

MINI OCC FOOTBALL

League Game Rules

2019 Season

Director of Competition

Last Updated 8/12/2018

- The Mini OCC will abide by a binding Code of Conduct that is recognized and enforced at each member's facilities.
- The Mini OCC rules of the game will follow those of the OHSAA and NFHS except for those areas discussed below.

1. General Rules

1. Game Length:

- a. Mini Division – 8-minute quarters, normal clock – 40 second play clock.
- b. Junior Division – 10-minute quarters – 35 second play clock.
- c. Senior Division – 10-minute quarters – 35 second play clock.
- d. Each Team will be given 3 timeouts per half – 35 second play clock.

2. Over-time Rules:

- a. If at the end of regulation time the game score is tied, a winner of the contest will be selected in the following manner.
 - i. A coin flip will take place determining who has first possession in the overtime period. The winner of the coin flip will select to be on offense or defense first.
 - ii. If multiple attempts are required to determine the contest winner, the possessions will alternate if the score is still tied after the first attempt. The team on offense in the first attempt will be on defense the second attempt – and so forth.
 - iii. First Attempt:
 1. The ball will be spotted on the 10-yard line and each team will have 4 downs to score. Normal divisional scoring and extra points apply to the overtime period, including field goals. If the game remains tied, go to second attempt.
 - iv. Second Attempt:
 1. The ball will be spotted on the 10-yard line and each team will have 4 downs to score. Normal divisional scoring and extra points apply to the overtime period, including field goals. If the game remains tied, go to third attempt.
 - v. Third attempt
 1. The ball will be spotted on the 5-yard line and each team will have 4 downs to score. If the team with the first possession in the third overtime, scores, the team with the next offensive possession must attempt to win the game in the manner they convert the extra point.

- a. If the first team with possession in the third overtime scores and converts the extra point to a score of 7 points (run or kick) – the next team must attempt a 2-point conversion to win the game.
2. Normal divisional scoring and extra points apply to the overtime period, including field goals. If the game remains tied, go to fourth attempt and repeat the process until a winner is determined.
3. NO KICK-OFFS – THE GAME WILL START WITH THE BALL PLACED ON THE 35YD LINE.
4. Football Sizes – to be verified by the Head Referee at the beginning of each contest:
 - a. **Mini Division – Pee Wee size football**
 - b. **Junior Division – Junior size football**
 - c. **Senior Division – Youth or Junior sized football**
5. Players Age:
 - a. Players must not exceed the maximum age for each division regardless of the grade that they are in. Players that are in violation of this rule may request to play up a division, with the proper approvals, up and until the Senior Division.
 - i. Mini Division – A player cannot turn 9 years old prior to August 1st of the current year.
 - ii. Junior Division – A player cannot turn 11 years old prior to August 1st of the current year.
 - iii. Senior Division – A player cannot turn 13 years old prior to August 1st of the current year.
6. Playing Time –
 - a. In the Mini, Junior, and D2 Divisions, all Players will participate in 10 “live” plays per game.
 - b. **D1 Division all players will participate in 8 ‘live’ plays per game**
 - c. Team Rules may affect playing time such as missing practice, academics, suspensions, or other rules or policy a team may have in place.

Mini Division Rules – 2 coaches are allowed on the field

1. Defense:
 - a. There are no rules preventing defensive players in the A’ gap, except that the offensive Center may not be engaged, interfered with, or hindered until they have made a football move after the ball has been snapped.

- a. Football Move: a reasonable enough time that the player has the wherewithal to do something else, for example, snapping the ball and coming out of the stance.
 - b. Penalty = 5yd - If the center is engaged after the snap, and before being able to make a "Football Move"
- b. A team may not exceed 5 players on the line of scrimmage from "end to end" or 50 defenses, until they enter the "Red Zone". Once in the "Red Zone" a team may choose to run whatever defense they feel, if the offensive center is not engaged until the center makes a football move after the ball has been snapped.
- 1. "End to end" – With regards to aligning a defensive line, this is the area from the outside shoulder of last offensive player on the left side on the line of scrimmage designated as a Tackle or Tight End to the outside shoulder of the player on the right side on the line of scrimmage designated as a Tackle or Tight End, whomever is furthest from the center at the time the ball is snapped.
 - 2. Any defender lined up on the line of scrimmage outside of the furthest "End to End" offensive player, must be lined up at least 2 yd to the outside of the offense "End"
 - 3. Red Zone – Inside the opponents 15yd line.
- c. Linebackers or any player not on the line of scrimmage - within the "End to End" box must be 3 yards deep of the line of scrimmage and may not advance unless the ball has been snapped.
- a. Penalty = 10 yards
2. Offense
- a. There are no rules that prevent the offense from running the A' gap, nor are the rules for defending the A' gap, except that the center is protected.
 - b. Scores:
 - i. Touchdown: 6pts
 - ii. Extra Points:
 - i. Run – 1pt
 - ii. Pass – 2pts
2. Special Teams
- a. There is no kicking of extra points in the Mini Division
 - b. Punt
 - i. There is no punting in the Mini Division.
 - ii. The Head Coach must declare punt on 4th down if they are choosing to punt.

- iii. Unless a timeout is called and upon declaring punt, the game official will pick up the football:
 - a. And step off 35yards from the original line of scrimmage, unless this places the ball inside the 20-yard line, if so, the ball will be spotted on the 20-yard line.
 - b. And will allow a full 35 seconds wind down from the clock.
 - iv. If a **timeout** is called by either the Offense or Defense Coach on 4th down, and Punt is declared, the game official will pick up the football:
 - a. And step off 35yards from the original line of scrimmage, unless this places the ball inside the 20-yard line, if so, the ball will be spotted on the 20-yard line.
 - b. And will allow a **10** second wind down from the clock.
- ❖ Please note this rule is to prevent a full 70 run-off

Junior Division Rules:

1. Defense: OHSAA and NFHS rules apply
2. Offense: OHSAA and NFHS rules apply
 - a. Scores:
 - i. Touchdown:
 - a. 6pt
 - ii. Extra Points:
 - a. Run – 1pt
 - b. Pass – 2pts
 - c. Kick – 1pt
 - a. A point after attempt that is a kick is a “dead ball” attempt. – See Special Teams below
 - iii. Field Goals – 3pts
 - a. A field goal attempt that is a “dead ball” attempt. – See Special Teams below.
3. Special Teams:
 - a. Kicking:
 - i. Both Extra Points and Field Goals maybe attempted by the offensive team and is a “dead ball” attempt. The players may not advance the ball on a bad snap or failed kick.
 - i. The offensive and defense shall **NOT** engage at the snap of the ball. If an offensive or defensive player engages it will result in a 15yd penalty.

1. ENGAGING IS DEFINED AS ANY LEVEL OF PLAYER TO PLAYER CONTACT ONCE THE LINE OF SCRIMMAGE HAS BEEN CROSSED.
 2. If a player crosses the line of scrimmage – the opposite player has every right to defend themselves from contact – it is the initiating player who will be penalized.
- ii. Once the ball is snapped, it must be “handled cleanly” by the holder, if not the play is over.
1. “Handled Cleanly” – the holder may:
 - a. Catch any snap cleanly from any position
 - b. Raise up to get a high snap
 - c. Reach out for a snap
 - d. Bobble the placement of the snap before the ball is kicked.
 2. “Handled Cleanly” – the holder may NOT:
 - a. Stand completely up out of their stance to retrieve the ball.
 - b. Get out of their stance in any way to retrieve a short snap or a snap that is not with reaching distance of a proper hold.
- c. Punt
- v. Unless a timeout is called and upon declaring punt, the game official will pick up the football:
 - a. And step off 35yards from the original line of scrimmage, unless this places the ball inside the 20-yard line, if so, the ball will be spotted on the 20-yard line.
 - b. And will allow a full 35 seconds wind down from the clock.
 - vi. If a **timeout** is called by either the Offense or Defense Coach on 4th down, and Punt is declared, the game official will pick up the football:
 - a. And step off 35yards from the original line of scrimmage, unless this places the ball inside the 20-yard line, if so, the ball will be spotted on the 20-yard line.
 - b. And will allow a **10** second wind down from the clock.
- ❖ Please note this rule is to prevent a full 70 run-off

Senior Division Rules:

1. Defense: OHSAA and NFHS rules apply
2. Offense: OHSAA and NFHS rules apply

a. Scores:

i. Touchdown:

a. 6pts

b. Extra Points:

a. Run – 1pt

b. Pass – 2pts

c. Kick – 1pt

d. A point after attempt that is a “dead ball” attempt. – See Special Teams below

iv. Field Goals – 3pts

a. A field goal attempt that is a “dead ball” attempt. – See Special Teams below.

4. Special Teams:

a. Kicking:

i. Both Extra Points and Field Goals may be attempted by the offensive team and is a “dead ball” attempt. The players may not advance the ball on a bad snap or failed kick.

i. The offensive and defense shall NOT engage at the snap of the ball. If an offensive or defensive player engages it will result in a 15yd penalty.

1. ENGAGING IS DEFINED AS ANY LEVEL OF PLAYER TO PLAYER CONTACT ONCE THE LINE OF SCRIMMAGE HAS BEEN CROSSED.

2. If a player crosses the line of scrimmage – the opposite player has every right to defend themselves from contact – it is the initiating player who will be penalized.

ii. Once the ball is snapped, it must be “handled cleanly” by the holder, if not the play is over.

1. “Handled Cleanly” – the holder may:

a. Catch any snap cleanly from any position

b. Raise up to get a high snap

c. Reach out for a snap

d. Bobble the placement of the snap before the ball is kicked.

2. “Handled Cleanly” – the holder may NOT:

a. Stand completely up out of their stance to retrieve a snap

- b. Get out of their stance in any way to retrieve a short snap or a snap that is not with reaching distance of a proper hold.
 - d. Punt – In order to teach special teams, the Mini OCC has adopted a hybrid Punt rule, which is meant to emulate the proper offensive and defensive alignments, while developing Kickers and Long Snappers.
 - i. Senior teams must punt – **THERE ARE NO FAKE PUNTS**
 - 1. The only exception to this rule is, if both MINI OCC league head coaches agree at the beginning of the game, in front of the officials to not to punt the ball.
 - 2. If both MINI OCC league team head coaches agree, the same rules that apply in the Mini and Junior Divisions will apply, EXCEPT that the 35-yard walk-off will spot the ball accordingly.
 - a. If the ball is marked on the opponents 40-yard line, and upon declaring punt, the walk-off will place the ball at the 5yd line.
 - 3. **IF ONE MINI OCC LEAGUE COACHES DECLARES THEY WILL BE PUNTING, BOTH TEAMS WILL NEED TO PUNT – the intent is for every team to develop long snappers and punters.**
 - 4. **EXCEPTION – IF A NON-LEAGUE TEAM IS BEING PLAYED AND THAT NON-MINI OCC TEAM DOES NOT PUNT, THERE WILL BE NO PUNTING BY EITHER TEAM**
 - ii. The punt is a dead ball snap, and once the ball is kicked, the play is live.
 - 1. The ball may be poorly snapped for a punt; the punter may retrieve the ball no matter and kick it from where they retrieved it from. The punter may not advance the ball forward once they have retrieved it, except in the act of punting.
 - a. Note – a “rugby style” punt in which the punter attempts to advance the ball several yards in the act of punting is not allowed. A “rugby style” kick is allowed if the ball is not deemed to be advanced (2 YARDS AT MOST) with the purpose of gaining yardage.
 - 2. Upon kicking of the ball, both the offensive and defensive lines may engage, gunners may go.
 - 3. Engaging prior to the kick is a 15yd penalty.
 - a. ENGAGING IS DEFINED AS ANY LEVEL OF PLAYER TO PLAYER CONTACT ONCE THE LINE OF SCRIMMAGE HAS BEEN **CROSSED.**

b. If a player crosses the line of scrimmage – the opposite player has every right to defend themselves from contact – it is the initiating player who will be penalized.

4. It is a live return.

iii. Upon declaring punt, the official will spot the ball, once the ball has been spotted:

1. The offense may:

a. Have 2 gunners lined up as they deem. The gunners CANNOT leave until the ball is kicked.

2. The defense may:

a. Have only 2 punt returning personnel back deeper than 10 yards of the line of scrimmage. All other players must be on the line scrimmage or within 7 yards of the line of scrimmage and may not retreat towards the returners until the ball is kicked. The defensive formation must appear to be a standard defensive set for a punt formation.

b. You may double team the gunner.

c. Standard Punt Formation example.

