

2006
Rule Differences For Youth Conferences
Rules that are used as exceptions to the NFHS Rule Book

West Coast Youth Football Conference

	FLYWEIGHT	SUPER MID	MIDGET	JUNIOR VAR	VARSIITY
Quarter Length	8 minutes	8 minutes	8 minutes	10 minutes	10 minutes
Mercy Rule*	30 points	30 points	30 points	30 points	30 points
Half-Time Length	7 & 3	7 & 3	7 & 3	7 & 3	7 & 3
Overtime	Kansas TB	Kansas TB	Kansas TB	Kansas TB	Kansas TB

* **Mercy Rule:** If a team leads at anytime during the game by 30 points or more, the clock shall run continuously with exception of team and officials time-outs. In the event the score differential falls less than 30 points at anytime during the remainder of the game, the clock will revert back to normal timing. In addition, if a running clock is in effect, the winning team may not call a time-out during the last two minutes of the fourth quarter.

NEW ADDITION: Chains **MUST** be on side of field opposite a working press box

Flyweight Rule Addendum 1:

One (1) coach may be on the field with each team and may not have contact, including verbal, once the ball is snapped. This is "Coaching Interference" live ball foul. First offense: warning to the coach and 5 yard penalty; Second offense: 15 yards for unsportsmanlike conduct; Third offense: 15 yards for unsportsmanlike conduct and ejection of the coach.

Flyweight Rule Addendum 2:

Only one defensive player may line up between the offensive guards. This permitted defensive player may choose to line up in the gap or head-on with the center. This defensive player must be in a 3 or 4 point stance. Violation of this rule is a dead ball foul for "Illegal Defense" and shall result in a 5 yard penalty assessed against the defensive team.

The intent of this rule is to protect the center from a bull rush of multiple defensive players. There can be only one player on the line of scrimmage between the offensive guards. A few diagrams are included below. One good question is where can the linebacker be positioned. This again goes back to the intent of the rule, to protect the center and to be able to get the play started. The linebacker needs to be positioned where there is a clear distinction between himself and the defensive lineman. Officials should use an imaginary line parallel to the LOS and behind the furthest most point of the lineman's body from the LOS (most likely his feet since he will be in a 3 or 4 pt stance). Any linebacker positioned past this imaginary line before the snap of the ball would be flagged for "Illegal Defense". This penalty is a dead ball foul. Our intent is to protect the center. So, when the quarterback begins his cadence and the start of the play is imminent, the official should blow the play dead and flag the defense.

All other players have to lineup outside of the guards or on an outside shade. They can be standing or in a lineman's stance. None of these players are allowed to stunt into the A gap. There is no blitzing of the A gap.