

S.A.F.L. RULES SHEET

	PEE WEE	JUNIOR	SENIOR	EXCEPTIONS / NOTES
EMT / AED	YES	YES	YES	NO EMT OR NO AED = NO GAME
FIELD YARDAGE	80	100	100	
GAME TIME - VARSITY	12 MINUTES RUNNING	8 MINUTES STOP	10 MINUTES STOP	PEE WEE - STOP ON CHANGE OF POSSESSION; AFTER SCORE; ON INJURY AFTER 1 MINUTE EXCEPT INSIDE 2 MINUTES OF EACH HALF / JUNIOR & SENIOR - AT ANY POINT IN THE 4th QUARTER, IF A TEAM IS WINNING BY <u>30 OR MORE POINTS, THE CLOCK SHALL RUN</u> . THE CLOCK WILL ONLY STOP FOR TIMEOUTS. ONCE RUNNING TIME IS IMPOSED IT DOES NOT REVERT TO STOP TIME, NO MATTER WHAT THE SCORE
GAME TIME - JV	12 MINUTES RUNNING	15 MINUTES RUNNING	15 MINUTES RUNNING	STOP ON CHANGE OF POSSESSION; AFTER SCORE; ON INJURY AFTER 1 MINUTE EXCEPT INSIDE 2 MINUTES OF EACH HALF
TIMEOUTS - VARSITY	2 FULL PER HALF	3 FULL PER HALF	3 FULL PER HALF	
TIMEOUTS - JV	2 FULL PER HALF	2 FULL PER HALF	2 FULL PER HALF	
KICK OFFS	NO KICKOFF	NFHS	NFHS	PW ONLY - NO KICKOFF, BALL SPOTTED ON 40 YARD LINE
RESTRICTED PLAYERS ON KICKOFFS	NO KICKOFF	NO	NO	IF TEAM DOESN'T HAVE 11 PLAYERS, THEN BALL SPOTTED ON 35 YARD LINE IN JUNIORS & SENIORS
PUNTS	<u>10</u> YARD WALK OFF OR FREE SCRIMMAGE KICK, NO RUSH	NFHS	NFHS	PEE WEE ONLY - **HALF THE DISTANCE IF PUNT IS AT OR INSIDE THE 20 YARD LINE **DEAD WHERE THE BALL ROLLS TO **IF SNAP IS MUFFED, KICKER PICKS UP BALL AND PUNTS **RESTRICTED PLAYERS CAN PUNT ** NO FAKES/RUSH
PAT / FIELD GOAL	NFHS EXCEPTION - 1 POINT FOR A RUN, 2 POINTS FOR A PASS OR KICK/FREE KICK	NFHS EXCEPTION, 1 POINT FOR A RUN, 2 POINTS FOR A PASS OR KICK	NFHS EXCEPTION, 1 POINT FOR A RUN, 2 POINTS FOR A PASS OR KICK	PEEWEE ONLY - MOVE SNAP UP 10 YRDS; NO RUSH/FAKES; RESTRICTED PLAYERS CAN KICK ALL LEVELS - THE DEFENSE CANNOT SCORE BY MANNER OF RETURNING AN ATTEMPTED CONVERSION, VIA A TURNOVER
HEAD UP ON SNAPPER	NO	NO	NO	NO DL SHALL LINE HEAD UP ON THE SNAPPER ON PUNTS/FG/PAT
SAFETY	NFHS	NFHS	NFHS	PEEWEE - 2 PTS; BALL ON 40 YARD LINE
BLOCK BELOW WAIST	NO	NO	NO	INCLUDES BOTH OFFENSE & DEFENSE
BLITZING	NO	NFHS	NFHS	
RESTRICTED PLAYERS ON DEFENSE	MAX 4	MAX 5	MAX 5	PLAYERS WITH NUMBERS 50 TO 79 / DL MUST BE LINED UP ON SHOULDER OF OL; MUST MOVE FORWARD & FIRST CONTACT OL AT SNAP. 5 YARD PENALTY AFTER INITIAL WARNING. PLAYERS MUST BE IN A DOWN POSITION, IN A 3 OR 4 POINT STANCE
RESTRICTED PLAYERS ON OFFENSE	MAX 5	MAX 5	MAX 5	NUMBERS 50 TO 79, MAY WEAR NUMBER 90 TO 99
HYBRID PLAYERS NUMBER 90 to 99	YES	YES	YES	PLAYERS WITH NUMBERS 90 TO 99 MUST BE UNRESTRICTED PLAYERS / OFFENSE - <u>MUST</u> PLAY THE LINE / DEFENSE - MAY PLAY ANY POSITION, INCLUDING THE LINE / THEY MAY PLAY SPECIAL TEAMS
NON-RESTRICTED PLAYERS MUST ON END OF LINE	YES	YES	YES	5 YARD PENALTY FOR ILLEGAL FORMATION IF NOT
SWINGING GATE / WEDGE FORMATION	NO	NO	NO	ILLEGAL WEDGE WILL BE 15 YARDS SPOT FOUL
OVERTIME - VARSITY ONLY	YES	YES	YES	NFHS COIN TOSS ; 1 TIMEOUT TEAM; BALL PLACED ON THE 15 YARD LINE TEAMS CAN OBTAIN A 1st DOWN; 1 OT SERIES MAX (EXCEPT PLAYOFFS)
COACHES ON FIELD - V	2 - 1st 4 GAMES; 0 - FINAL 4 GAMES & PLAYOFFS	0	0	MUST BE 10 YARDS BEHIND DEEPEST PLAYER OR OFFICIAL
COACHES ON FIELD - JV	2	2	2	MUST BE 10 YARDS BEHIND DEEPEST PLAYER OR OFFICIAL
SCORING DIFFERENTIAL	24	34	44	IF DIFFERENTIAL IS EXCEEDED BOTH COACHES MUST EMAIL THEIR CONFERENCE COORDINATOR

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