



Playing Rules for the Western Ohio Jr. Football Conference

Western Ohio Jr. Football Conference 2022 Playing Rules

**NOTE: The WOJFC uses Ohio High School Football Rules with the following modifications. **

Article I - General Rules (All Grade Levels)

1.1 Playing Rules

1.1.1 The National Federation of State High School Football Association rules, as adopted by the Ohio High School Athletic Association (O.H.S.A.A.), and the adopted rules of the WOJFC, will be the playing rules of the WOJFC for all grade levels.

1.2.1 "Only" Certified, Eligible Ball Carriers/Receivers or, "Non-Stickered Players", on offense can be in ball eligible positions. *Exception: "Stickered" players may be in a ball eligible position on extra point attempts if declared to the Head Official. Refer to Playing Rule 1.4.1.*

1.2.2 "Only" Certified, Eligible Ball Carriers/Receivers or, "Non-Stickered Players", on offense can run the ball or receive a pass. *Exception: "Stickered" players may receive a pass in extra point attempts if declared to Head Official. Refer to Playing Rule 1.4.1.*

1.2.3. Game balls are to be of the Wilson or Baden brand and either composite or all leather. It is preferred game balls have the official WOJFC logo, however this is not a requirement.

Ball sizes are as follows: Bantam and 3rd Grade will use K2. 4th, 5th, and 6th Grades will use TDJ.

The league will provide one set every other season to each organization. Next set will be given for the 2022 Season.

The Head Coaches and Head Official should examine the game ball prior to the start of the game. If the ball is deemed unusable, another "team" ball is acceptable if approved by both Head Coaches and Head Official and said ball meets WOJFC guidelines.

1.3 Game Duration

1.3.1 There will be four (4) timed (stopped clock) ten (10) minute quarters, with three time-outs per team, per half. There will be a minimum ten (10) minute halftime, which is flexible to cover halftime events. The Host Site can reduce Halftime to no less than (5) minutes, due to delays. Both Head Coaches must agree with the Home Site request.

***Restriction: Halftime will NOT be shortened if the temperature is above 85 degrees to allow for rest and rehydration.*

1.3.2 For Bantam, 3rd, and 4th Grades: if at any point during the second half a team is ahead by 30 or more points and BOTH Head Coaches have verified ALL players on both teams have met the minimum 5 play rule for the second half, both Head Coaches may agree to move to a running clock for any part of the second half.

An Official Time Out will be called. The Head Coaches, Head Official, WOJFC League Representative, and Home Site Representative will meet on the field to verify minimum plays have been met for the second half.

If one Head Coach does not agree to the running clock, the WOJFC League Representative and Home Site Representative can rule to move to a running clock.

The Home Site Representative will document the agreement, score, and time the running clock started on the Official Game sheet.

1.4 Scoring

1.4.1 Scoring will follow O.H.S.A.A. rules with the following.

***Exceptions:*

An extra point scored by a run into the End Zone will count as (1) point.

Kicking a PAT will count as (2) points.

Forward Pass caught in the End Zone will count as (2) points. The receiver must catch the pass in the end zone.

***Special Note: A forward pass caught outside of the end zone and run across the goal line will count as (1) point. All grades may have any pink-stickered player be on the end position for offense as an eligible*

receiver for extra point plays. The offensive Head Coach must notify the Head Official prior to the start of the play. The pink-stickered player is only allowed to catch the pass in the end zone. If the pass is caught outside the end zone, the play will be whistled dead.

1.4.2 It is important to note that the 34-point rule does not apply to the 5th or 6th grade division. However, the WOJFC strongly encourages all clubs and teams follow good sportsmanship. Refer to point rule Bylaw 9.4.

1.4.3 For 5th and 6th Grades: If a team is leading by 30 points or more entering the 4th quarter, the WOJFC League Representative and Home Site Representative can rule to move to a running clock, after verifying the minimum 5 play rule has been met by both teams for the second half. The Home Site Representative will document the agreement, score, and time the running clock started on the Official Game sheet. The Clock will still be stopped for injuries and timeouts only. If the score difference drops below 30 points, the clock procedure will resume per League rules.

1.5 On-Field Coaches

1.5.1a 5th, and 6th Grades: 5th and 6th grades are permitted to have 1 coach for offense and one coach for defense on the field of play for Week 1 only.

1.5.1b 4th Grade: 4th grade is allowed 1 coach for offense and 1 coach for defense on the field of play for the first 4 games only.

1.5.1c 3rd Grade: 3rd grade is allowed 2 coaches for offense and 2 coaches for defense on the field of play for first 4 games. This is reduced to 1 coach for offense and 1 coach for defense for the remainder of the regular season and entire playoffs.

(Note premier weekend counts as week 1 for coaching).

1.5.1d Bantam: Bantam is permitted to have 2 coaches for offensive and 2 coaches for defense on the field of play for the entire regular season and playoffs.

1.5.2 All Grade Levels: Once the ready-for-play whistle is blown, if an on-field coach gives any "one" or more player(s) instructions, a huddle must be called, and instruction given to all 11 offensive players by the on field offensive coaches.

If any offensive player leaves the huddle, all play instruction must stop for both offense and defense. No physical, verbal or non-verbal communication with the on-field players can be given by any on field coach.

All offensive huddles must be a minimum of 5 yards from the line of scrimmage (LOS).

The on-field coaches are NOT permitted to become involved with the play or communicate with the players at any time during the play.

At all times, the on-field coaches must stay ten (10) yards behind the deepest player or official, whichever is deepest.

1st infraction - verbal warning

2nd infraction - 5-yard penalty (added yardage after the play if on the defense / from previous LOS if on the offense or at dead ball spot if behind original LOS)

3rd infraction - 10-yard penalty (added yardage after the play if on the defense / from previous LOS if on the offense or at dead ball spot if behind original LOS)

4th infraction and beyond – 15-yard automatic first down (added yardage after the play if on the defense / 15 yard from previous LOS and loss of down if on the offense or at dead ball spot if behind original LOS).

All other penalty yardage assessments will be in accordance with O.H.S.A.A. playing rules. A specific example is a Facemask Penalty is either a 5 Yard or 15 Yard Penalty, depending on grasping of the Facemask or incidental contact.

(Exception: On-field coaches are permitted to call timeouts, prior to the snap of ball and must be acknowledged by officials before being granted. If any on-field coach calls a time out and that time out is called too late for the official to stop play, and the call for time out causes any delay by any player, the

official will immediately whistle play dead.

Penalty: The team that caused the violation will be assessed a dead ball 5-yard penalty and repeat the down.

1.5.3 Bantam Only: Once the ready for play whistle is blown all 11 offensive players must huddle together with the on field offensive coaches.

If any offensive player leaves the huddle, all play instruction must stop for both offense and defense. No physical, verbal or non-verbal communication with the on-field players can be given by any on field coach.

All offensive huddles must be a minimum of 5 yards from the line of scrimmage (LOS).

The on-field coaches are NOT permitted to become involved with the play or communicate with the players at any time during the play.

At all times, the on-field coaches must stay ten (10) yards behind the deepest player or official, whichever is deepest.

**Special note: coaches may assist players to their proper position, but NO play instruction can be given.*

1st infraction - verbal warning

2nd infraction - 5-yard penalty (added yardage after the play if on the defense / from previous LOS if on the offense or at dead ball spot if behind original LOS)

3rd infraction - 10-yard penalty (added yardage after the play if on the defense / from previous LOS if on the offense or at dead ball spot if behind original LOS)

4th infraction and beyond – 15-yard automatic first down (added yardage after the play if on the defense / 15 yard from previous LOS and loss of down if on the offense or at dead ball spot if behind original LOS).

All other penalty yardage assessments will be in accordance with O.H.S.A.A. playing rules. A specific example is a Facemask Penalty is either a 5 Yard or 15 Yard Penalty, depending on grasping of the Facemask or incidental contact.

Exceptions: Bantam & 3rd Grade ONLY – For the purpose of gaining proper alignment (to make the play legal by rule), an on-field coach or game official may move an offensive lineman or defensive lineman.

NO play instruction of any kind can be given.

Bantam/ 3rd Grade ONLY - Coaches can only get the line players adjusted if they are off the line. No adjusting skill players or defense after the quarterback is behind the center.

1.5.4 Any player receiving a second illegal helmet contact within the same game will be removed for the remainder of the game. The incidents are to be reviewed by the WOJFC Board of Trustees.

If a team receives 3 or more illegal helmet contact fouls within the same game, the Head Coach will report to the next WOJFC Board of Trustee Meeting.

1.6 Ineligible Players

1.6.1 All non-ball carrying players who are not certified to carry the ball will be issued a sticker by the WOJFC. This will be used for Player(s), Coaches and Officials to identify players in ball eligible positions.

1.6.2 Any Offensive Player not on the LOS at the snap of the ball, must be a non-stickered player. Violation will be called as a Live Ball Foul.

Penalty: First two offenses will be a 5-yard penalty.

Third Offense and beyond will be a 15-yard penalty.

1.6.3 Except as provided for in Rule 1.4.1, on pass plays when the ball crosses the neutral zone no stickered players can be beyond the line of scrimmage or receive the pass. Violation will be called as a Live Ball Foul, ineligible player down field, a 5-yard penalty. A stickered player receiving or touching the ball will result in a 15-yard pass interference.

1.6.4 Any question of player ineligibility should be handled by sending a coach or WOJFC League Representative to the opponent's sideline with a roster to jointly determine the player's eligibility. The game will not be stopped for this matter unless either team elects to call a timeout to check for a

possible violation. If the player is determined ineligible, the Game Official shall be notified to stop play, the player shall be removed for the remainder of the game, the Head Coach will be assessed an unsportsmanlike 15-yard penalty, and the team if calling a time out, will get it back. In the event the questioned player is eligible, the team calling the timeout forfeits its time out.

1.6.5 If a coach cannot present a roster to support a child's eligibility, the guidelines of 1.6.1 and 1.6.2 shall be as followed, the child must be removed from the game and the Head Coach will be assessed an unsportsmanlike 15-yard penalty. If a coach refuses to cooperate by checking rosters, the Head coach will also be assessed a second unsportsmanlike 15-yard penalty and ejected from the game.

1.7 Penalties for Restricted Zone Infractions

1.7.1 At no time during regulation playing time shall any spectator or person be permitted in the end zones or at the goal posts. In the case of the first infraction, in each game, it shall result in a warning given by the game officials and an announcement made to the spectators by the field public address.

1.7.2 A second infraction in each game shall result in a penalty. If the infraction is on the offensive team, a 15-yard penalty will be enforced from the ensuing spot or LOS and loss of down. If on the defensive team, a 15-yard penalty will be enforced from the ensuing spot or LOS and an automatic first down for the offensive team.

1.7.3 In case of repeated infractions, for a given game and/or at more than one (1) level of play on a given game day could result in a forfeiture of the game and/or games played that day and be cause for review and/or action taken as deemed appropriate by the WOJFC Board of Trustees. Any repeated infraction must be addressed in writing to the Communications Officer by the Monday meeting following the infraction. After proper warning has been issued, game officials can require that a person(s) including spectators be removed from the playing field and/or spectator area for a given game day. Game officials can delay the play of the game until said person is removed from the area.

1.8 In Game Protests

1.8.1 A protest must be made to the Head Official at the time of the infraction of the rules (not judgment calls) prior to the snap of the next play. The protest must be made by the Head Coach after calling a timeout. If the Head Coach wins the protest, he will not be charged a timeout.

1.10 Clock Procedures

The following timing procedures shall be used by the Officials to time all WOJFC games.

The Head Official must meet with the clock operator prior to the start of each game so they are on the same page. The head official should be the only one giving the clock operator directions.

1.10.1 The clock will be stopped on plays that result in an incomplete pass, a ball carrying players goes out of bounds and will not start until the SNAP OF THE BALL.

1.10.12 Suggestion for Timekeepers; any official on the field can stop the clock, (waving both arms above the head), but the Head Official WILL ALWAYS start the clock (winding arm in a circular motion).

Only the Head Official makes all other calls to the clock operator other than stopping the clock.

1.11 Bad Weather

The purpose for these guidelines is to provide a default policy to those responsible for making decisions concerning the suspension and restarting of contests based on the presence of thunder and/or lightning. The preferred sources from which to request such a policy for your facility would include your state high school association and the nearest office of the National Weather Service.

1.11.1 Proactive Planning: Assign a staff to monitor local weather conditions before and during events. In the event of any lightning or thunder, the game shall be immediately stopped. All players, coaches and fans will be removed from the field for thirty (30) minutes.

1.11.2 Thirty Minute Rule – Once play has been suspended, wait at least 30 minutes after the last flash of lightning is witnessed or thunder is heard prior to resuming play. The Head Official shall report the time of the lighting/thunder to the WOJFC League Representative and/or Home Site Representative.

1.11.3 Once a game has been suspended in the first half due to weather, that game cannot resume for 30 minutes from the time of the last thunder or lighting.

The game cannot resume if the restart time is within 30 minutes of the next scheduled game.

If the game is suspended due to weather in the second half and three or more plays have been completed in the 2nd half, the game is halted and deemed a complete game. The same guideline is used for night games. If games are delayed due to inclement weather the start times of the following game(s) will be adjusted accordingly.

Note: no day games can start after 5:30 p.m. and night games cannot start past 9:30 p.m. without WOJFC Executive board approval.

1.11.4 The same weather delay schedule shall be followed on Sunday. No games that are suspended or cancelled will be made up, with exceptions for Playoff Games.

1.11.5 Clubs are encouraged to develop an evacuation plan, including identification of appropriate nearby shelters. Clubs should hold periodic reviews for appropriate personnel.

For more detailed information, refer to the "Guidelines for Lightning Safety" contained in the NHFS Sports Medicine Handbook, which can be obtained by calling 800-776-3462.

*** Special Note: During the playoffs, if any games are delayed due to weather by 1 hour or more, the announcements shall be performed at half time. If games get back on schedule announcements, the announcements can be prior to the game.*

1.12 Kicking (PAT's, Field Goals) All Grades

1.12.1 There will be no kickoff. The ball will be placed on the 35-yard line to start play for the 1st & 3rd quarters and after all touchdowns and field goals. The ball shall be placed at the opponent's 45 yard-line after a safety.

1.12.2 The kicking of extra points and/or field goals is permitted. There will be no weight limit restrictions placed on the kicking team. Any team lining up to kick the ball must kick. A muffed field goal attempt inside the 20-yard line will result in the ball being placed on the 20-yard line and turned over to the opposing team. If the missed kick is from outside the 20-yard line, the ball will be returned to the original LOS and turned over to the opposing team. A muff is defined as the placeholder having to move their pivot point (one foot) to retrieve the ball. The holder on field goals and extra points may kneel or stand to receive the snap but must immediately go to the kneeling position for the kick. A holder may rise to catch a snap and the ball may roll to the holder. The holder may use a 2-inch tee. At no time can the holder place the ball on their shoe as a tee.

1.12.3 The Head Coach and/or on-field coach must advise the referee of his intent to kick. There will be no rushing by the defense on PAT's or field goals. Violation: Dead Ball 5-yard penalty re-kick or re-declare. There are no returns on any field goal attempts. The defensive line can have hands up and yell, but no jumping is allowed.

1.12.4 When attempting field goals, or PAT's, the kicker will have ten (10) seconds to kick the ball following the snap. For punts, the punter will have five (5) seconds to kick the ball following the snap. Violation: Dead Ball 5-yard penalty re-kick or redeclare.

1.12.5 There will be no fake punts, field goals, or extra points, immediate dead ball whistle. Violation: Dead Ball 15-yard penalty and loss of down. If the infraction occurs on an extra point, the penalty shall be enforced from the 35-yard line and change of possession.

1.13 Tournament Overtime Procedures

1.13.1 First possession in overtime will be determined by a coin flip, as if to start the game. Winner of flip chooses which end of field to start play or take first possession. The start of overtime shall remain at the one end of the field until there is a winner. The team losing the first flip gets their choice for the second overtime, possession or defense. This alternates with each subsequent overtime period.

1.13.2 Each team will take first possession of the ball at the opponent's 20-yard line, and be given four downs to either score or make a first down. If a first down is made, the team will receive four additional

downs to try and score. Both teams will get a chance to score in overtime.

1.13.3 If, at the end of the first overtime period, the score remains tied, each team's subsequent possession will begin at the opponent's 10-yard line, and each team will be given four downs to try and score.

1.13.4 There shall be only 1 time out per team in ALL overtime periods. There is no carryover of time outs from regulation or overtime to overtime.

1.14 Play of the Game

1.14.1 Players must wear only molded sole athletic shoes, rubber or plastic non-removable cleats, while participating in the WOJFC. If a player wears any form of screw-in, non-molded or metal cleats, he/she shall be immediately expelled for the remainder of the game and the situation reviewed by the WOJFC Board of Trustees for other possible action.

All mouthpieces and mouthpiece straps must be a color or clear and attached to the helmet.

If worn, visors must be clear and attached to the helmet, unless medically prescribed and approved by the WOJFC.

1.14.2 All male players must wear a hard-protective cup. All female players must wear a hard or soft cup.

1.14.3 Any player with a cast, soft cast, and/or hard support brace of any kind cannot practice or play in a game until the device has been removed and a doctor has granted a clearance for the child to resume playing. The Head Coach must keep the clearance for player signed by the physician with the team roster and player paperwork.

In the case of a documented concussion. Clearance to play from the physician must also be on file with the team organization and WOJFC Competition Director.

1.14.4 If a team does not have 11 properly equipped players at the time of the coin toss, that team shall forfeit the game.

1.14.5 Any player removed due to improper equipment must remain out of the game for 3 plays, so equipment can be properly replaced or repaired. Once equipment is corrected the team may use a time out or wait till quarter ends or half time to have the Head Official of that game approve the equipment in question. If approved, player may re-enter game. If the equipment in questions is not approved, the player will remain out for remainder of game. If allowed back into the game and the same player is removed due to improper equipment by an official again, the player may not re-enter for remainder of the game.

1.14.6 Any Home Site that does not have the OHSAA 2-yard restricted zone marked as required by OHSAA will do their best to correct the field.

1.14.7 When the Head Coach is ejected from a game, the coaching staff of that team must notify the Head Official immediately as to who will be the acting Head Coach of that team for remainder of the game.

1.14.8 An individual Coach, Player, Sideline Personnel or Spectator that receives 2 unsportsmanlike penalties, 1 flagrant unsportsmanlike penalty or an ejection from a game is subject to discipline under the WOJFC By-Laws.

1.14.9 In Bantam, 3rd and 4th Grades: if a pink stickered player recovers a fumble or intercepts a pass the play will become dead at the spot of fumble recovery or interception followed by a change of possession.

Article II – Tackle Program Rules

2.1 Play of the Game

2.1.1 The offense will have 30 seconds after the ready for play whistle is blown.

2.2 Punting – For 4th, 5th, and 6th Grades:

2.2.1 You must notify the official (who in turn notifies the opposing team) of the intent to punt. Defense must be given the opportunity to set. Notification of intent to punt must be given within 10 seconds after the ball is whistled ready for play. Failure to inform the official within the 10 seconds of intent to punt will require the offense to take a time out if they still wish to punt or be penalized a five-yard delay of game. If a time out is called after notification is given; the offensive team must re-declare their intention to the Head Official after time out is ended. The defense is notified by Head Official and given time to set.

2.2.2 There is no weight limit on kicker. However, intended receivers must meet weight restrictions.

2.2.3 Both defense and offense must have seven (7) players on the LOS at the time of the snap. 5 Offensive players (from tackle to tackle) must be spaced no farther apart than fingertip to fingertip.

Violation: Live Ball 5-yard penalty.

2.2.4 The punter must be a minimum of five (5) yards from the LOS at the time of the snap.

2.2.5 There are no muffed snaps on a punt. The punter must stay between the offensive tackles upon punting (the punter cannot run to the end of offensive line and punt). The ball must be kicked within five (5) seconds after the snap.

Violation: Live Ball 5-yard penalty re-kick or re-declare.

2.2.6 No offensive or defensive players can move until the ball is kicked.

Violation: Dead Ball 5-yard penalty re-kick or re-declare

2.2.7 Prior to the snap for punting, there are no loud noises or yelling permitted by the receiving or kicking team.

Violation: Live Ball 5-yard penalty re-kick or re-declare.

2.2.8 If the punted ball strikes an offensive player behind the LOS, or does not cross the neutral zone, the ball is dead and will be spotted at the original LOS, and if 4th down, results in a change of possession.

2.3 Punting – 5th and 6th Grades Only

2.3.1 Following the kick of the ball, O.S.H.A.A. rules apply.

2.3.2 No offensive or defensive players can move until the ball is kicked.

2.3.3 The ball is live if first touched by the receiving team after it crosses the neutral zone.

A muff of punt by the receiving team and recovered by kicking team can't be advanced by the kicking team.

If the receiving team touches ball within the expanded neutral zone, the touching is ignored as muff by the receiving team.

2.3.4 A stickered player may be back as a blocker for the receiving team during the punt. If the stickered player touches the ball, ball is dead at that spot.

2.4 Punting for 4th Grade Only

2.4.1 There are no punt returns in 4th grade.

2.4.2 No minimum yardage shall be given. Actual spot of the ball will be actual yardage gained via the kick. The ball is declared dead once downed by the receiving team or blown dead by an official. The downed deepest spot will be the point of first touching by receiving team or ball goes beyond first touching and downed by receiving team.

2.4.3 If the ball is kicked or downed inside the 10-yard line, the ball will be placed on the 10-yard line and marked ready for play followed by a change of possession. If the ball is kicked in the end zone, the ball will be placed at the 20-yard line and marked ready for play followed by a change of possession.

2.5 Punting for Bantam & 3rd Grade Only

2.5.1 There will be no punting. The ball will be advanced twenty-five (25) yards, but not inside the opponent's twenty (20) yard line.

2.5.2 All punts shall have 15 second run-off on the game clock. This is to be administered by the Head Official. The clock will start on the pursuing snap.

Note: for Bantam only, the Head Official will give the teams 20 seconds to switch players following the punt. Then the clock will start with the ready for play whistle.

Article III – 3rd Grade Program Rules

3.1 Play of the Game 3rd Grade (The following Rules apply to 3rd Grade Games Only)

3.1.1 – 3rd Grade Teams will have 40 seconds after the ready for play whistle is blown to snap the ball.

3.1.2 Defensive player(s) “nose guard and/or tackles” are NOT permitted to be over the center or in the “A” gaps at any time.

Defensive player(s) “nose guard and/or tackles” must be head-to-head with the offensive guards at the snap of the ball.

Defensive player(s) in front of the center or “A” gaps must be a minimum of two yards back from the LOS.

Defensive lineman over offensive guards only must be in a 3- or 4-point stance at the snap.

Defensive player(s) are permitted to line up and rush in all other offensive gaps (Not A Gaps).

Violation: Live Ball 5-yard penalty

3.1.3 A maximum number of defensive linemen on the LOS (sideline to sideline) at the snap of the ball will be six (6). All other defensive players must be two (2) yards off the LOS at the snap.

A live ball foul will be called if more than six (6) defensive linemen are on the LOS.

Violation: Live Ball 5-yard penalty.

3.1.4 Blitzing – Timed blitzing is NOT permitted at any time. All players must be in a set position at the snap of the ball. Blitzing is defined as moving toward the LOS at the snap of the ball.

Exception: If an offensive player is in motion prior to the snap a (1) defensive linebacker or defensive end may be in motion with the offensive motion player. If the offensive player becomes set prior to the snap the defensive player must stop his motion.

Violation: Live ball penalty:

1st infraction - verbal warning

2nd infraction – 5-yard penalty (added yardage after play on defense and at previous LOS on offense or at dead ball spot if behind original LOS)

3rd infraction – 10-yard penalty (added yardage after play on defense and at previous LOS on offense or at dead ball spot if behind original LOS)

4th infraction and beyond – 15-yard penalty, automatic first down on defense end of play/ 15 yard at snap on offense loss of down or at dead ball spot if behind original LOS

3.1.5 The offensive line (tackle to tackle) must be spread no farther apart than fingertip to fingertip on the LOS.

Violation: Live Ball 5-yard penalty.

3.1.6 Fumbles- fumbles must touch the ground and are live at the 3rd grade level. The ball cannot be advanced upon recovery.

Stripping of the football is not allowed.

Violation: Stripping the ball is a live ball 5-yard penalty enforced from spot of the foul, if accepted, repeat the down.

If the offense is in shotgun/pistol formation and the snap from Center to Quarterback over the head or dropped, it is a fumble. If the shotgun/pistol snap is rolled to QB and successfully controlled by the QB it is a live ball and shouldn't be blown dead. The shotgun/pistol snap must remain between guards to be live.

Article IV Bantam Only

4.1 Play of the Bantam Game (The following Rules apply to Bantam Games Only)

4.1.1 – Bantam Teams will have 40 seconds after the ready for play whistle is blown to snap the ball.

4.1.2 Defensive player(s) “nose guard and/or tackles” are NOT permitted to be over the center or in the “A” gaps at any time.

Defensive player(s) “nose guard and/or tackles” must be head-to-head with the offensive guards at the snap of the ball.

Defensive player(s) in front of the center or “A” gaps must be a minimum of two yards back from the LOS.

Defensive lineman over offensive guards only must be in a 3- or 4-point stance at the snap.

Defensive player(s) are permitted to line up and rush in all other offensive gaps (Not A Gaps).

Violation: Live Ball 5-yard penalty

4.1.3 Defensive lineman shall not dive block or bear crawl below the waist of offensive lineman at the snap.

Violation: Live Ball 5-yard penalty, repeat the down.

4.1.4 A maximum number of defensive linemen on the LOS (sideline to sideline) at the snap of the ball will be six (6). All other defensive players must be two (2) yards off the LOS at the snap.

A live ball foul will be called if more than six (6) defensive linemen are on the LOS.

Violation: Live Ball 5-yard penalty.

4.1.5 Blitzing – Timed blitzing is NOT permitted at any time. All players must be in a set position at the snap of the ball. Blitzing is defined as moving toward the LOS at the snap of the ball.

Exception: If an offensive player is in motion prior to the snap a (1) defensive linebacker or defensive end may be in motion with the offensive motion player. If the offensive player becomes set prior to the snap the defensive player must stop his motion.

Violation: Live ball penalty:

1st infraction - verbal warning

2nd infraction – 5-yard penalty (added yardage after play on defense and at previous LOS on offense or at dead ball spot if behind original LOS)

3rd infraction – 10-yard penalty (added yardage after play on defense and at previous LOS on offense or at dead ball spot if behind original LOS)

4th infraction and beyond – 15-yard penalty, automatic first down on defense end of play/ 15 yard at snap on offense loss of down or at dead ball spot if behind original LOS

4.1.6 The offensive line (tackle to tackle) must be spread no farther apart than fingertip to fingertip on the LOS.

Violation: Live Ball 5-yard penalty.

4.1.7 Offensive Blocking - Offensive Player(s) NO blocking below the waist at any time. No free blocking Zone in Bantam.

Violation: Live Ball 5-yard penalty, repeat the down.

4.1.8 Fumbles- fumbles must touch the ground and the ball is blown dead where it hits the ground.

There is no change of possession (except 4th down).

Stripping of the football is not allowed.

Violation: Stripping the ball is a live ball 5-yard penalty enforced from spot of the foul, if accepted, repeat the down.

4.1.9 Interceptions - In the event of a defensive interception of an attempted forward pass or airborne lateral, the defense may take possession and advance the ball. (Ball must be in the air as part of a forward pass NOT a strip or fumble).

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