

The Ohio High School Athletic Association rules shall apply with the following clarification & exception:

- 1) **TEAM/SPECTATOR AREA:** Team Box 25 to 25-yard lines the coaches are responsible for the conduct of all persons in the box. Spectators must be behind designated sideline marker 4 yards from the field.
- 2) **GAME LENGTH:** 4 quarters---8 minutes each---10 minute halve time. **Exception:** A continuous clock will run in the 4th quarter if difference in score is 35 points. Coaches may use injury or remaining timeouts.
- 3) **TIMEOUTS OHSAA Rules/ Exception:** Only two coaches in the huddle & only head coaches or designated assistant are permitted on the field unless attending to an injured player.
- 4) **FIELD CLOCK:** Referee will notify coaches @ 4 minutes left in each half without a clock on the field.
- 5) **OSHA PENALTY EXCEPTION:** 10 yards for all major penalties including unsportman like violation on all length fields.
- 6) **NO “KICKOFFS”:** The ball is placed @ 25 yard line for 80 yard field and on 35 yard line for 100 yard field
- 7) **SAFETY:** All Safety follows with the “free kick”, the ball will be placed at midfield line.
- 8) **OFFICIAL FOOTBALLS:** Wilson “TDY” for “A”---Wilson “TDJ” for “B”---Wilson “K-2” for Flag or comparable size brand ball. This requires prior approval for all game balls by an official.
- 9) **IMPROPER EQUIPMENT:** No game or practice for players: improper mouth-guard, steel/hard plastic cleats, no athletic supporter. **Note: Facemask visors must be clear. Shoes: Only soft toe shoe/rubber molded cleats are to be used by players**
- 10) **“B” TEAM PUNT IS A FREE CLEAR KICK:** Only on 4th down the coach **must report** to the referee his intent to kick. Referee says “punt ” to both coaches. Punter must follow their call. If timeout is called the referee will announce if kick is after the time out. Live play starts on the kicked ball. Kicker may be any weight to kick. But over the weight limit player (stripe) can’t advance the ball. Any infraction of this rule is penalized as unsportman like 10-yard penalty.
- 11) **EXTRA POINTS, Exception:** One point for a run, two points for passing, if the receiver catches the ball with both feet in the end zone. The referee informs the scorekeeper one or two extra points.
- 12) **OVERTIME GAMES:** OHSAA rules are used except the ball is placed on the 10-yard line.
- 13) **OHSAA EJECTION:** **Exception:** The referee ejects the player or coach has the final ruling. We encourage officials to be proactive to avoid escalation. The player/coach will not play or coach a game for next 10 days, however the league permits practice. This ruling covers the next Varsity & Junior varsity game. Example: Player won’t play in next Monday/Tuesday game as it is assumed continuation of the Saturday game. No Participation in the following Saturday Varsity & Monday/Tuesday junior varsity game.

CONFERENCE NON-GAME RULES 3/15/2011

25 SATURDAY VARSITY TIMES: N. Canton “B” @ 1:00pm “A” is 10 minutes after “B” about 2:30pm

25a) Perry & Plain may have two “B” & one “A” game on Saturday:

1st Game: “B” game @ 1:00pm

2nd Game: “B”@ 2:30pm

3rd Game: “A” estimated @ 4:00pm (See full schedule for all times)

26) The Commissioner is responsible for weighing players. All players must weigh on an approved scale at a time & place set by the conference. The Commissioner must approve any player missing weigh-ins before advancing the ball. Players over the weigh limit cannot play any position eligible to advance the ball for the season. If the player doesn't weigh-in and continues in an ineligible offensive position all games that he played are forfeited. The Commissioner of each league keeps all roster records. Coaches submit of their rosters with name, weight, DOB, grade & game number. All coaches must provide rosters.

27) Playing field: 50 yards wide by 80 or 100 yards with 10 yard End Zones. The length is set by location.

28) Length of season is determined by the conference.

29) Scrimmage: The league sets one mandatory NC scrimmage. One scrimmage outside the NC league is permitted if the coach notifies the commissioner. A limit three Scrimmages before the 1st game.

30) The coach may play any or all players for varsity games. 2nd Team games coaches must play those not starting in the varsity game. **Only** when the team is short players for the 2nd game can a 1st team player participate in a 2nd team game. No starting key position to gain advantage by varsity players.

31) Season record tie breaker: Tie breakers are done in the following order for ‘A & B Teams: 1) Overall record 2) Head to head winner 3) Record verses common opponent 4) Total points scored against 5) Coin Toss

- 14) **OFFENSIVE LINE SPLIT**: The 5 interior offensive lineman may split a maximum of one yard.
- 15) **UNBALANCED LINE ALL TEAMS**: “O” ends must be eligible to advance the ball and under the weight limit (No stripe).
- 16) **WEIGHT**: Players without a helmet stripe can advance the ball. Players with stripe centered front to rear & of opposite color cannot advance the ball on offense & defense. **Striped players**: The ball is dead at point of recovery on defense & offense. **Offense**: Striped players cannot play any position that allows advancing the ball. The helmet stripe is Limit: “A” 125lbs/ “B” Team 105lbs or less.
- DEFENSE**: **See diagram page 3 & reference Rules 22, 23 & 24****
- 17) **Defense** either 6-1 or 5-2. **Exception**: Any “D” set may be used inside of 15 yards and also 4th downs.
- a) **Interior LBs**’ are head-up, 2 to 5 yards from line and not in “O” line gap. The **D-line rule** is the same, except within 1 yd from line. **Example**: Inside LB/DL” are directly over O-center, guards & tackles.
- b) **D-Ends** is directly over or outside shoulder and not inside of O-End.
- c) **If O-End** splits more than 1 yard, D-End may line up anywhere outside of the O-Tackle or O-End.
- d) **The “O” has wing formation** & back lined off O-End. DE may line up on wingback outside shoulder.
- 18) **NO STUNTING***: Stunting/Blitzing is the forward movement by a D-LB, safety, or D-corner (outside-DB) before the snap. This includes rocking or running starts by L-Backer, Safety, or D-Back. D-Back, LB or Safeties may move backward or parallel to the line **only** if O-back is in motion or shifting prior to the snap.
- 19) **STEMMING***: **Defensive lineman cannot shift down** after the set of offensive line. **Exception unbalanced line**: The defense may shift down and must reset before the ball snap.
- 20) **STACKING OF D-LINE, LINEBACKERS, OR CORNERS, NONE**: An interior O-lineman is “not covered” by the defense & 2nd O-lineman has more than one DL/LB/CB aligned over him. A minimum of two safeties must be at least 7 yards deep. **Exception to above**: 4th down & inside the 15-yard line (See Rule # 17)
- 21) **PENALTY FOR ABOVE RULES**: A 10-yard penalty for poor sportsmanship. The official must warn the team and head coach of the first violation. **2nd violation and after a penalty is imposed on the team.**
- 22) ****TWINS**: Secondary may rotate to compensate however, 2 players must be a minimum of 7 yards deep. Corners have no restrictions from a scrimmage line except outside the defensive ends without stacking.
- 23) ****TRIPLE SET**: 1 back must be 7 yards deep, coverage backs must be head up once set. These backs can not move until the ball is snapped. **Exception**: Offensive back is in motion
- 24) ****SPREAD FORMATION-2 SPLITS ON BOTH SIDES OF FIELD**: The defense may cover any combination of defensive end, corner or safety and may be head up @ the line of scrimmage. A safety not covering the splits must be 7 yards from the scrimmage line.

ADDENDUM TO RULES EFFECTIVE MAY 1, 2011

The following are updated corrections to the rules on laminated rule sheets printed prior to May 1, 2011:

10) **“B” TEAM PUNT IS A FREE CLEAR KICK:** Only on 4th down the coach **must report** to the referee his intent to kick. Referee says “punt ” to both coaches. Punter must follow their call. If a timeout is called the referee will announce if it is a kick after the time out. Live play starts on the kicked ball. Kicker may be any weight to kick. But over the weight limit player (stripe) can’t advance the ball. (This rule is on page #1.)

Any infraction of this rule is penalized as unsportman like 10-yard penalty. (Refer to Rule # 5 on page #1)

31) **Season record tie breaker:** Tie breakers are done in the following order for ‘A & B Teams: 1) Overall record 2) Head to head winner 3) Record verses common opponent 4) Total points scored against 5) Coin Toss