

NFC 2008 Game Day Rule Overview

= Colorado HS Athletic Association Rules Apply

	Rule ↓	AGE as of May 31 of 2008					Notes	
		9	10	11	12	13		
Field Set-Up	Field (yds)		80 x 40*	80 x 40	100	100	100	*60 x 40 field may be used if 80 x 40 is NA
	Sideline							Team box must be outlined.
	Spectators Box		15 yrd line	15 yrd line	20 yrd line	20 yrd line	20 yrd line	Same side as their team & min. 3 yrds back from sidelines. Spectators NA in team box
	Coaches on field		1 off/1 def 1st 2 games	None	None	None	None	All other coaches must remain in team box
	Ball Size		K2	TDJ	TDJ	TDY	TDY	Or equivalent size
Penalties	5 yrd		4	4	5	5	5	3 on 60 yrd field if used
	10 yrd		8	8	10	10	10	6 on 60 yrd field if used
	15 yrd		12	12	15	15	15	9 on 60 yrd field if used
PAT	Run		1	1	1	1	1	
	Pass		2	2	2	2	2	Reception must be in the end zone.
	Kick		NA	NA	2	2	2	Please note: not all fields will have goal posts
KO	KO Yrd Line		30	30	40	40	40	Adj to 20 on 60 yrd fields
	KR Yd Line		40	40	50	50	50	Adj to 30 on 60 yrd fields
"Patch Players"	Single Patch Weight		90	105	120	135	NA	Patches must be clearly visible on front & back of helmet (1 patches)
	Double Patch Weight		100	115	135	150	NA	Double Patch Player can catch a Pass for PAT if the pass is caught in the End Zone.
	Offense		LOS only-3 or 4 pt stance-TE to TE				NA	Single Patch players eligible for pass if starting from Tight End Position at the snap of the ball
	Defense		Single Patch Player No Restrictions, Double Patch must play from offensive Tackle to offensive Tackle, and within 3 of LOS				NA	Double Patch DL must be in 3 or 4 pts stance on LOS, or playing a Middle Linebacker Position within 3 yrds of LOS
	Ball Advance		Advance a turnover or kick receive team* only				NA	*KR Patch players must be within 10 yrds of KR frontYd Line.
Defense	Def. Alignment		CHSAA					
	Def Blitz		No fwd movement of any def player until snap		Yes	Yes	Yes	
Punt	Declare		yes	yes	no	no	no	Must notify officials of intent to punt if yes.
	Rush		no	no	yes	yes	yes	No player may not move until ball is kicked in ages 7 thru 10.
	Center contact		no	no	A Gap Only	A Gap Only	A Gap Only	Designed to protect the center.
	Punter		either side of ball.		CHSAA			
	Coin Toss		Visitor calls the coin toss					
	Chain		Responsibility of the home team. Chain gang stays on home sidelines.					
	1st Down		10 yrds					Provides for standardized chains
	Time/Qtr.		18 min running clock. Clock stops per CHSAA rules final 2 min ea half.					Clock stops on all TO & injuries lasting 1 minute or more.
	Overtime		10 yd line-four downs to score. Each team gets ball.					CHSAA Overtime Rules Apply
	Mouth Pcs.		Mouth pieces required and must be attached to facemask.					Clear and white mouthpieces are prohibited
	Mercy Rule		Diff. of 45 pts or more-losing team stays on off. *45 pts games end during the 4th Q.					*Coaches may agree to continue play.
	Min Plays		20%	20%	20%	20%	none	Parent from own team must track player plays