

## 2024 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:** MM/Mites: Wilson GST K2 or 1382 (PeeWee 6-9), Midgets: GST TDJ or 1360 (Junior 9-12). **NO FULLY COMPOSITE BALLS. ALL LEVELS.**

**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 running time halves. Clock will begin with 1<sup>st</sup> play from scrimmage of each half and **WILL ONLY STOP** for injuries or time outs.

**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.** All **Varsity** games will be normal play format.

1. Each team will have 1 time out per half.
2. All levels will have a standard 40-second play clock to ensure that both teams are provided with consistent intervals between plays within a game. The 40-second play clock will be maintained by the field official.
3. 5-minute half time.
4. Game officials at their discretion can give water breaks during hot weather. Clock will stop. **ALL LEVELS.**

**Kickoffs:** There will be no kickoffs to start any half or after 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 officials.

**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 an 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. 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 team 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. A 10 second run off of clock time will be applied after the walk off punt.

## 2024 BICYFL GAME RULES

### MITES

**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

**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 officials.

**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.

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 an 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.**

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

**Punts:** On 4<sup>th</sup> down the offensive team may choose to go for the 1<sup>st</sup> down, punt, 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. A 10 second run off of clock time will be applied after the walk off punt.

### MIDGETS

**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:** A mercy rule can take effect in the second half only. An optional mercy rule at can be applied by the losing team when they're down by 24 points in the second half, but will be mandated no matter what at 35 points. Losing team can notify refs at any point in time, in the second half, when they're down by 24+ points that a mercy rule can take effect. It is advised that teams notify Richie ahead of time if you think a game may get out of hand (example undefeated team vs winless team playing one another)