

## **SPECIAL PROVISIONS FOR D7&8**

### **1. Age / Grade restrictions**

1.1. This division allows for teams of combined grades, for player in 7<sup>th</sup> or 8<sup>th</sup> grade to play on one team, against other similar formed teams.

### **2. Team Size**

- 2.1. There are no minimum play time requirements for players
- 2.2. Team size is not capped
- 2.3. Squad size is a minimum of 17 players
- 2.4. Coaches should make efforts as possible to ensure all players get in each game.

### **3. Ball size:**

3.1. Same or similar to the Wilson TDY, and each team should supply their own game ball, subject to the pre-game inspection by game officials, for suitable play (proper stringing and inflation, etc.)

### **4. Ball Carrier weight limit:**

- 4.1. No backfield players may weigh more than 147.0 lbs. for the Fall 2020 Tackle season. Players above that weight are considered “over limit” and will have a sticker affixed to the back of their helmets to indicate they are restricted on offense from taking handoffs or aligning in certain positions on the offense.
- 4.2. Players above the limit may play on offense only as Guard, Center, Tackle, or Tight End.
  - 4.2.1. Tight end is restricted to being no further than 3 yards away from the nearest interior offensive linemen. In no cases may an over-limit player be farther away, such as a Wide Receiver.
  - 4.2.2. The Tight End may be in either a two, three, or four-point stance at the snap of the ball.
  - 4.2.3. A Tight End may not be in motion at the snap of the ball, but can relocate (shift) to the other side of the formation, provided the player is fully re-set prior to the snap of the ball.
  - 4.2.4. A Tight End may under no circumstance take a handoff or catch any pass or lateral behind the line of scrimmage. He may catch passes and advance the ball beyond the line of scrimmage.
- 4.3. There are no restrictions as to where an over-limit player aligns on defense.
- 4.4. Any defensive player may advance a fumble or interception, or blocked kick.
- 4.5. An Over-Limit player may not advance a kick-off as a member of the receiving team. Instead the ball is considered “dead” at the spot where the player takes possession.

### **5. Game Time:**

5.1. Game is played in 4 Quarter of 10 minutes

5.1.1. Clock only stops for incompletes and out of bounds plays during the final 5 minutes of each half, during a team time out, or an officials time out.

5.1.2. A single 10 minute half-time period is provided.

5.1.3. Each team is allowed three (3) timeouts per half, and one (1) time out per possession in the case of overtime play.

**6. Punts & Kicks**

- 6.1. "Dead Ball" Punt rule, same as 6<sup>th</sup> Grade rule
- 6.2. Extra Point Kicks and Field goals are all live plays.

**7. Extra Points after TD**

- 7.1. Extra Point Run plays are worth (1) Point
- 7.2. Extra Point Pass plays are worth two (2) Points
- 7.3. Extra Point Kicks are worth two (2) points
- 7.4. A defensive return to the opposite end-zone of any attempted Extra Point play via interception, fumble recovery, or blocked kick of any sort is worth two (2) point to the defense.