

## 2019 BICYFL GAME RULES

ALL RULES AGREED TO BY THE MEMBERSHIP OF THE BICYFL HERIN SHALL BE ENFORCED AND NOT ALTERED FOR ANY LEAGUE GAME.

ALL PIAA RULES WILL BE ENFORCED WITH THE FOLLOWING EXCEPTIONS:

### MIGHTY MITES

**FOOTBALL:** Wilson K2 or Nike equivalent of mostly leather construction. **NO FULLY COMPOSITE BALLS.**

**Chains:** To be placed on **HOME** sideline. **ALL LEVELS.**

**Coin Toss:** Coin will be tossed & winner will choose to possess the ball in 1<sup>st</sup> or 2<sup>nd</sup> half. **ALL LEVELS.**

**Time of Play:** 2, 25-minute halves. 1 Hour time limit. Regardless of time left on clock. Clock will begin with 1<sup>st</sup> play from scrimmage of each half and **WILL NOT STOP** (including injury) for any reason other than coaches time out.

**Game Play:** Will be scrimmage format (10 plays offense, 10 plays defense) for first 2 scheduled league games. Regular game play will start with 3<sup>rd</sup> scheduled league game. **JV LEVEL ONLY.**

1. Each team will have 1 time out per half.
2. 25 second clock will be enforced by game official.
3. 10-minute half time.

**Kickoffs:** There will be no kickoffs to start any half or score/extra point. Ball will be placed at offensive team's 35-yard line.

**Coaches:** Maximum 2 coaches allowed on field for each team. There will be **NO** coaching or positioning of players once the QB is under center or starting his cadence (shot gun). **Infraction of this rule will result in an Unsportsmanlike Conduct Penalty (15 yards).**

Coaches **MUST** be 15 yards behind deepest player at start of play. **Infraction of this rule will result in:**

1<sup>st</sup> Offense – Sideline Warning

2<sup>nd</sup> Offense – 5 Yard Penalty

3<sup>rd</sup> Offense – 15 Yard Penalty

**\*Any contact with a player during play will be an Automatic 15-yard Penalty\***

**Scoring:** Touchdown 6 points, Field Goal 3 points, Safety 2 points.

Extra Points: 1 point for successful run or pass from **3 YARD LINE**. 2 points for a successful run or pass from the **5 YARD LINE**. 2 points for a successful kick from the **3 YARD LINE**. Intent remains if there is a penalty. A team **MAY NOT** change its intent for 1 or 2 points once it is declared to the official.

**Player Alignment/Blitzing:** Offense Alignment: Regular football Rules.

Defense Alignment: Maximum of 6 players on LOS (line of scrimmage 3 yards off ball running sideline to sideline). Linebackers, Cornerbacks, Safeties who line up within 3 yards of the LOS will be considered lineman. The rule applies unless the defense is defending a start of a play 5 yards or less of their defending end zone. Infraction of this rule will result in an **ILLEGAL BLITZ** Penalty of 5 yards. 2<sup>nd</sup> layer players who start 3 yards off the LOS at the start of a play may move forward once the ball is snapped.

Any players on the LOS that cover any part of the offensive center, guards or tackles must be in a 3- or 4-point stance. Any player in 2- point stance on LOS covering center, guards or tackles will be considered a illegal blitz resulting in a 5 yard penalty. **IN MIGHTY MITE JV GAMES ONLY NO DEFENSIVE PLAYER IN 2, 3 OR 4 POINT STANCE MAY COVER THE CENTER OR BE IN A GAPS. ALSO, QB MAY NOT RUN QB SNEAK THRU A GAPS OR OVER CENTER.**

**Punts:** There will be **NO PUNTS** in Mighty Mite games. On 4<sup>th</sup> down the offensive may choose to go for the 1<sup>st</sup> down or take a 20-yard punt rule. This rule allows the official to walk of 20 yards from the LOS as instructed by the offensive team and allows the opposing team to possess the ball from that mark. The rule can only be used on 4<sup>th</sup> down. The rule becomes void if offensive team is within 40 yards of the defending teams end zone.

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### MITES

**FOOTBALL:** Wilson K2 or Nike equivalent of mostly leather construction. **NO FULLY COMPOSITE BALLS.**

**Time of Play:** Four 8-minute quarters. 10-minute half.

**Coaches:** Maximum 1 coach allowed on field for each team **JV MITES ONLY. NO COACHES ALLOWED ON FIELD IN VARSITY GAMES.** There will be **NO** coaching or positioning of players once the QB is under center or starting his cadence (shot gun). **Infraction of this rule will result in an Unsportsmanlike Conduct Penalty (15 yards).**

Coaches **MUST** be 15 yards behind deepest player at start of play. **Infraction of this rule will result in:**

1<sup>st</sup> Offense – Sideline Warning

2<sup>nd</sup> Offense – 5 Yard Penalty

3<sup>rd</sup> Offense – 15 Yard Penalty

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**Player Alignment/Blitzing JV ONLY:** Offense Alignment: Regular football Rules.

Defense Alignment: Maximum of 6 players on LOS (line of scrimmage 3 yards off ball running sideline to sideline). Linebackers, Cornerbacks, Safeties who line up within 3 yards of the LOS will be considered lineman. The rule applies unless the defense is defending a start of a play 5 yards or less of their defending end zone. Infraction of this rule will result in an **ILLEGAL BLITZ** Penalty of 5 yards. 2<sup>nd</sup> layer players who start 3 yards off the LOS at the start of a play may move forward once the ball is snapped.

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**\*NO ALIGNMENT/BLITZING RULE EXISTS FOR MITES VARSITY, MIDGET JV & VARSITY\***

### MIDGETS

**FOOTBALL:** Wilson TDJ or Nike equivalent of mostly leather construction. **NO FULLY COMPOSITE BALLS.**

**Time of Play:** Four 8-minute quarters. 10-minute half.

**Scoring:** Touchdown 6 points, Field Goal 3 points, Safety 2 points. Extra Points: 1 point for successful run or pass from **3 YARD LINE**. 2 points for a successful run or pass from the **5 YARD LINE**. 2 points for a successful kick from the **3 YARD LINE**. Intent remains if there is a penalty. A team **MAY NOT** change its intent for 1 or 2 points once it is declared to the official.

**Mercy Rule:** The PIAA 2<sup>nd</sup> half mercy rule (running clock) will automatically be enforced. If there is a 18 point differential in score in the 2<sup>nd</sup> half. Once the rule goes into effect, it remains regardless of score. **ALL LEVELS.**