



Approved: 7/20/26

PLAYING RULES

2nd GRADE

Playing Rules: 9-Man Football
Field Length: 80 yds x Min. 40 yds wide
Ball Size: Pee Wee

All rules not modified below will follow the National Federation of High School Rules.

DEFENSE

1. 4-4-1 defense is required.
2. The 4 linemen must be head up with the Offensive guard and tackle (no outside shade).
3. Prior to the snap defensive line need to be in a 2-pt hands on knees, 3-pt or 4-pt stance teaching football fundamentals. Lineman can not be in a standout position prior to the snap.
4. The Inside linebackers must be inside the Defensive tackles.
5. Outside linebackers have to be at least 3 yards outside the Defensive tackles.
6. The Safety must be at least 1 yard behind the Inside linebackers lined up inside the D-line.
7. At the snap 4 linemen must contact/engage the linemen across from them. No shooting the gaps on the snap of the ball. This will allow the transition snap from center to QB to develop.
8. Blitzing by any linebackers or safety is strictly prohibited. Linebackers must, at the snap, be at least three (3) yards off the line of scrimmage. Linebackers and safety may not begin to cross the neutral zone until after the quarterback attempts to hand off the ball or after the quarterback leaves the box, which is defined as the area between the normal alignments of the defensive tackle.
9. Two coaches can be on the field to assist in aligning the players. Coaches must be at least five yards behind the safeties and silent as soon as the quarterback is under center and until the play ends.

OFFENSE

1. A 5-man line is required: Center, 2 Guards and 2 Tackles on each side of the center.
2. Prior to the snap offensive line need to be in a 2-pt hands on knees, 3-pt or 4-pt stance teaching football fundamentals. Lineman cannot be in a standout position prior to the snap.
3. QB and 2 RB must be lined up in the back field defined as tackle to tackle. The other player can either be a TE, WR or even a 3rd RB. The other players, RB's and QB are the only players eligible to catch a pass or run the ball.
4. Two coaches can be on the field in huddle and aligning players. Coaches must be at least five yards behind the offense and must be silent as soon as the quarterback is under center until the play ends.



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WEIGHT RESTRICTIONS

1. A 2nd Grade player weighing over 85 pounds must have a red stripe affixed to their helmet and cannot carry the ball.
2. Red stripe players may not line up in the offensive backfield, but may line up at Tight End, but under no circumstances may run the ball or receive a pass.
3. Red stripe players may only run the ball if they are involved in a fumble recovery or a pass interception.

PLAYING RULES

1. No Kickoffs, teams will start on their own 20 yard line.
2. No punts – teams declare a punt and move the ball forward 20 yards, unless you are inside the opponent's 40 yard line (mid field). Then, it would be half the distance to the goal. If you are on the 20, you could only move it to the 10. Punts do not count as a play.
3. Exception—When the mercy rule is in effect during the second half, the declared punt will no longer use the standard walk-off distance. Instead, possession will be awarded at the same yard line used following a scoring play.

2nd Grade—20 yard line

4. Referees will keep 35 seconds play clock. The referee will tell the coach when the clock starts as needed.

GAME ADMINISTRATION RULES

1. Team benches and team fans will be on the same side of their portion of the field. Team/Coaching Box from 15 yd line to 15 yd line and 3 yds deep. No fans should be inside this area.
2. The game clock will be kept officially by referees or scoreboard if available using modified HS timing of 4 quarters of 10 minutes per quarter a 5-minute break at half time and two 1-minute team timeouts per half. Each game quarter will be National Federation book rule stop time, with the following exceptions:
 - a. After a change of possession, the game clock starts when chains are set, and the ball is spotted ready for play.

GAME ADMIN RULES (cont'd)



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GAME ADMINISTRATION RULES

Cont'd...

- b. In the event if one team is seventeen (17) or more points ahead at any time in the fourth quarter, the clock shall continue to run in all circumstances except time outs and injuries.

This modification shall continue until the team behind cuts the deficit to less than seventeen (17) points. At half time, in the event one team is twenty eight (28) or more points ahead teams can agree to use running time for the 2nd half, the clock shall continue to run in all circumstances except team time outs and officials time outs.

- c. Officials will use reason and common sense for the play clock, 35-second play clock will be enforced after the ball is spotted for play.
- d. During regular play clock stops on plays out of bounds, incomplete passes and on called timeouts. Clock begins again on snap of the ball.

3. Teams will switch ends at all quarter breaks.

4. Extra points are 1 for a run, 2 for a pass or kick. Field goals are worth 3 points.

5. One overtime will be played to determine the final score. Each team will have an offensive possession (four downs) from the 10-yard line. Extra points will be attempted also. If the score remains tied after one overtime in the regular season the game will be declared a tie.

GAME EJECTIONS

1. Any player, coach, or spectator ejected from the game for any reason will be asked to leave the bench/playing area if a player or coach and the facility if a spectator.

Anyone ejected from a game will also be suspended for the next game with no exceptions. Referees' judgement is final and there is no appeal.

2. All ejections are reported in the form of a game report by the ejecting referee and the association involved leadership is contacted and must supply a representative to attend the next game, if possible, to ensure that the game suspension is in place.
3. A second suspension of the season will be grounds for removal from the league for the remainder of the season after review with the associations involved.



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GAME MANAGEMENT

1. Please have teams ready for play at game time when there is a previous game on same field.
2. The home team as noted on the schedule must provide the chain crew. Please have the crew ready to go at least 10 minutes before game time and please make sure the crew are adults or teenagers.
3. The chain crew is a part of the referees' crew so must be impartial during the game. No coaching, cheering or comments are allowed by the chain crew at any time, or they may be removed.
4. The winning team reports the final score on the GSFL website within 24 hours of completion.



Gopher State Football League Website

- Coaches Corner
- GSFL Handbook
- GSFL Rules
- GSFL Calendar

Gopher State Football League RegisterPlay

- Game Schedule
- Score Reporting
 - Standings
 - Divisions

