

JFA 2011 Special Game Rules (Tackle)

Below are certain excerpts from the JFA Rules from Art. V – Tackle Football Rules that apply.

3. SPECIAL RULES FOR THE MITEY MITE DIVISION

- A. A. Coaches in the Mitey Mite Division may use pre-drawn visual aids on the field during the game.
- B. It will be permissible for one coach from each team to be on the field at all times during a Mitey Mite game. The coach will be permitted in the offensive and defensive huddles. **HOWEVER, ONCE THE HUDDLES BREAK, THE COACHES MUST NOT INTERFERE WITH PLAY AND MUST REMAIN 15 YARDS BACK OF THE LINE OF SCRIMMAGE.**
- C. Mitey Mite teams will not participate in JFA playoff games but will play games in those weeks.
- D. There shall be no rush of punts, field goals or point after touchdown by kick.
- E. Punts, field goals, or point after touchdown by kick are considered free kicks and do not count toward mandatory plays.
- F. The defense may not have more than six (6) players within four (4) yards of the line of scrimmage when the ball is snapped to begin a play. The first offense for a violation of this will be a five (5) yard penalty. Each successive violation will be a fifteen (15) yard unsportsmanlike penalty called against the coach on the field with the defense.

4. SPECIAL RULES FOR THE CADET DIVISION

- A. Coaches in the Cadet Division may use pre-drawn visual aids on the field during the game.
- B. It will be permissible for one coach from each team to be on the field at all times during a Cadet game. The coach will be permitted in the offensive and defensive huddles. **HOWEVER, ONCE THE HUDDLES BREAK, THE COACHES MUST NOT INTERFERE WITH PLAY AND MUST REMAIN 15 YARDS BACK OF THE LINE OF SCRIMMAGE.**
- C. In **PLAYOFF GAMES** coaches are not allowed on the field at all.

9. MANDATORY PLAY RULE

The following shall be the mandatory play rule (MPR) for all JFA tackle football teams and shall be followed without exception, based on the number of eligible players at the time of the game (weigh-in).

14 - 25 players - 10 plays

26 or more - 8 plays

Each team will provide a primary and secondary MPR Monitor. The primary monitor will go to the opposing sideline and will complete the minimum play form for the opposing team. The secondary monitor will remain on their sideline and assist the opposing team's primary monitor in completing the minimum play form. Teams should show good sportsmanship toward the MPR Monitor visiting their sideline. The MPR Monitor should show good sportsmanship toward the team they are visiting.

- A. The plays must be from the line of scrimmage or point after touchdown tries with a live rush.
- B. Plays not from the line of scrimmage or which do not have a live rush will not count toward minimum plays.
 - 1) Kickoffs, Kickoff Returns and Free kicks shall not be used in fulfilling the MPR requirement at all divisions.
 - 2) In Addition for Mitey Mite: Punts, Punt Return, FG, FG Block, Kicked PAT or Kicked PAT block will not be used in fulfilling the MPR requirement.
- C. A play shall not count toward fulfillment of the MPR if the play results in a penalty which causes the down to be replayed.
- D. All players shall be provided their mandatory plays by participation in "active plays", without the intent to minimize the action or integrity of the plays. Plays such as, but not limited, to having the center snap the ball to the quarterback, and then the quarterback falls to the ground, while substitutes are playing the other positions, shall **NOT** be considered as active plays.
- E. All players shall receive their mandatory plays by the end of the third quarter, or they shall enter the game at the start of the fourth quarter. The team primary and secondary MPR Monitor, in conjunction

with the Field Monitor or other field representative shall check plays at the conclusion of the third period. Any player lacking the minimum number of mandatory plays shall be inserted at that time and shall remain in the game until they have received their required number of plays.

- F. The MPR form must be arranged in numerical order (starting with the lowest uniform number at the top).
- G. Required plays must be completed as the game progresses. The minimum play count cannot be completed in part or in full prior to the game.

11. **GAME BALL**

- A. Official game balls will be used, and each team has the option to use their own game ball. The ball shall be of a good grade of leather, rubber or composite material with specifications in the area of:

<u>Manufacturer</u>	<u>Flag/MM/Cadet</u>	<u>JPW/PW</u>	<u>JM/M/AA</u>
Spalding (last letters)	-PW	-J	-Y
Baden (last letters)	-PW	-JR	-Y
Rawlings (last letters)	-PW	-J	-Y
Wilson	PeeWee K2	TDJ	TDY
Nike (last letters)	-K	-J	-Y

- B. Equivalent footballs may be used, but the specifications must fall within the range of those specified above for each division of play.
- C. The use of stick-um on the football or the application and use of such on any player's hands is not allowed.

12. **SCORING VALUE**

Touchdown: 6 points	Point after TD by run or pass: 1 point
Point after TD by kick: 2 points	Safety (awarded to opponent): 2 points
Field Goal: 3 points	Forfeit (offended teams wins by): 1-0

13. **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).
- B. When a 30 point differential has been achieved, the game will be 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 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 the score up, then a penalty shall be imposed on Team A's head coach.
- H. **PENALTY:** Intentionally Run-Up Scores have 3 possible penalties. **Probation:** If the conduct is considered minor. **Suspension:** if the conduct is found to have been major; and **Dismissal** in the case of a repetitive pattern (malice).