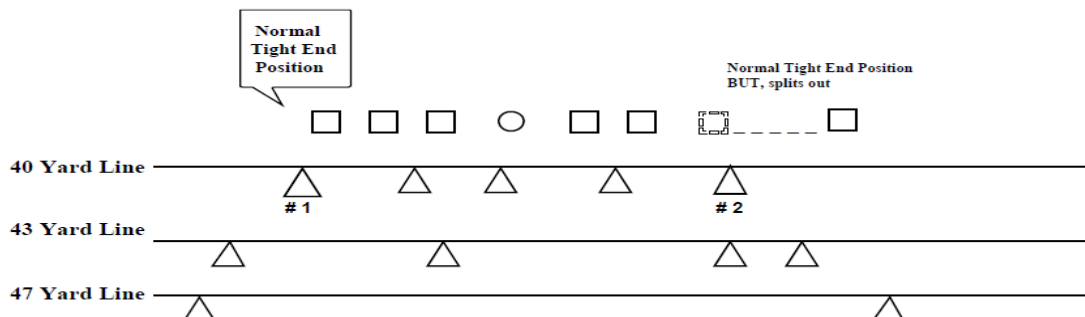


Bantam Level: Rules & Regulations:

- **Game Time:**
 - Four 10 minute quarters
 - Half-time is 10 minutes
- One (1) Coach on each side of the ball will be allowed on the field during play.
- **Ball Size:**
 - Wilson Premium Composite (K2)
- **Extra Point:**
 - Successfully *kicks* a field goal – 2 Pts.
 - Successfully *runs in* or *passes* for a score – 1 Pt.
- **Point Leads:**
 - 21 point lead – is a 1st and goal from wherever on the field
 - 28 point lead – continuous clock *does not change even if lead goes under 28*
 - 40 point lead – the team scoring 40 points will forfeit (Exception 40 pt lead attained by safety)
- **Weight:**
 - If a Bantam player weighs **over 85 lbs (Full pads including shoes but w/o helmet). The player's helmet will have a standard Lime Green NC sticker that is consistent across the league on the back of the helmet just above the sweat band.**
 - A bantam level player weighing **over 85 lbs** is subject to the following guidelines:
 - **Offense; may only play a TE position or tackle to tackle and may not run or advance the ball. TE's can not advance the ball in any way (Receiving or Running).**
 - **Defense; may not play Cornerback, Safety or Linebacker. The NBC-player may not run the ball or advance the ball on a fumble or interception. The ball will be dead at the spot of the turnover.**
 - **Kicking: may kick XP or field goal but cannot advance the ball running or throwing the ball.**
- **Kick offs / Punts**
 - **No Kick-off:** Offense will start at the 35 yard line at the beginning of the 1st / 3rd quarters and after any score.
 - **No Punts:** 25 yard walk-off will be used. If the ball is the opponents side of the field (past 25 yd. line), the walk-off will be half the distance to the goal.
 - **Punt- The clock will stop after the allotted time for a play for 4th down.**
 - Before the game there should be a discussion of "Get in & Get out of the huddle". After the **first warning** the official will then signal to start the play clock by using the start "Play Clock" signals. After 25 seconds there will be the "Delay of Game penalty" that will be administered.
- **Rushing the Kicker:**
 - If a Bantam level team decides to attempt to kick an extra point or field goal, the ball is to be placed next to the tee or it may be snapped. **NO RUSHING MAY OCCUR!**
- **Defense:**
 - There is a limit of 5 defensive players on the line of scrimmage except when the offense is within the opponent's 10 yard line. The defense is then allowed 6 players on the line of scrimmage. **This will result on an Illegal Procedure penalty (5 yards).** (Example below)
 - Linebackers (LB) and Cornerbacks (CB) are to be lined up 3 yards off the line of scrimmage at the snap of the ball. Once the ball is snapped, they can attack and cross the line of scrimmage. Blitzing is not allowed. **This will result on an Illegal Procedure penalty (5 yards).**
 - Defensive Ends (DE) must be lined up no wider that the outer shoulder of the Tight-End (TE).
 - **No heads up over the center.** Nose guard will **ONLY** be able to line up in the A gap of the center. Only one A gap can be filled at one time.

5-4-2 DEFENSIVE ALIGNMENT

Defensive End (DE) cannot play wider than the outside shoulder of the normal tight end position



NOTE: Defensive End(s)

(From Above)

1. Defensive End on outside shoulder of Tight End.

2. Defensive End on outside shoulder of Tight End, in normal position.

In this example, Tight End splits out, DE Must stay in.....hence, normal Position.

#3. Defensive Line cannot shift.

- **Overtime:**

- OT #1 - each team gets four downs to score from the 10 yd line.
If no winner, then play OT #2
- OT #2 - each team gets four downs to score from the 10 yd line.
If no winner, then the game will end as a tie.
- There will be a coin toss before the FIRST overtime series.
 - Possession will alternate in 2nd overtime from the 1st overtime.