

ADDENDUM A

1) PW Rules (Refer to Flag Football Rules)

- a. Games 12:30; Pee wee size ball
- b. No player shall be beyond the 2nd grade level to play on pee wee with exception during the 2018 playing season as being a transition year. Players that have played in LMRVL clubs in 1st grade PW tackle have the option to play up to JV during their 2nd grade year. This is at each clubs discretion.

2) Weigh-Ins

- a. Official weigh-ins will be conducted on two (2) separate occasions (pre-season and for playoffs), with all dates and times to be determined by the League Officers. A scale certified as to accuracy should be used for all weigh-ins. A club representative must be present for their weigh-in's.
- b. JUNIOR VARSITY: Weight limitation of 110 lbs. for any players who lines up in an eligible offensive position. Skill positions are (QB, RB, REC). Players under this weight limit shall have an "X" placed prominently on the front & back of their helmet. On defense, non "X" players may play any position but must be in a "down" position if a "non X player is in a guard, tackle, and center position.
- c. VARSITY: Any varsity player who lines up in an eligible offensive position may not exceed 135 lbs. Skill positions are (QB, RB, REC). Players under this weight limit shall have an "X" placed prominently on the front & back of their helmet. On defense, non "X" players may play any position but must be in a "down" position if a "non X player is in a guard, tackle, and center position.

3) JV and VARSITY; Junior Size Ball

- a. The league shall be governed by the "Modified OHSA Rules" for play and penalty with the exception of playing time, football and jersey numbers.
- b. The varsity will play four quarters of ten minutes each, with a ten-minute half time. Half time may be less if agreed to by each team. *The varsity game shall be played first.*
- c. The Junior varsity shall play four quarters of eight minutes each, with a ten-minute half time. Half time may be less if agreed to by both teams. The junior varsity game will start ten minutes after varsity game ends. The time may be less if agreed to by both teams. The opposing coach shall be notified of and agree to any exceptions prior to the start of the game.
- d. Both JV and Varsity games will convert play to a continuous clock when 30 points ahead of another team.
- e. The playing field shall be regulation size. 100 yards long by 53 1/3 yards wide.
- f. Three licensed officials must be present to officiate before a game may start. Unless otherwise agreed to by both teams.
- g. Official time is to be kept on the field by two officials.
- h. In the event of a tie, a maximum of two (2) untimed overtime periods will be played under O.S.H.A. Rules. Each team will be given the ball at the ten (10) yard line and given four (4) untimed downs to score. The second (2) overtime period will be conditional upon the score still being tied. The team that goes first will be determined by a flip of the coin. The coin toss winner will be given the option to choose the first attempt or select the direction. During the regular season, if at the end of the second overtime period the score is still tied, each team must pass on the 2-point conversion during 3rd overtime and so on.
- i. At the time the referee signals the ball ready for play, the team has thirty-five (35) seconds to put the ball in play by a snap of the ball. The penalty for delay in putting the ball in play is five (5) yards. In Division JV and Varsity Tackle, the Offensive Coach will be given one (1) warning, with a penalty imposed on the second delay.

- i. NOTE: During the first three games it will, at times, take longer for young players to get organized and get the ball into play. The thirty-five second rule is intended to speed up play. There is normally no intent to delay play by these young players. If, in the opinion of the game officials, delay is intended, the officials may stop the clock until the ball is snapped.
- j. There is no limit to the number of non “X” players a team can have on its roster but each Head Coach is responsible for making sure he/she has enough X players for skill positions.
- k. All penalties will be assessed according to the OHSAA rule book.
- l. Each team will be allowed three (3) time outs per half. Time outs not used in the first half can’t be carried forward to the second half. Time outs will be one minute in length. During a game, the clock will stop in accordance with the OHSAA. This will include, but is not necessarily limited to the following:
 - i. Following an injury, penalty, incomplete forward pass.
 - ii. Ball out of bounds
 - iii. Following a score
 - iv. An official’s time out
 - v. At the end of each period
 - vi. A charged time out
- m. During a time out only one coach is allowed on the field
- n. An injured player must be removed from the playing field for at least two plays. An injured player is one that the coach has tended to on the playing field or sidelines outside of the coaching box or the official has sent to the sideline. No exceptions will be allowed to this rule.
- o. Unlimited substitutions are allowed in this league.

PUNTING

- p. The Punter is not limited by any weight limits to play in this position.
- q. In JV, teams may choose to punt. In Varsity, teams must punt. When a team attempts a punt, it shall not be considered a “dead ball” unless the ball is “downed” by either rolling dead or being “downed” by the receiving team or touched by a non “X” player.
- r. The punter MUST be at least 5 yards behind the line of scrimmage when the ball leaves his/her foot. Violation of the rule is 5-yard illegal procedure violation.
- s. There shall be no kickoffs in any division. The ball will be put into play on the thirty-five (35) yard line except after a safety, at which time; the ball will be placed at the forty (40) yard line. Note: Time will start on the snap rather than on the ready for play signal.
- t. There shall be no kicking game in Flag. JV & Varsity Tackle may kick field goals, which will count as three (3) points if made. JV & Varsity may kick (PAT), which will count as one (1) point if made.
- u. Points after a touchdown may be scored in JV and Varsity Tackle as follows:
 - i. A successful running play for a point after – 1 points.
 - ii. A successful pass play for a point after – 2 points.
 - iii. A successful interception/fumble return by the defense – 2 points.
 - 1. Returns may only be made by a non “X” player.
 - 2. A successful Point after Attempt (PAT) – 1 point.
- v. In JV and Varsity tackle, a team that elects to try a Point After Attempt (PAT) – 1 point must line up in a standard kicking formation. The attempt will be treated as a dead ball play with a full opportunity to exchange a snap from the Center to the holder, and one kicking motion by the kicker. The offensive line must simulate proper (PAT) blocking through the duration of the play. Defense will be lined up appropriately and must all take a knee prior to the snap and remain in the kneeling position through the duration of the kick. NO “fakes” are permitted.

- w. The spirit of this (PAT) attempt is to acclimate the youth with the special team's aspect of football. A place holder will be given leeway to collect a snap from the center and place the ball in position for a kick attempt.
- x. An intercepted fumble, pass, or lateral may be advanced by an "X" player or non "X" player. An intercepted fumble (one that has not touched the ground), pass or lateral may be advanced by any "X" player or non "X" player.
- y. A defensive player may advance a fumble/interception by an "X" or non "X" player.
- z. There shall be no more than six (6) defensive linemen & no less than four (4) defensive linemen on the line, with only non "X" linemen required to be in a down position with the exception of the two defensive ends. All other defensive players must be aligned at least (3) yards from the line of scrimmage. This rule does not apply between the ten-yard line and the goal line that the defense is defending. The defensive team is permitted to have eight (8) men on the line in this area. Violation of this rule shall be considered a five (5) yard dead ball penalty. Repeated violation of this rule can result in an unsportsmanlike penalty and removal of a coach.
- aa. Defensive players must be set for one second before the snap of the ball. The spirit of this rule is to allow the referees time to check for obvious attempts to draw the offense offside; not to penalize the defense for arbitrary movement within the line and will be enforced as such.
- bb. Offensive formations will be limited to the standard seven-man line. Unbalanced lines are allowed. However, to be an eligible receiver, the receiver must be an X player.
- cc. There is no free blocking zone in this league. There is no blocking below the waist. There will be no blocking from behind or below the waist. Blockers cannot lock limbs with other blockers. There is no "low-high" blocking in the zone.
- dd. The Center is protected on a punt formation during the initial line charge, and no contact may be initiated by the defense until the Center is in a position to protect himself.