

2015 BICYFL GAME RULE

MIGHTY MITES:

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:

Football: Wilson K2 or NIKE equivalent of mostly leather construction. **NO FULLY COMPOSITE BALLS**

Chains: to be placed on home sidelines

COIN TOSS: coin will be tossed and winner chooses to possess the ball first in the first or second half

TIME OF PLAY: 2, 25 minute HALFS. (Clock will begin with first play from scrimmage in each half and will not stop for any reason other than a coach's time out or an official's time out (injury, etc) or ending of half. The clock will run for extra points)

1. Each coach will have a maximum of 3 time outs per half
2. 25 second clock will be enforced by game officials
3. 10 minute halftime intermission.

KICKOFFS

There will be no kickoffs to start the halves or after scores/ extra point attempts.

Ball to be placed on offensive team's **35 yard line**

COACHES:

Maximum of **2 coaches** may be on the field for each team. There will be no '*coaching*' or '*positioning*' of players once the quarterback is under center. **Infraction of this rule will result in an unsportsmanlike conduct penalty (15 yards)**

SCORING

Touchdowns: 6 points. Field goals 3 points. Safeties 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 kick from the ball placed on the 3 yard line. (Intent remains if there is a penalty. A team may not change its intent for 1 point or 2 points once it declares the spotting of the ball to the official)

PLAYER ALIGNMENT/ BLITZING:

Offense Alignment: Regular football rules

Defense Alignment: **Maximum of 6 defensive linemen on the line of scrimmage (LOS).** LOS is defined as a three yard deep area from the ball running from **sideline to sideline**. (Linebackers, Safeties, and Cornerbacks who line up within 3 yards of the ball would be considered linemen). This rule applies unless the defense is defending a start of play that is 5 yards or less from the defending end zone. Infraction of this rule (more than 6 players on the LOS at the snap) will result in an **ILLIGAL BLITZ** and the penalty will be 5 yards from the LOS. *2nd layer players who start in a legal position (at least 3 yards from the LOS) may make any movement toward the LOS after the snap of the ball.*

Any player on the LOS that **covers any part of the offensive guards, centers, or tackles** must be in a 3 or 4 point stance. Any player in a 2 point stance within the LOS covering the offensive guards, centers, or tackles at the snap of the ball will be considered an illegal blitz and be penalized 5 yards in accordance with the special ILLIGAL BLITZ RULE.

In a JV Mighty Mite game only, NO player shall cover the offensive center or be in the center-guard gaps whether it be in a 2, 3, or 4 point stance. Also, quarterbacks cannot run quarterback sneaks through the A gaps or over center because defensive players are not permitted on the line in this area.

PUNTS:

There will be no punts in Mighty Mite games. On 4th down the offensive team has two choices: 1) go for the first down or 2) use the 20 yard punt rule. The 20 yard punt rule allows the referee to walk off 20 yards from the LOA as instructed by the offensive team and allows the opposing team to possess the ball from that mark. ***This rule can only be used on 4th down.*** The ability to use this rule becomes **void** if the offense possess the ball on or within the 40 yard line of the defense on 4th down.

**2015 BICYFL GAME RULE
MITES**

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All PIAA Rules will be enforced with the following exceptions:

Football: Wilson K2 or NIKE equivalent of mostly leather construction. **NO FULLY COMPOSITE BALLS**

Chains: to be placed on home sidelines

TIME OF PLAY: Four 8 minute quarters. 10 minute intermission

COACHES:

Maximum of **1 coach** may be on the field for each team for **JV MITE Games**. **No coaches on the field for Varsity MITE games**. There will be no '*coaching*' or '*positioning*' of players once the quarterback is under center. **Infraction of this rule will result in an unsportsmanlike conduct penalty (15 yards)**

SCORING

Touchdowns: 6 points. Field goals 3 points. Safeties 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 kick from the ball placed on the 3 yard line. (Intent remains if there is a penalty. A team may not change its intent for 1 point or 2 points once it declares the spotting of the ball to the official)

PLAYER ALIGNMENT/ BLITZING: (JV MITES ONLY)

Offense Alignment: Regular football rules

Defense Alignment: **Maximum of 6 defensive linemen on the line of scrimmage (LOS)**. LOS is defined as a three yard deep area from the ball running from **sideline to sideline**. (Linebackers, Safeties, and Cornerbacks who line up within 3 yards of the ball would be considered linemen). This rule applies unless the defense is defending a start of play that is 5 yards or less from the defending end zone. Infraction of this rule (more than 6 players on the LOS at the snap) will result in an **ILLIGAL BLITZ** and the penalty will be 5 yards from the LOS. *2nd layer players who start in a legal position (at least 3 yards from the LOS) may make any movement toward the LOS after the snap of the ball.*

Any player on the LOS that **covers any part of the offensive guards, centers, or tackles** must be in a 3 or 4 point stance. Any player in a 2 point stance within the LOS covering the offensive guards, centers, or tackles at the snap of the ball will be considered an illegal blitz and be penalized 5 yards in accordance with the special ILLIGAL BLITZ RULE.

*****NO ALIGNMENT/ BLITZING RULE EXISTS FOR VARSITY MITES*****

MERCY RULE: The PIAA 2nd half mercy rule will automatically be enforced. If there is an 18 point differential in score in the 2nd half. The losing team may choose to initiate the running clock mercy rule. Once the mercy rule goes into effect, it remains, regardless of score.

MIDGETS

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:

Football: Wilson TDJ or NIKE equivalent of mostly leather construction. **NO FULLY COMPOSITE BALLS**

Chains: to be placed on home sidelines

TIME OF PLAY: Four 8 minute quarters. 10 minute intermission

SCORING

Touchdowns: 6 points. Field goals: 3 points. Safeties: 2 points. Extra points: 1 point for run or catch from 3 yard line. 2 points for kick from 3 yard line, 2 points for run/pass from 5 yard line

MERCY RULE: The PIAA 2nd half mercy rule will automatically be enforced. If there is an 18 point differential in score in the 2nd half. The losing team may choose to initiate the running clock mercy rule. Once the mercy rule goes into effect, it remains, regardless of score