



### **The TeamX Sports Mercy Rule**

The TeamX philosophy of honoring player and coach requests, combined with the lack of a true and accurate rating system, inherently creates competitive imbalance. This philosophy of honoring player and coach requests continues to be a desirable philosophy expressed by most of the participants in our league. However, due to the inherent competitive imbalance this creates, external conditions to mitigate this unfairness are necessary. One such condition is the implementation of the mercy rule.

#### **The goal of the Mercy Rule is to:**

- Avoid the humiliation associated with a high score differential
- Create a more balanced competitive environment so that the losing team experiences more offensive and defensive success
- Provide an environment for other players on the winning team to experience the QB position
- Design plays to get less skilled players more involved in the game
- Provide a controlled scrimmage environment for practice
- Encourage every player to continue putting forth maximum effort at all times
  - It is never acceptable to ask a player to play at less than 100%
- Not substantially reduce playing time

#### **The Mercy Rule:**

If during the First Half the score differential reaches 24, the following conditions will immediately go in effect.

1. The losing team possesses the ball
2. The Winning team must play a "B" on the first defensive and offensive series following the implementation of the mercy rule
3. The Winning teams offensive possession is pass only for the remainder of the half.
4. The Winning team's starting QB may not QB for the remainder of the half
5. The Winning team must cycle through their roster substituting a new QB for each successive offensive series. (Coaches should encourage reluctant kids to try QB but ultimately use his or her discretion on who plays the position. The goal is to maximize the number of different kids playing the position)
6. Interceptions by the Winning team may not be run back attempting a TD. Instead, the ball is placed on the five yard line with the Winning team possessing the ball.
7. The Winning Team will not execute the blitz for the remainder of the half
8. If the divisional game allows for four downs, the winning team will have their offensive plays reduced to three once the team crosses the first down marker at mid-field



Second Half:

If first half ends with a point differential greater than 24 points, the score should be reset to zero to zero.

- Losing team from first half takes possession of the ball to start the second half
- Winning team from first half should play a "B" squad on their first defensive series
- Winning team from first half must continue to cycle through their roster for the QB position

If a 24 point differential is reached again in the second half, all of the mercy rule guidelines from first half should be applied.

**Additional Suggestions for keeping the game evenly balanced:**

- Losing team plays with one flag
- Place the less experienced less athletic players on defense to increase opposing team scoring opportunities
- Reduce the number of plays from 4 to 3 on both sides of the first down marker. Or with 3 down divisions, reduce the number of plays from 3 to 2 on scoring side of the first down marker