



## PRINCE GEORGE'S COUNTY BOYS AND GIRLS CLUB YOUTH FOOTBALL RULES DIFFERENCES

These rules have been adopted to enhance the game for youth participants and differ from those adopted by the National Federation for high school games.

1. Game officials are required to be at the site at least **45** minutes prior to scheduled game time, at which time proper uniform is decided. The officials then enter the field **15** minutes prior to assume authority for the game.
2. The referee shall decide only whether a ball is fit for play and each team may snap and free kick its own ball at any time.
3. Jersey numbers have no bearing on the position of a player. No two players with the same number on the field at the same time. **During a charged time out, two coaches may be on the field to confer with not more than 11 players at their team's huddle or they may bring their team to their sideline.**
4. **Sideline Conference** - There shall be no team sideline conferences following a try, or a successful FG, or a safety, or a touchdown. Penalty five yards delay of game.
5. Officials shall not allow the ball to become live if they are aware that any player is not wearing required player equipment.
6. **Timing: Running Clock, Varsity Prep 12 minute quarters, exceptions are 10 minute quarters (6U). After the 2 minute warning the game shall be timed in accordance with National High School Federation Rules.**
7. The clock shall stop and a 2 minute warning shall be given to each team prior to the end of each half. The clock will then start with the next snap or when a free-kick is legally touched.
8. Following a change of team possession, the clock will start on the "ready-for-play" signal, unless the action which caused the down to end, also caused the clock to stop. At the 2 minute warning the clock is run strictly Federation.
9. The snapper may position the ball and snap it sideways, but any motion that draws the defense into the neutral zone constitutes a false start.
10. **There is no free blocking zone permitted.**
11. After the referee's "ready-for-play" signal, the offense has **30 seconds** in which to snap the ball.
12. A replaced player may leave the field at any point, but must go directly to his bench.
13. During a dead-ball period, a substitute may enter and withdraw, or a player may withdraw and re-enter.
14. Twelve players breaking the huddle is not a foul, but once the center is over the ball illegal substitution is enforced.
15. At the snap, it is not a foul if the offense has fewer than 7 players on the line of scrimmage, but it is a foul if more than 4 players are in the backfield.
16. Except for an illegal forward pass or a foul committed by the offense in their end zone, the acceptance of any foul committed by the offense behind their line of scrimmage is penalized from the previous spot.
17. All distance penalties that are will remain the same as in National Federation (high school).
18. Chucking of a receiver is legal within 5 yards of the line scrimmage. Two open hands pushing the opponent as they are trying to separate. **Illegal or out of zone 5 yard penalty.**
19. A try-for-point following a touchdown is: 1 point by successful pass or run, and 2 points by successful kick.

\*\*\*\*\*OVER\*\*\*\*\*



## Youth Football Rules Differences (Cont'd)

20. Players acting in an unsportsmanlike manner may be "benched" for any amount of time deemed appropriate by the referee, including for the remainder of the game. **The coach of the benched player must be given amount of time the "benched" player will be out of the game. If the same player is benched a second time he shall not return.**
21. A free-kick out of bounds untouched by R.
  - a. Kick may be accepted at the inbounds spot or
  - b. Put in play 25 yards beyond the previous spot. (K's free-kick line) NOTE: You do not re-kick.
23. **Coaching Box:** The coaching box is between the 30 yard lines and at least 2 yards off the sideline. All Players and coaches must be in this box at the snap of the ball.