



**MARSHALL COUNTY JUNIOR FOOTBALL LEAGUE**  
**GAME RULES 2011**  
(Revised February 19, 2011)

**NOTE:**

*Rules which have been revised or added as a result of our meeting on February 19, 2011 will appear in red italicized print.*

**Points of emphasis for the 2011 season will appear in bold yellow highlighted print.**

SECTION A: BASIC RULES: All MCJFL games are played under the Rules and Regulations of the Indiana High School Athletic Association, and all its affiliated National organizations, with the exception of specified MCJFL rules. The free substitution rule is always in effect

SECTION B: SPECIFIC: MARSHALL COUNTY JUNIOR FOOTBALL LEAGUE

1. TIME OF QUARTERS: 10 minutes
2. TIME CLOCK: The time clock will be kept on the field or the scoreboard if available. The time clock will follow the IHSAA rules. The play clock starts on the touching of the ball after the kick, **45 seconds to snap. All special teams' executions have a 20 second clock after the snap.**
3. KICK OFFS:
  - a. On a 100 yard field – 40 yard line
  - b. If the field is less than 100 yards, from the X – as marked by the field director.
4. INTERMISSIONS: ALL MCJFL divisions are subject to the following game intermission times:
  - a. Between 1<sup>st</sup> & 2<sup>nd</sup> and 3<sup>rd</sup> & 4<sup>th</sup> quarters .....2 minutes
  - b. Halftime, at the end of the 2<sup>nd</sup> quarter .....10 minutes
5. SCORING
  - a. Touchdown.....6 points
  - b. Extra point after touchdown:
    - i. Run or pass .....1 point
    - ii. Kick .....2 points
  - c. Field Goal .....3 points
6. \*PAT – **On the PAT or Field Goal, block must be placed within the confines of the “Tackle to Tackle” of the Offensive line. The splits maybe no wider than double arm length. All special teams' executions have a 20 second clock after the snap.** *For the PAT there will be two (2) chances to execute a successful center to holder exchange. If the first attempt requires the holder to leave his position and take more than one step to retrieve the ball there is no attempt; the ball is set again for play. If the second attempt results in the holder leaving his position and taking more than one step to retrieve the ball the attempt is considered No Good or missed. There is still no rushing of the attempt allowed by the defense.*
7. COACHES ON THE FIELD: Only one coach is allowed on the field, except during time-outs. **The coach must not interfere with play** and must be 10 yards off the line of scrimmage during the snap of the ball. Interfering with the play includes such actions as, but is not limited to, physically moving players into position once the teams are set for play, not being 10 yards from the line of scrimmage, and changing plays or calling audibles at the line of scrimmage. Electronic communication is prohibited. *Failure to comply with this rule will result in an Unsportsmanlike Penalty. Refer to PENALTY section of rules for further information.*
8. TIME OUTS: Each team is permitted five (5) time-outs during each half in the lower division. Under two minutes the maximum number of timeouts is three (3). The upper division is permitted three (3) time-outs per half. A time out is one minute.
9. **WEIGHT RESTRICTIONS:** All players over the designated weight for there division, (for carrying the ball) will wear a contrasting strip on their helmet, running from front to rear of helmet. At no time may any helmet warning labels be covered! **All award stickers must be applied in such a manner that they are not mistaken as a stripe.**



10. KICKING SITUATIONS: During a kicking situation, the coach for the kicking team will announce whether his team will or will not punt the ball. If the punting team announces that they are going to punt, there will be NO rushing or crossing the line of scrimmage by either team. The following are penalties for this situation: **All special teams' executions have a 20 second clock after the snap.**
  - a. **Saying that you are going to punt and you DO NOT...15 yards (Against the kicking team)**
  - b. **Kicking the ball and NOT announcing that you will kick ...15 yards (Against the kicking team)**
  - c. **Rushing the kicker (when it has been announced that the ball will be punted) 15 yards (against the defensive team); and the offensive team will retain possession of the ball (Off sides is not rushing the kicker).**
  - d. **Illegal Defensive Alignment ...15 yard & Automatic 1<sup>st</sup> down (Defensive alignment needs to include at least 4 linemen on the line of scrimmage)**
11. DEFENSIVE FORMATION: There shall be no more than 8 players within 5 yards of the line of scrimmage and no more that 6 players within 3 yards of the line of scrimmage. No more than 8 players are allowed in the box. The box goes sideline to sideline. Must have at least 4 players on the line of scrimmage (in either the up or down position) and not to exceed 6 players on the line of scrimmage (including goal line defense). *Regardless of weight/stripping the defensive players aligned within the offensive tackles must be in a down position. Those aligned in a 7 technique or wider (inside shoulder of the TE) may play in an up or down position.*
12. **NO BLITZING!!!! It is not a blitz when the quarterback rolls out or initiates a play action. It is only a blitz if the QB drops straight back to pass.**
13. GAME DISRUPTIONS: Any interference, disruption, harassment, or continuing argument causing any problems to referees, coaches, or League Officials by any spectator, parent, player, coach, etc. will not be tolerated. See "Zero Tolerance Policy"
14. **THREE TOUCHDOWN LEAD:** *If a team has a three (3) touchdown lead (not including PATs) they must run all offensive plays between their tackles. They will not be allowed to pass the ball, run plays to the outside, must punt on 4<sup>th</sup> down, and may not execute onside kicks. Failure to abide by this rule will result in an Unsportsmanlike Penalty and loss of down. NOTE: If the opposing or trailing team scores, then the team in the lead may resume their normal offensive approach until such time as they regain a 3 TD lead. If a player takes a hand-off between the tackles and "bounces" to the outside once clearing the line of scrimmage, this is permissible.*
15. PROTESTS: Only the head coach or acting Head coach is allowed to file a protest of the game. First the acting head coach should immediately notify the official and opposing coach that the game is being played under protest. A protest should not be considered valid, if protested after the game is complete, unless: The reason for the protest was caused during the last play or plays of the game, preventing a time-out being called by the protesting coach. Second, a written protest should be filed with the current Board President, written 48 hours after the game under protest. Third, the Board of Directors should meet within 7 days to resolve the protest. The current Board President will determine if the protest is valid before bringing the protest to the board. Video footage is not used to determine or resolve protests. Walking off the field is not a protest. It is unprofessional. Should this occur, the exiting coach will forfeit the game, and the coach will be brought before the board of directors.

SECTION C: AWARDS: The Commissioners of each area will decide awards. No championship trophy will be awarded. All players are champions.