



2011 JFA

Run-Up Score Playing Rules

From 2011 JFA Rule Book Article V. Rule #20 Page 21

Rule #20 Lopsided or Intentionally Run-Up Scores (Mercy Rule)

- A. Any time Team A is ahead of Team B by 30 points or more there shall be no further kickoffs for Team A and Team B will be awarded the ball at the 50 YARD LINE following a score. (This procedure shall continue until such time as the point difference is less than 30 points.)
- B. When a 30 point differential has been achieved the game will **stopped** and Team A **must** insert all players who have not received their minimum plays. They must remain in the game until they have their minimum plays. They may however be removed on punts.
- C. Once a point differential of 30 or more points, the OFFICIAL CLOCK WILL BECOME A "RUNNING CLOCK" for the duration of the game.
- D. Team A may not use any trick plays. Trick plays include halfback passes, reverses, double passes, fumblerooskies, etc. Any play with 2 exchanges behind the line of scrimmage is a trick play.
- E. Team A MUST punt on 3rd down.
- F. Team A MAY NOT blitz on defense.
- G. If a game ends with a 30 point or more differential and the Head Coach of the losing team files a complaint by filing a Run Up Score form the JFA will investigate. The JFA Executive Board shall conduct an investigation, possibly including viewing game tape and talking to staff and members of both teams. If it is determined that Team A intentionally ran up the score then a penalty shall be imposed on Team A's Head Coach.
- H. *PENALTY*: Intentionally Run-Up Scores have three possibly penalties:
 - a. Probation, if the conduct is considered minor.
 - b. Suspension, if the conduct is found to have been major.
 - c. Dismissal, in the case of a repetitive pattern (malice).