

# OHIO PREMIER YOUTH FOOTBALL LEAGUE

RULES & POLICIES

2024

- The organizations within this league will abide by a binding Code of Conduct (attached to these rules) is recognized and enforced at every facility by the home organization's commissioner.
- The Ohio Premier Youth Football League rules of the game will follow those of the OHSAA and NFHS except for those areas discussed below.

### **General Rules**

1. U8 Mini Division – 1:00 pm  
U10 Junior Division – 2:30 pm  
U12 Senior Division – 4:30 pm
2. Game Length:
  - a. Mini Division – 8-minute quarters, normal clock – 40 second play clock.
  - b. Junior Division – 10-minute quarters – 35 second play clock.
  - c. Senior Division – 10-minute quarters – 35 second play clock.
  - d. Each Team will be given 3 timeouts per half – 35 second play clock.
3. Overtime Rules:
  - a. If at the end of regulation time the game score is tied, the winner of the contest will be selected in the following manner.
    - i. A coin flip will take place determining who has first possession in the overtime period. The winner of the coin flip will select to be on offense or defense first.
    - ii. If multiple attempts are required to determine the contest winner, the possessions will alternate if the score is still tied after the first attempt. The team on offense in the first attempt will be on defense in the second attempt – and so forth.
    - iii. First OT:
      1. The ball will be spotted on the 10-yard line and each team will have 4 downs to score. Normal scoring and extra points apply to the overtime period. If the game remains tied after the first OT, go to the second attempt. Repeat the process until a winner is determined.
4. NO KICK-OFFS – THE GAME WILL START WITH THE BALL PLACED ON THE 35-YD LINE.
5. Football Sizes – to be verified by the Head Referee at the beginning of each contest:
  - a. Mini Division – K2 sized football
  - b. Junior Division – K2 sized football
  - c. Senior Division – Junior sized football
  - d. Teams can choose to use the next size up but cannot use a smaller size.

6. Players Age:

- a. Players must not exceed the maximum age for each division regardless of the grade that they are in.
  - i. Mini Division – A player must be no older than 8 years old as of 11:59 pm on July 31<sup>st</sup> of the current year.
  - ii. Junior Division – A player must be no older than 10 years old as of 11:59 pm on July 31<sup>st</sup> of the current year.
  - iii. Senior Division – A player must be no older than 12 years old as of 11:59 pm on July 31<sup>st</sup> of the current year.

**Mini Division | 2 Coaches Permitted on Field**

1. Defense – OHSAA and NFHS rules apply. Exceptions Below:

- a. There are no rules preventing defensive players in the ‘A’ gap.
- b. No lining up over center.
- c. A team may not exceed 4 players on the line of scrimmage from “end to end” or 4-man front defenses until they enter the “Red Zone”. Once in the “Red Zone” a team may choose to run whatever defense they feel. Lining up over the center is still prohibited.
  1. “End to end” – With regards to aligning a defensive line, this is the area from the outside shoulder of last offensive player on the left side on the line of scrimmage designated as a Tackle or Tight End to the outside shoulder of the player on the right side on the line of scrimmage designated as a Tackle or Tight End, whomever is furthest from the center at the time the ball is snapped.
  2. Any defender on the line scrimmage must be in a 3-point or 4-point stance. 2-point stances are not permitted.
  3. Any defender lined up on the line of scrimmage outside of the furthest “End to End” offensive player, must be lined up at least 2 yards to the outside of the offense “End.”
  4. Red Zone – Inside the opponent’s 20-yard line.
- d. Linebackers or any player not on the line of scrimmage - within the “End to End” box must be 3 yards deep off the line of scrimmage and may not advance until the ball has been snapped.
  - a. Penalty = 10 yards

2. Offense – OHSAA and NFHS rules apply. Exceptions Below:

- a. There are no rules that prevent the offense from running the A' gap, nor are the rules for defending the 'A' gap. Lining up over the center is not permitted.
  - b. Scoring:
    - i. Touchdown: 6pts
    - ii. Extra Points:
      - i. Run – 1pt
      - ii. Pass – 2pts
3. Special Teams
1. There is no kicking of extra points.
  2. Punt
    - i. There is no live punting.
    - ii. The Head Coach must declare punt on 4<sup>th</sup> down if they are choosing to punt.
    - iii. Unless a timeout is called and upon declaring punt, the game official will pick up the football:
      - a. And step off 35 yards from the original line of scrimmage, unless this places the ball inside the 20-yard line, if so, the ball will be spotted on the 20-yard line.
      - b. The clock is stopped while the official “walks off” the punt.
      - c. There is no clock runoff for punts.
    - iv. If a timeout is called by either the Offense or Defense Coach on 4<sup>th</sup> down, and Punt is declared, the game official will pick up the football:
      - a. And step off 35 yards from the original line of scrimmage, unless this places the ball inside the 20-yard line, if so, the ball will be spotted on the 20-yard line.
      - b. There is no time runoff for punts.

### **Junior Division / Senior Division**

1. Defense – OHSAA and NFHS rules apply.
  - a. No lining up over center during shotgun formations. This includes red zone defenses.
2. Offense – OHSAA and NFHS rules apply. Exceptions Below:
  - a. Scoring
    - i. Touchdown: 6pts
    - ii. Extra Points:

- a. Run – 1pt
- b. Pass – 2pts

### 3. Special Teams

a. There is no kicking of extra points.

b. Punt

i. There is no live punting.

ii. The Head Coach must declare punt on 4<sup>th</sup> down if they are choosing to punt.

iii. Unless a timeout is called and upon declaring punt, the game official will pick up the football:

a. And step off 35yards from the original line of scrimmage, unless this places the ball inside the 20-yard line, if so, the ball will be spotted on the 20-yard line.

b. The clock is stopped while the official “walks off” the punt.

c. There is a 10 second runoff for punts.

iv. If a timeout is called by either the Offense or Defense Coach on 4<sup>th</sup> down, and Punt is declared, the game official will pick up the football:

a. And step off 35yards from the original line of scrimmage, unless this places the ball inside the 20-yard line, if so, the ball will be spotted on the 20-yard line.

## **Policies**

1. On-field Personnel
  - a. Coaches, players, cheer coaches, and cheerleaders only
  - b. No spectators
2. OHSAA Certified Officials
  - a. 3 Officials Preferred
  - b. Can use 2 at approval from visiting team.
3. Running Clock
  - a. A 24+ point lead at halftime will generate a running clock in the second half.  
The clock will only stop for:
    - i. Timeouts
    - ii. Touchdowns
    - iii. Turnovers
    - iv. Injuries
    - v. Other instances at discretion of Referees
4. Chains (Chain Gang)
  - a. Away Team runs chains on Away Team's sidelines.
5. Targeting / Unsportsmanlike Conduct
  - a. 1<sup>st</sup> offense – 15-yard penalty
  - b. 2<sup>nd</sup> offense (within same game) – 15-yard penalty and 1-game suspension for perpetrator
    - i. If a player is ejected during the first half, their suspension will only consist of the rest of the current game.
    - ii. If a player is ejected during the second half, their suspension will include the first half of the next game.
6. Score Reporting
  - a. Home team will submit scores to League President at the conclusion of the day (after all the games, not after each game)
7. Unruly Spectators – Disorderly/Disruptive Behavior
  - a. 1<sup>st</sup> Offense – Verbal warning from league official
    - i. Verbal warnings do not carry over week to week.
  - b. 2<sup>nd</sup> Offense (same day as 1<sup>st</sup> offense) – Removed from facility for the day.
    - i. Incident report filled out by the Home team's league official and submitted to league president

- ii. The perpetrator may return the following week.
- c. Any person that has a second ejection will be suspended for the rest of the season from all facilities.

#### 8. Rosters

- a. Final Rosters submitted at Preview Day. If there is no Preview, submit the Friday before the first game.
- b. Any roster additions must be reviewed by the rest of the League.
- c. No roster additions after Week 3.
- d. Teams must have rosters available at each game.

#### 9. Birth Certificate

- a. Only must be provided if an individual is questioned.
- b. Must produce before the next game is played.
  - i. If birth certificate is not produced, the previous game is forfeited, and the individual in question cannot play until one is provided.