

Kentuckiana Football Officials Association

LYFL Condensed Rules

MIGHTY MITES RULES

All High Schools rules apply to the Mighty Mite level except for the following:

- Official football- K-2
- Game Time Limits: 8-minute quarters.
- Play clock 35 second
- First Possession of the game: is determined by a coin flip.
- **Kickoff:** No kickoffs and no kickoff return. The ball will be place on 40 yard line. Receiving team takes possession.
- Time outs: (3) time outs allowed per half.
- Punt: No kick. Ball will be moved 25 yards, change of possession. This is a 25 yard punt except for when the punt results inside the receiving team's 10 yard line. In these cases, the ball shall be placed at the receiving team's 10 yard line. Example: If the offense is on the defensive's 26 yard line and elects to punt the ball, the ball will be placed on the 10 yard line. If the offense is on the defense's 24 yard line and elects to punt the ball, this would result in a touchback and the ball will be placed on the 20 yard line.
- Extra Points- 1 point run, and 2 points pass or kick. The clock is stopped on all extra points.
- Coaches on Field At the coach's discretion, one offensive/defensive coach from each team will be allowed on the field during play. The defensive coach must be 10 yards from the line of scrimmage as soon as the QB approaches the line of scrimmage. While the offensive coach must be 5 yards behind the "white hat" official before the snap of the ball. The QB can be under the center or in the "shotgun" position. 5-yard penalty
- No coaching during the play. Violation of this rule constitutes: (1st infraction) warning; (2nd infraction) 5-yard penalty and coach forfeit rights of coaching on the field and must coach from sideline. If the offensive coach violates the rule, the rule only applies to that coach. If the defensive coach makes the violation, then the rule only applies to that coach.
- The Box The center may snap the ball placed either parallel or right angled to the scrimmage line. The center cannot be hit upon the snap of the ball. No defensive player can line in the A gap on the LOS or over the center on the LOS. Defensive players on the LOS shall not align any closer to the Center than heads up on the offensive Guards. The Linebacker(s) must line up at least 3 yards from the LOS when over the center or A gaps. Quarterback sneaks from under center are not allowed in this division. Defensive Infraction 5-yard tack on. Offensive Infraction 5 yard replay the down. (Both can be declined).
- **Delay of game** is completely under the discretion of the referees. If the referee feels a team is delaying the game on purpose, he can stop the clock, impose a <u>15-yard penalty or cause the offense to loose possession of the ball</u>. Example: two or three offensive penalties in the last few minutes of a game could be viewed as a violation.



Kentuckiana Football Officials Association

LYFL Condensed Rules

Pee Wee and Junior LEAGUE RULES

All High Schools rules apply to the Mighty Mite level except for the following

• The official footballs for the LYFL are leather:

Pee WeeJuniorTDJ

- The chain crew will be on the home field side. If there is an obstruction problem, it is at the discretion of the home team to move them to the visitor side.
- MERCY RULE When a team is leading by 24 points or more in second half or 32 points at any time.
- Overweight players must be clearly marked on helmets with an "X"; 2" wide x 8 long of contrasting color (ear to ear) on the back the helmet. No horizontal bar is allowed.
- Offense- "X" players must be interior lineman, center, guard or tackle, (covered-up by an end eligible to advance) at snap. Penalty-live ball foul, 5 yards from previous spot. An "X" player may not advance any loose ball in possession of his team. The ball is dead at the spot of such recovery.
- Defense- An overweight player on defense may advance on "opponents fumble, backwards pass or intercepted forward pass
- Scrimmage Kicks (punt)
- Kicking team- one "X" player may line up in the backfield. He must be able to kick and must kick or
 down the ball. If there is a bad snap, he may move to recover the ball and kick. He cannot move to
 avoid a defensive rush or otherwise move to improve his position. In this case the ball is dead at that
 spot. However, he may retreat to the end zone for safety. No other action can be taken to advance
 the ball, even in the case of a bed snap or fumble.
- On the Junior level, only the gunners can advance until the actual punt.
- Receiving team- An "X" player may catch or recover a scrimmage kick. He may not advance; the ball is dead at the spot of catch or recovery.
- Unimpeded scrimmage kick (punt) at Pee Wee level only-punt must be declared by the referee.
 Punt must occur from the spot where ball is snapped and between the field hash marks on normal tight punt alignment, ball becomes live when it cross the line of scrimmage; if ball fails to cross the line of scrimmage, it remains dead, is returned to the line of scrimmage and belongs to the receiving team; kicking team members must remain on their line of scrimmage until the ball is kicked.
- **Kick-off-** A) Receiving team- "X" players must line up in the 5-yard zone (normally 45–50-yard lines) and remain there until the ball is kicked. Penalty-live ball foul, 5 yards from previous spot. If an X" player catches or recovers a free kick, ball is dead at that spot. B). Kicking team-any formation is legal.
- EXTRA POINTS: PEE WEES/JUNIORS PUT BALL ON 3 YD LINE-1POINT RUN OR PASS- 2 POINTS KICK. NO FRR KICKS FOR EXTRA POINTS OR FIELD GOAL
- Tie- Games- If a game is tied at the end regulation play; there will be unlimited overtime periods to determine a winner. First overtime period play shall be the placement of the ball on the opponent's 10 yd line with the offensive team given 4 downs in which to score. The defensive team then takes possession of the ball, becoming the offensive and has 4 downs in which to score from the 10 yd. line. Each overtime game, after the first overtime, the ball will be placed on the 5 yd. line.