	GUEST	TIME
North	Arlington	Lighthouse Academy	Arlington	5:30pm
North	Arlington	Emma Donnan	Marion	7:00pm
South	Tech HS	Broad Ripple	Attucks	5:30pm
North	Tech HS	Bedford North	Harshman	7:00pm
South	Northwest HS	Shortridge	Washington	5:30pm
South	Northwest HS	Richmond	TC Howe	7:00pm

Tindley (North Division) and Northwest (South Division) both have a BYE

		Friday, May 26		
DIVISION	VENUE	HOME	GUEST	TIME
North	Attucks HS	Lighthouse Academy	Tindley	5:30pm
South	Attucks HS	Attucks HS	Shortridge	7:00pm
North	Tech HS	Harshman	Arlington	5:30pm
North	Tech HS	Bedford North	Marion	7:00pm
South	Northwest HS	Northwest	Richmond	5:30pm
South	Northwest HS	Washington	TC Howe	7:00pm

Emma Donnan (North Division) and Broad Ripple (South Division) both have a BYE

TOURNAMENT (single game)

North #1 vs South #1	City Championship
North #2 vs South #2	Bowl Game
North #3 vs South #3	Bowl Game
North #4 vs South #4	Bowl Game
North #5 vs South #5	Bowl Game
North #6 vs South #6	Bowl Game
North #7 vs South #7	Bowl Game



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IYS and IPS have a shared interest and see great value in cultivating a collaborative relationship that includes camps, game management, league facilitation and activities in which both organizations can share resources and reach targeted objectives.

The IPS Middle School Football League is designed to teach middle school students the fundamentals of the sport of football along with importance of sportsmanship, teamwork, and following instructions. We want to give all students the opportunity to participate and grow through football.

There will be one league with two divisions and 7 teams per division. Each school will play six games & a bowl game. The two teams with the best win – loss record will play for the City Championship on Saturday June 3rd, 2017. Other teams will play in bowl games based upon their final records. Please see the attached schedule for details.

Indy Youth Sports Coaches Code of Conduct

- I agree to conduct myself in a positive manner toward my players, coaches, parents and game officials always.
- I will respect players, coaches, parents and game officials always.
- I will develop a coaching philosophy that embraces fundamentals, organization, life lessons and friendships versus a “win at all cost” mentality.
- I will remember that kids register to play football because it is fun. Every child should have the opportunity to play.
- I will support and respect all decisions made by the game officials and refrain from outward criticism.
- I am responsible to understand the rules of the game and abide by those rules always.
- I will support the integrity of the game and make game decisions in line with fair play and sportsmanship.
- I am responsible for completing my coaching education requirements and teaching the proper fundamentals.
- I will create a safe and positive environment for my players to learn how to play the sport
- I will listen to my coaches and players regarding player safety, and when in doubt, I will sit them out of play.
- I will honor the game and my responsibility as a coach to provide a positive experience for my team.
- I shall dress neatly and appropriately for every team practice and game.



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Weight Limitations:

1. All eligible ball carriers are to be weighed in at the official weigh in and placed on a certified list. Eligible players must not exceed 175 pounds with full equipment
2. Coaches Agreement:
 - a. Exchange weigh-in lists during official weigh in before the start of the April 8th middle school scrimmages.
 - b. Players will be given a five (5) pound allowance for scale difference.

Identification:

1. All team weigh ins will take place on Saturday, April 8th before the start of the scrimmage games.
2. All players weighing more than 175 pounds will be identified by a four-inch cross (+) on each side of their helmet. These are to be made with tape. All players under 175 pounds will wear unmarked helmets and can be ball carriers.
3. Players without crosses on their helmets will be the only players eligible to carry the ball or receive a pass on an offensive play from scrimmage. (Penalty: 15 yards and loss of down.)
4. No player with a cross on their helmet may advance the ball on a kickoff, punt return, pass interception or fumble. The play will be blown dead at the spot of recovery or catch when definite possession is established.

Offense:

No student athlete weighing more than 175 pounds can line up as an eligible receiver; if a running or passing play is attempted, the team will be penalized 10 yards and loss of down.

No team shall attempt to convert any 4th down and 5 plus play unless,

- a) The team has possession on the plus 50-yard line.
- b) The game is in the 4th quarter.

Punt - Extra Point - Field Goal:

1. An after-touchdown conversion by run or pass is worth one point only if successful.
2. An after touchdown try by field goal is worth two points if successful. This is to encourage teams to develop better field goal/extra point execution (snapping, kicking etc).
3. There will be no RUSH allowed on extra points/field goals and punts. The return team can only set up for a return. No ball player can move on either side of the ball until it is kicked.
4. There will be no fake punts/field goals allowed until the 4th quarter of games.
5. If the ball is snapped over the holder or punter's head the play will be blown dead and the defensive team will receive possession at the original line of scrimmage.



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6. One player more than the weight limit may be in the offensive backfield as a punter or kicker.

Defense:

1. No weight limits or position restrictions on defensive players. The two or three deep men receiving punts must be under the weight limit. Striped players recovering a punt will be immediately blown dead.
2. On pass defense or punt, a player more than the weight limit is not to engage in more than 10 yards beyond the defensive side of the snap. Should he intercept a pass, or receive a punt beyond this point, the ball is automatically blown dead at the spot. His team will retain possession.

Miscellaneous:

1. Jersey or helmet changes may only be made in the presence of an official. Officials are to record jersey numbers on all eligible ball carriers at the weigh-in prior to the game.
2. Each quarter will be eight minutes in length.
3. A team may have three (3) time-outs each half. A time-out shall be one minute.
4. Five minute halftimes
5. Mercy Rule – (4) touchdown lead in the 2nd half, losing coaches discretion if he wants clock to continue to run.

Scrimmage Rules

1. Each team will have 10 consecutive offensive possessions from their plus 35-yard line.
2. Each team will also execute six offensive plays from the opponents' 10-yard line.
3. Each team will scrimmage against two opponents. Please see the attached schedule.

Equipment:

1. Football or soccer type shoes are mandatory.
2. It is mandatory that only those head protectors carrying the NOCSAE stamp of approval are worn.
3. Each player must be properly equipped by NOCSAE STAMP



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Guide to In-Season Helmet Inspections

Provided by the National Athletic Equipment Reconditioners Association (NAERA)

In-season helmet inspection is an important part of every football program. For a team of 30 players, three coaches may conduct and complete these critical inspections in less than 10 minutes to identify a helmet integrity breach.

Location: On the field, just prior to warm-ups. This provides a disciplined environment.

When: The final practice before a game.

Personnel: All coaches

Set up procedures for three coaches and 30 players

1. After the first week of practice, assign 10 players to each coach. They will be responsible for the same players through the entire season. By doing this, each coach will become familiar with each player's helmet and the effect that the player has on his helmet. This is based on the player's style of play and position.
2. Before warm-ups, have each player line up in front of his assigned coach with helmet in hand.

FORMATION

X	X	X
X	X	X
X	X	X
X	X	X
Coach	Coach	Coach



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3. Inspection procedure: This involves three steps by the coach. There are two major concerns: Has the player tampered with or modified the liner parts? Is the mask bent or lose? Are the welds broken or has the outer shell cracked?
 - a. Step 1: Hold helmet under the left arm and shake the mask firmly you're your right hand. Check for loose face mask attachments, bends or broken welds.
 - b. Step 2: Hold helmet so you are looking straight into the front. Put a finger into the ear holes. Push in firmly looking for cracks in temporal area.
 - c. Step 3: Rotate helmet, cradled in the left arm so that you can look down inside and all liner parts are visible. It is important that you rub your finger over the pocket to see if the pad inside is loose and moves around.

NOTE: *Since an air liner's function is to provide proper fit, it is not necessary to inspect at that time.*

After all these steps are completed, return the helmet to the player. Stress to the player that the helmet should not be altered.