

**PJFL - NFHS is basic rule book with following changes / exceptions:**

1. No face shields (even if completely clear and transparent)
2. Numbering to be enforced unless opposing coach agrees
3. "Play clock" (ready to snap) 25 seconds
4. "Kick try" scores 2 points; "run / pass try" scores 1 point
5. For youngest group (Bantam) punts and kick tries must be declared; no rushing by the defense, offense must not release downfield until ball is kicked
6. No overtime during regular season games
7. Running Clock:
  - a. At any time in game upon agreement of both coaches
  - b. At 18 points at any time in game, at option of losing coach (or if directed by league administrator); clock reverts to normal timing if point differential drops below 18.
  - c. At 35 points at any time in game, mandatory and does not revert to normal if point differential drops below 35

**NEYFC - NFHS is basic rule book with following changes / exceptions:**

1. Do not apply numbering restrictions to scout teams. Do apply 50-79 numbering rules to all other levels.
2. Do not announce numbers of fouling players. Do advise the coach.
3. Mouthpieces must be attached to the helmet. This is not required in high school games.
4. 10 minute periods all levels
5. 3 timeouts per game
6. Kick try= 2 points
7. Run try= 1 point
8. If a team is ahead by 30 or more points, a running clock will be instituted for the entire 2nd half. Even if the score drops below a 30 point lead the clock will continue to run.
9. No head phones, etc allowed.
10. Overtime – All normal playing rules shall apply.
  - a. Session 1: Each team will have 4 plays from the 10 yard line to score. If either team scores they will have an opportunity to attempt a PAT, even if they scored on the 4th play.
  - b. Session 2: If the tie has not been broken; Session 2 will be an exact repeat of Session 1.
  - c. Session 3: Each team will have 4 plays from the 40 yard line. If neither team scores the team with the most net yardage for this session will be declared the winner. Both teams must run all 4 plays unless a touchdown is scored prior to the 4th play run.
  - d. If the tie is still not broken at the end of the third overtime period the procedure will repeat itself until a winner can be declared.
  - e. Scout ties will be broken in the following manner. Each team will have four (4) plays from 60 yards away. The team that gains the most yards will win. If it is still tied, lottery numbers will be used to break the tie.
  - f. NOTE: The offensive team must retain possession of the ball or its Session is over.
  - g. NOTE: In Session 3, if Team "A" runs it's 4 plays, Team "B" takes over, if Team "B" loses possession of the ball Team "A" is the winner regardless of the net yardage figures.

**LYJFL - NFHS is basic rule book with following changes / exceptions:**

1. Mercy point rule: 24 points. Once there is a 24 point differential, the team winning can no longer give the ball to a player who has scored a TD. (not for us to enforce) The QB is the only exception but he cannot run past the line of scrimmage. No trick plays. Must Kick PAT's on the main field and must run the ball on the backfield. (Monitored by game monitors)
2. Each division has a weight limit for those who carry the ball. If a player exceeds the weight limit in his division he is referred to an X man and can only play the line. (Monitored by game monitors)
3. On the back field: Extra points are as follows: 1 point for a run, 2 points for a pass
4. For rules that do not apply to HS, our game monitors are instructed to bring the attention to a coach who will in turn call a admin time out to address the issue with the referee and opponents coach.