

BAYFL Playing rule that are different from PIAA and BICYFL

Scoring

- Touchdowns will result in six (6) points
- Running or Passing PAT will result in one (1) point from the 3 yard line
- Kicking PAT will result in two (2) points from the 3 yard line
- Running or Passing PAT will result in two (2) point from the 5 yard line (approved 8/26/2021)
- Field Goals will result in three (3) point

Footballs used

Mighty Mite and Mite-Wilson K-2 or Wilson GST K-2. Midget-Wilson GST TDJ leather or composite

Game Clock

All BAYFL games will have a Four (4), 8-minute Quarters. 8 minute half time. Clock will be run per PIAA rules. Teams have 3 timeouts per half.

Play Clock

There will be a 45-second play clock for all levels. Referees shall give a 5 second warning to alert the offense. The first violation of the rule is a warning. All other delay of game infractions, following the warning, will be a loss of down.

Mercy Rule

The mercy rule will be in effect when a team is leading by 22 points or more after halftime; the Head Official will notify both Head Coaches that, from that point forward, the clock will run continuously for the remainder of the game.

EXCEPTION: The losing team has the option of declining the mercy rule until the point difference is 35 points or more. The PIAA mercy rule in effect at 35 points.

Rules for Mighty Mites

Defensive Schemes - No more than 6 defensive players may be on the line of scrimmage. Linebackers must be at least three yards behind the line of scrimmage. Inside the 10 yard line, a Goal Line Defense can be used – no more than nine (9) players on the line of scrimmage.

Blitzing - Blitzing is not permitted at the Mighty Mite level. Blitzing is defined as moving forward toward the line of scrimmage prior to the snap of the ball. ***Any violation of this rule called by an Official will result in a penalty of 15yds and unsportsmanlike conduct warning awarded to the Head Coach.***

Kick-Offs - Varsity Mighty Mite games will have a kick off to start the game and second half, but all possessions after a score will begin on the 40-yard line. JV Mighty Mites games will begin the game and the second half with the receiving team starting from the 40-yard line (no kick-offs).

Punting Options (Both levels) – (1) Perform a standard punt – Defensive rushing not permitted; (2) Attempt to gain the 1st down; (3) Walk off 20 yards and turn the ball over. Not permitted inside the defensive team's 40 yard line.

Rules for Mites

Coaches on Field - JV Mite Games - One (1) coach per team is permitted on the field. The "on field" coach must be at least five (5) yards behind the deepest player. Varsity Mites Games - No Coaches permitted on the field.

Defensive Schemes for JV Mites – Same as Mighty Mites (see above). No restrictions for Varsity Mites.

Blitzing for JV Mites - Same as Mighty Mites (see above). No restrictions for Varsity Mites.

Punting Options for JV Mites (Only) - (1) Perform a standard punt – Defensive rushing not permitted; (2) Attempt to gain the 1st down; (3) Walk off 20 yards and turn the ball over. Not permitted inside the defensive team's 40 yard line.

Rules for Midgets

Coaches - No Coaches on the field for Midget JV or Varsity.

Blitzing - Blitzing is allowed at Midget JV and Varsity level. Blitzing is defined as moving forward toward the line of scrimmage prior to the snap.