

## SCOUT DIVISION RULES

- A. EJECTION OF ANY SCOUT COACH FROM A GAME WILL RESULT IN EXPULSION FOR REMAINDER OF SEASON AND UP TO ONE CALENDAR YEAR FROM THE EBYFC**
- B. Minimum Plays will be based on the number of eligible players on Game Day roster as outlined in MANDATORY PLAYS, Section E of rulebook
- C. Games will follow a modified format from other divisions
1. 4 (Four) 10-minute Quarters with a traditional Game-Clock (starts and stops per rules)
  2. Half-time consisting of 12 minute break and 3 minutes for warm up (15 minutes total)
  3. Each team allowed 3 Time-Outs per Half
  4. Teams are allowed a Maximum of 2 Coaches on the field at any time, and are required to have a minimum of 1 coach on their sideline at all times; failure to do so will result in stoppage and/or forfeiture of game
  5. Defensive Coaches must be a minimum of 10 Yard behind the most deepest defensive player; Offensive coaches must be 5 Yards behind the deepest offensive player; failure to do so will result in False Start/Encroachment penalty and be assessed a 5-Yard Penalty
  6. Captains will be called to the 50-Yard Line for Coin Toss prior to start of game
  7. No Special Teams (Punt, Kickoff, Kickoff Return)
  8. Teams will take possession of ball at their own **40** Yard Line at start of game, 2<sup>nd</sup> Half and after touchdowns; no Kickoffs or Punting will be allowed
  9. Objective is for the Offense to Convert 1<sup>st</sup> Downs or Score Touchdowns
    - i. If the Offense does not move the ball 10 yards within 4 downs the ball is turned over and the opposing team takes possession at the spot of failed conversion
  10. P.A.T. attempts will be allowed during Regular and Post-Season Play
    - i. Offense will be allowed 1 un-timed play from the 3 Yard line after a Touchdown
    - ii. All forms of P.A.T. plays will only be valued at **1** Point
  11. Defensive Stunts ("Blitzing") are NOT allowed
    - i. **Infraction of the "no stunt" rule will result in a 5-Yard penalty**
    - ii. **If a coach continues to stunt a 15 yard penalty shall be called on the sideline**
    - iii. **Multiple "Stunting" infractions will result in the ejection of the Head Coach**
  12. Defensive turnovers can occur on fumble recovery or pass interception
    - i. Defensive turnovers to be played through until player is tackled or determined to be "downed" by the officials
    - ii. The team's Offense takes possession at the spot of the downed Defensive player following the turnover
  13. Score can be kept on the scoreboard but will not count or be reflected in league standings
  14. Scores will count during Post-Season play which will consist of a 3 Round tournament format with champion to be crowned at conclusion of 3 weeks.
  15. Post-Season seeding will be based on league lottery