

## 2nd Grade 8-MAN FOOTBALL DIVISION

### **Age/roster/field**

1. Player age: The 2018 2nd grade division will consist of teams comprised of player's age 7 & 8.
2. Field size: games will be played on an 80 yard field. If a 100 yard field is shortened to 80 yard then the width of the field will not be changed.
3. Minimum roster size for 8-man football is 12 players needed to form a team.
4. Ball Carrier Limitations: 107lbs \* Includes 7lb allowance for player equipment. Excluding helmet. \*This weight is to .0 mark on the scale at the weighing location. No exceptions will be made.

### **Clock**

4. The game will consist of two (2) 30-minute halves
5. Half-time will be minimum of 5 minutes
6. The game clock will not stop except for time-outs and/or injuries
7. The last 2 minutes of the second half will be played like regular football (clock only stops on incomplete passes, running out of bounds, time out etc.)
8. Each team will get 2 time outs per half and they cannot be carried over
9. Additional water breaks can be mandated by officials in heat conditions

### **Special teams**

10. No punt is allowed: If a punt is declared, the ball will be advanced 25 yards from spot of the ball, then a change of position.
11. No kickoff is allowed: Teams start on the 20 yard line on an 80 yard field at beginning of halves, after scoring, etc.
12. Extra point attempt is allowed after a touchdown: Kicked extra points with no be contested with any defensive rush... 10 second countdown until ball must be kicked!

13. Field goal allowed is allowed: Field goal attempt will not be contested with any defensive rush...  
10 second COUNTDOWNS until ball must be kicked!

## Scoring

14. Td = 6 points

15. Extra points/kicking extra-point = 2 points no rushing allowed / see rule 12

16. Running or passing extra point = 1 point

17. Field goals = 3 points no rushing allowed / see rule 13

## Lineman stance

18. Offensive and defensive lineman can be in 2-point, 3-point or 4-point stance. Offensive and defensive linemen do not have to be “down”.

19. No one can line up directly in front of the center. Defensive player helmet cannot be in front of center, includes shading the center’s shoulder pad. Center should be free and clear of defensive opponent. Defensive players are otherwise allowed in “A” gaps, if they do not shade center in any way.

20. Defensive lineman must be 1 yard off the ball.

First violation: Warning

Additional violations: 15 yards unsportsmanlike conduct.

## Alignment

21. At least 5 offensive players will be on the line of scrimmage at the start of snap

22. Only players at the right and left ends of the line are eligible to receive passes

## Touching

24. All backs are eligible pass receivers (if) they are legally behind the line of scrimmage at the snap

25. The passer cannot catch his own pass

26. Only direct running is allowed in 8-man football (if you are on the line, you can’t receive a hand-off)

27. The tackles cannot run the ball (they are part of the line of scrimmage)

28. all fumbles are live and can be recovered (behind the line and in from of the line) as in regular football

## **Coaches on field**

29. Two (2) coaches from each team are permitted to be on the field with the team. Once the center touches the ball all onfield coaching must stop. All coaches must stand 20 yds away from the line of scrimmage.

## **Penalties**

30. Before the snap dead ball penalty enforced 5 yard penalty replay down after the snap

31. Offence interference 5 yard penalty from the line of scrimmage loss of down

32. Defense interference 5 yard penalty from end of run or line of scrimmage, automatic first down

33. Penalty yardages should be 5 or 10 yards on 80 yard field (15 yard penalties no allowed on 80 yard field)

## **Series or downs (1st down and zone to go )**

34. Each team will have four (4) consecutive downs to advance the ball into the next zone (10 yards) or to score a touchdown

35. Once a team advances to the zone (10 yards) it will result in a 1st down and a new series of downs

36. The ball will be placed in the center of the field after each down by the spotter/clock keeper

37. A team failing to move the ball into the next zone (1st down) will lose possession. The opposing team will take over at the point where the ball is declared dead and will start it's series of downs from that point

## **Spread rule**

38. When one team is 28 points or more ahead at any point in the game

39. The clock will not stop: time-outs, scores, or the last two minutes of the half or game

40. Only for injuries or medical attention (will clock stop)

41. Failure to comply will result in 5-yard penalty from the line of scrimmage for each instance

#### Offense (when in spread-rule)

41. The team that is ahead by 28 points (or more) must run the ball between the tackles and cannot pass the ball at all

44. However, you will be allowed to split one offensive back no more than five (5) yards outside the tight end

46. The team that is behind 28 point or more will start all offensive series on the 10-yard line going in for the remainder of the game even if the score goes under the 28 point spread

47. Once the game enters the spread-rule it will remain in spread-rule for the remainder of the game

#### Defense (when in spread-rule)

48. Defense line must be one (1) yard back from the offensive line

49. You cannot run a 6-man front on the line of scrimmage