

OBYFCL Tackle Football Rules

Except as otherwise provided below, the National Federation of State High School Associations rulebook, as revised, will govern the Rules of Football for OBYFCL.

Rules for Handling the Football

The following are the weight limits for the ball carriers. All non-eligible ball carriers must have an identifying sticker attached to their helmet. If a player lines up in an "eligible" position and has a non-eligible identifying sticker a penalty of unsportsmanlike play will be assessed. If a player over the weight limit recovers a fumble or makes an interception he is allowed to advance the ball.

Division	Weight
7-8	90 lbs
9-10	115 lbs
11-12	140 lbs

Ball Carriers – a player is considered to be a potential ball carrier if they line up in any position other than center, offensive guard or offensive tackle. An overweight player can line up as a tight end and is considered an eligible receiver. An overweight tight end can only receive a forward pass across the line of scrimmage. An overweight tight end CANNOT receive a pass or hand off behind the line of scrimmage.

Division Specific Rules

7-8 Rules:

- Centers can **not** be covered.
- No Blitzing the A Gaps next to the Center.
- Head up on the OG is the furthers inside a Defensive lineman can line up.
- All Defensive line-men inside the Defensive ends (ie, Def. tackle and Def. guards) must be in a 3 or 4 point stance. Penalty for non-compliance: Illegal formation, 5 yards from line of scrimmage and repeat down.
- Offensive line must have 5 down-linemen minimum (ie, 1 center, 2 guards, 2 tackles) Penalty for non-compliance: Illegal formation, 5 yards from line of scrimmage and repeat down.
- 2 Coaches allowed on the field.

4th Down Options:

- Offenses can choose a 25 yard walk-off from the spot of the ball in place of punting, or inside the 30 yard line its half the distance to the goal line.
- All Punts Must Be Declared.
- If the offense decides to punt there will be no rushing by the defense. No one may move until the ball is kicked.

9-10 Rules:

- Centers can be covered.
- No Blitzing the A Gaps next to the Center.
- Only defensive lineman in a down position (with 1 or 2 hands on the ground) can be used to cover A or B Gaps. Penalty for non-compliance: Illegal formation, 5 yards from line of scrimmage and repeat down.
- Offensive line must have 5 down-linemen minimum (ie, 1 center, 2 guards, 2 tackles) Penalty for non-compliance: Illegal formation, 5 yards from line of scrimmage and repeat down.
- 2 Coaches allowed on the field.

4th Down Options:

- Offenses can choose a 25 yard walk-off from the spot of the ball in place of punting, or inside the 30 yard line its half the distance to the goal line.

- All Punts Must Be Declared.
- If the offense decides to punt there will be no rushing by the defense. No one may move until the ball is kicked.

11-12 Rules:

- All Blitzing & Alignments are legal.
- No Coaches on the Field.

4th Down Options:

- Offenses can choose a 25 yard walk-off from the spot of the ball in place of punting, or inside the 30 yard line its half the distance to the goal line.
- If the offense chooses to punt, the defense cannot blitzed over center or in the center A gaps.
- An over weight player may punt the football on declared punts but cannot advance the ball under any circumstance.
- The punter can pick up a dropped snap and take only the necessary steps to still put the football. He still cannot advance the football. Ball is dead at the spot officials rule the punter started trying to advance the ball and not punt.

Extra Points for All Divisions:

1 Point for kick.

2 Points for Pass or Run.

Defenses can Accept or Decline penalties that happen in an extra point.

If the defense accepts the penalty the appropriate yardage will be marked off and extra point try re-attempted. Note: The offense cannot change the intent of the attempt after an offensive penalty. After yardage is marked off. If the offense was run/pass a play for 2 point then they have to run/pass a play for 2 points. Kick for 1 point then must kick for 1 point. If a penalty is on the defense, the offense can change their attempt option at that point.

Kickoffs:

On kickoff returns, an overweight player must be lined up on the front line of the return team to advance an on-side kick.

Time of Play:

(4) 12 minute quarters. The game clock shall run continuously except for Change of Possession, Moving the Chains, Injuries or Time Outs. During the last two minutes of play in the 2nd & 4th quarter the clock shall be stopped for all purposes in accordance with the National Federation of State High School Associations rulebook.

There will be a 10-minute half time between the 2nd and 3rd quarters.

Overtime – If the score is tied at the end of regulation play there will be a new coin toss which will determine the team with first possession and the end of the field to be played on. The ball will be spotted on the 10 yard line. Each team will have the same number of opportunities to score. After the second overtime if still tied if the defense gains control of the ball the play is immediately called dead and possession changes. Only one timeout per overtime session will be given and they will not carry over to any additional overtime periods.

Ejections:

If a player, coach or parent is ejected from a game they must immediately leave the field and immediately suspended for the next game. There will be no exceptions to this rule.

Side Lines:

All football coaches and players must remain in the area between the two twenty (20) yard lines on a 80 yard field and between the two thirties (30) yard lines on a 100 yard field. Coaches and Players should be no closer than two yard (6 feet) from the out of bounds line. All spectators must remain five yards (15 feet) beyond the out of bounds line.

Coaches are responsible for cleaning up his/her sideline after their game.

Spectators who are beyond the twenty (20) yard lines on an 80 yard field and beyond thirty (30) yard lines on a 100 yard field may not coach or instruct players in any manner. They can encourage, but not instruct.

Spectators desiring to take pictures or video tape games must remain at least 20 feet from the boundary lines and they are NOT PERMITTED IN THE END ZONE AREA!!

The Home Team shall be responsible for providing three individuals of at least 16 years of age to handle the Yardage and down markers for the entire game. Home team of the first game is responsible for setting up the field.

Visiting team of the last game is responsible for breaking down the field. The scoreboards show home and visitor side. The sidelines for those teams will match the scoreboard.

Timeouts:

In case of injury the Official will call for a timeout. If a player is injured he must sit out for at least one play. All timeouts will stop the clock. There shall not be team gatherings, for the purpose of coaching during injury timeouts. Players should take a knee at their positions. (One team player may go to the sidelines to speak to the coach during this time out.) During the normal play of the game each team will be allowed to use 3 timeouts per half. In the event of over time each team can only use one timeout per overtime period.

Video Recording:

There will be no video shooting or electronic recording of any kind of other teams' games or practices. You can film your own game, but other teams' games and practices are regarded as their own property. If you wish, you can attend competitor's games and write down anything you wish, as long as no video equipment is used.

Game Abandonment:

Football officials may stop the game for any of the following reasons: unsafe weather conditions unplayable or unsafe game site conditions unsportsmanlike conduct.

Game results will be determined by the OBYFCL Commissioner depending upon the amount of time played and the reason for abandonment.