

## 2009 MRYC Football League Rules

### Game Times

- 4 quarters, 12 minute running clock, time will stop during final two minutes of each half
- Each team has two one-minute time-outs each half
- After a timeout, the clock will continue outside of the last two minutes of each half
- Halftime will last 10 minutes
- If a player is injured on the field the official will call an injury timeout
- If one team is leading by more than 21 points, there is no stoppage of time after the 2:00 mark in the second-half
- Time between plays will be:
  - 30 seconds for the senior (11 & 12 year olds) league
  - 45 seconds for the junior (9 & 10 year olds) league

### Extra Points

- No extra points will be kicked after a touchdown
- Teams have the option to go for one or two points
- Teams will receive 1 point if they successfully score from the 3-yard line
- Teams will receive 2 points if they successfully score from the 5-yard line
- Teams can choose to spot the ball in the middle or on the hash mark
- Extra point play is a dead ball situation
- Offensive penalties will be enforced
- Defensive penalties before the snap will result in moving the ball half the distance to goal line for same point value
- Defensive penalty after the snap can be declined or accepted

### Kickoffs

- There will be no live kickoffs
- The ball will be placed on the receiving team's 20-yard line
- After a safety the ball will be placed on the 40-yard line

### Punt Return / Coverage

- There will not be live punts
- The ball will be moved 30 yards but no deeper than the 20-yard line

### Overtime

- Games may not end in tie
- In case of a tie at the end of regulation, each team will have 4 plays to score a touchdown from the opponents 10 yd. line
- The same extra point rules will apply
- There will be a coin toss at the beginning of the overtime round
- If the score remains in a tie after first OT, a second OT round will be played using same format
- If needed, a third OT will be played from the 5-yard line with a mandatory two-point conversion or from the 3-yard line with a mandatory one-point conversion

### Game Balls

- Wilson TDJ Junior football

### Coaches on the Field

- Every Age Level – One coach per team will have the option to be on the field under the direction of the game officials
- Coaches must stay behind the officials during the entirety of the play

## 2008 MRYC Football League Rules *(continued)*

### **Weight Restrictions**

- Weight restrictions will be placed on all offensive skill positions (QB, RB, WR, and TE) or anyone who carries the football.
- The play will be blown dead when a player outside of the weight restriction has the ball on offense.
- No restrictions for any defensive player who advances a turnover.
- Ball carriers will be designated with a back or receiver number.
- No lineman may be used in a back or receiver position.
- 11 & 12 year olds 120 lbs. or less
- 9 & 10 year olds 90 lbs. or less

### **Team Play Requirements**

- Defense: Must have a minimum of 4 down lineman.
- There will be no inside stunts.
  - No stunts in A, B or C gaps.
  - A linebacker must be 3 yards off the ball.
  - 1st offense warning.
    - Then an un-sportsmanship penalty of 15 yards will be assessed.
- Offense: Must have at least 5 down lineman, 7 players on the line
- Shotgun offense is allowed

### **Roster and Participation**

- Minimum roster requirement is 15 players.
- Teams are required to play every player who is on the team roster in every half of each game.

### **Personal Fouls *(All Grades)***

- Any player or coach who receives one un-sportsmanlike penalty, he or she will be forced to sit out the rest of the contest.
- Un-sportsmanlike penalties will be recorded.
- If a player or coach receives two un-sportsmanlike fouls they will be removed from his or her roster and unable to play for the remainder of his team's games at the USA Football Classic.