

NORTHWEST OHIO FOOTBALL CHALLENGE – 2018 Rules

NO sunflower seeds, gum, or Gatorade on the turf!

1. Teams are required to be at the field 10 minutes prior to the scheduled game times. The home team will be responsible for supplying 3 adults to run the chain's and down marker on the home sideline.
2. No more than 6 coaches are permitted on the sideline and no coaches will be allowed on the field of play during a live play. Coaches and players on the sidelines must remain between the 25 yard markers and behind the restricted area (more than 2 yards from the sideline). A 15 yard penalty will be charged to any team violating this rule and interrupting the normal progress of the official games. Keep your coaches under control! Sideline fouls will be enforced and profanity will be an unsportsmanlike foul (-15 yds).
3. Every player must be legally equipped and approved by the officials. Mouth pieces must be attached to the helmet at all times and in the player's mouth while on the playing field. There will be a 5 yard penalty for violation of this rule. All players must wear gym shoes or cleats (no metal spikes).
4. Footballs will be provided by tournament committee.
 - a. 10U will be a Nike Spiral-Tech - Size 6: Pee Wee (ages 6-9)
 - b. 12U will be a Nike Spiral-Tech - Size 7: Junior (ages 9-12)
5. All players not making the skilled players weight must play tackle to tackle (no more than two positions from the center on offense) in either a 3 or 4 point stance. These players will be designated with tape on the helmet. Fumbles and Interceptions are live ball situation when recovered by a skill player. If a player over the skilled weight touches the ball, the ball will be downed where it is touched and cannot be advanced.
6. All game will consist of (4) - 10 minute quarters with a continuous running clock until the last two minutes of the half and game. The clock will not stop at two minutes, but normal High School clock operations will resume at that point. If a team is up 18 points during the last two minutes of the game, the running clock will continue. Rest period between quarters will be 1 minute and 5 minutes for halftime. Teams will receive 2 time outs per half, and will have a 5 minute warm-up time before the start of the game.
7. No "A" gap blitzing. A down lineman may align in the "A" gap, but all standing defensive players from offensive guard to guard must start 4 yards off the ball. When the ball is placed within 4 yards of the end zone, the standing defensive player may start at the goal line. A standing player in the G/T gap must clearly be in the gap and not over the guards. This is an unsportsmanlike 15 yard penalty.
8. There are NO Kick-Offs. The ball will be placed 25 yards from the kick line. (ie. 35 yard line on normal kicks and 45 for safeties).
9. There are NO Punts. Offensive teams have 25 seconds to declare a punt. When a team declares a punt, the ball will be moved 25 yards down field and put in play. This is not a time out and play should start when the chains are set. Punts inside the 50 yard line will travel half the distance to the goal. During the last two minutes of the half and game, when a punt is declared, the clock will stop for the change of possession. If the clock is stopped due to a time out or incomplete pass, no time will run from the clock.
10. Extra points are normal high school rules. 1 point for a kick and 2 points for a score. All kicks will be free kicks with no rushing. If the holder drops the ball, the try is no good.
11. Injury situations will always result in an Official timeout. If a player is hurt, the player must be escorted to the sidelines after the timeout and remain there for 1 play. The Officials, Training Staff, or Tournament Director may remove any injured player from any game if the player is found to be unable to play safely. Players removed from a game will need cleared by the training staff prior to playing in the next game. ***If the trainer determines the player is not fit to continue during the current or ensuing game(s), the decision is final.***

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12. **There are no overtime games during pool play.** Overtime will only be played during the semi-final and final games. When overtime applies, the ball will be placed on the 20 yard line and each team will have an opportunity to score. The team starting with the ball will alternate until there is a winner. After the first overtime, teams must go for 2 points. For the 10U teams, the ball will be placed on the 10-yard line. For the 12U teams, the ball will be placed on the 20-yard line. If the score is tied after each team's offensive turn, the teams will each have one opportunity to kick a Field Goal. For the 10U teams, the ball will be placed on the 5-yard line. For the 12U teams, the ball will be placed on the 10-yard line. Rounds will continue until the tie is broken. Overtime will only be played during the semi-final and final games. There are no overtime games during pool play.
13. Fumbles and Interceptions: It is a live ball situation when recovered by a skill player. Fumbles and interceptions can be returned and advanced. If a player over the skilled weight possesses the ball, the ball will be downed where it is possessed and cannot be advanced.