

GAME RULES:

Coaches on the Playing Field:

1. Coaches shall be permitted on the Playing Field to advise and assist younger players, as follows:
 - a. K1 and 2nd Grade can have two on-field Coaches per team.
 - b. 3rd Grade can have one on-field Coach per team.
 - c. 4th thru 6th Grade may not have a coach on the field.
2. On-Field Coaches shall adhere to the following special sportsmanship and conduct rules:
 - a. On-Field Coaches must cease all player communication, including alignment adjustments, when the Quarterback moves under Center or, if in a Shotgun formation, moves to his pre-snap alignment.
 - b. On-Field Coaches must move to a minimum of 10 yards beyond the deepest player at the time the quarterback is set.
 - c. On-Field Coaches may not communicate to players, in any way, while a play is in progress.
 - d. On-Field Coaches may not interfere with the movement of the ball, or of any player.
3. The following penalties shall apply to On-Field Coach conduct violations of Section 2, above:
 - a. Violation of 2(a) ... Delay of Game ... one warning | 5-yard Penalty thereafter | loss of On-Field coaching privileges with second occurrence.
 - b. Violation of 2(b) ... Illegal Formation ... one warning | 5-yard Penalty thereafter | loss of On-Field coaching privileges with second occurrence.
 - c. Violation of 2(c) ... Unsportsmanlike Conduct ... one warning | 15-yard Penalty and loss of On-Field coaching privileges with second occurrence.
 - d. Violation of 2(d) ... Interference ... no warning - 15-yard Penalty | 15-yard Penalty and loss of On-Field coaching privileges.
4. On-Field Coaches who become belligerent or argumentative with Officials, or opposing coaches, may be relocated to the sideline for the remainder of the game or ejected by the Official.
5. Sideline Coaches shall not be constrained, or restricted, from communicating to players on the field prior to the snap or while a play is in progress.

Spotting the Ball:

1. There will be no live Kickoffs.
2. The Ball shall be spotted at the 35-yard-line of the Offensive team for each of the following:
 - a. To begin a game.
 - b. To begin the second half of a game.
 - c. After the opposing team has scored a Touchdown.
 - d. After the opposing team has scored a Field Goal.
3. After a **Touchback**, the Ball shall be spotted at the 20-yard-line of the Offensive team.
4. For a **PAT** attempt, the Ball shall be spotted at the 3-yard-line of the Defensive team.
5. After a **Safety**, the Ball shall be spotted at the 50-yard-line.

Blitzing:

1. K1 and 2nd Grade
 - a. No interior Linebacker Blitzing (between the Defensive Ends) is permitted.
 - b. Inside Linebackers must be 3 yards off the LOS (line of scrimmage) when the ball is snapped.
 - c. All interior defensive players must be in a 3 or 4-point stance if aligned on the LOS.
 - d. This rule does not apply to Defensive Ends who are aligned outside the Tackles.

2. 3rd thru 6th Grade
 - a. There is no limitation on blitzing.

Punting:

1. K1 thru 4th Grade - A “walk-off” punt of 25 Yards may be declared, as follows:
 - a. The offense shall advise an Official of its intent to Punt.
 - b. Once the punt is declared, Officials shall walk off a 25- yard punt while running 15 seconds off the clock. After 15 seconds elapse, the clock will be stopped.
 - c. No walk-off punt shall go beyond the opponent’s 25 yard line.
 - d. After the change of possession, the clock shall start again with the snap.
2. 5th and 6th Grades –
 - a. There shall be no walk-off punt option.
 - a. All Punts shall be considered Live plays; including the Rush and Return:
 - b. There may be no direct defensive contact with the Center on the punt snap when the center’s head is down.
 - c. A Quick Punt or Punt Fake is allowed.
 - d. The punter nor the punt returner may not exceed the weight limit.

Field Goal or PAT Kick

1. K1 to 5th Grade:
 - a. Kicking Team:
 - i. Officials and opposing sideline must be advised of the intent to Kick.
 - ii. Offensive Line splits (or separation) may be no greater than 1 Yard from the next lineman to either side.
 - iii. The Holder may utilize a kicking block to elevate the ball (max of 2”).
 - iv. No kick fake, by run or pass, shall be permitted. The play shall be blown dead.
 - v. The play shall be immediately blown dead if the ball becomes loose and placed at the location where it was to be held for the kick.
 - b. Defensive Team:
 - i. There may be no direct defensive contact with the Center throughout the play.
 - ii. May rush a maximum of 2 defenders, 1 from either side of the Center in an attempt to block the kick.
 - iii. No defender may align over the Center or in either “A” gap.
 - iv. No defender may rush the “A” gap.
 - v. Remaining 9 defenders must be a minimum of 5 yards back from the Line of Scrimmage.
2. 6th Grade:
 - a. All Kick attempts shall be considered live plays, per OHSAA rules.
 - b. There shall be no fake kicks.
 - c. The holder may utilize a kicking block to elevate the ball a maximum of 2”.
 - d. If the snap, or hold, is muffed, the play shall be blown dead and the ball shall be spotted where it was to be held for the kick (for field goals).
 - e. Defensively, there shall be no more than 4 rushers; 2 from either side of the Center in an attempt to block the kick. There may be no direct defensive contact with the Center on the punt snap.
 - f. No defender may rush the “A” gap.

Mercy Rule:

1. The purpose of the Mercy Rule is to promote sportsmanship.

2. The Mercy Rule will take effect when the game reaches or exceeds a 30-point differential.
3. When a 30-point differential is reached, a running clock shall commence. The clock can only be stopped by an official for an Official's injury time out or a Coach's time out.

Ties & Overtime Rules:

1. No game in the Championship bracket may end regulation play in a tie. All tied games (all Grades) shall proceed into Overtime and be played in accordance with OHSAA overtime rules, with the following specifications:
2. Each team shall be allowed one timeout per Overtime period. Unused timeouts shall not carryover from regulation play, or from prior Overtime periods.
3. Each team shall be allowed one Offensive possession per Overtime period. The game shall be final when a tie no longer exists at the conclusion of an Overtime period.
4. Spotting the Ball
 - a. For the first Overtime period, the initial ball spot shall be the 20-yard-line.
 - b. For a second Overtime period, the initial ball spot shall be the 10-yard-line.
 - c. For each subsequent Overtime period, the initial ball spot shall be the 5-yard-line.
5. Games in the consolation bracket may end in a tie and overtime rules do not apply.

ADDITIONAL TOURNAMENT GAME RULES/GENERAL RULES

- Games that are completed at least through the third quarter with a two score differential and stopped due to weather will be considered an official game and the team that is winning will be declared the winner.
- Only coaches with field passes will be allowed on the sideline along with a team mom and one water boy. Each team will be given 5 field passes for coaches to get in free and be on the field. Additional passes may be purchased at the time of check in.
- The warm up area will be designated by the Field Administrator.
- NO GATORADE, COLORED DRINKS, GUM, SUNFLOWER SEEDS ARE ALLOWED ON THE FIELD.
- Any topic not discussed will follow OHSAA rules.
- The Field Administrator will have the final decision in any discrepancies or issues that may arise during the games.