

April 23, 2009

ROCKVILLE FOOTBALL LEAGUE PEE-WEE
AND PONY DIVISION

PLAY; Game will be played in accordance with the USA Football rules except in those cases where RFL rules have been specified.

TIME: The game consists of four 10 minute quarters (Running Clock). A two (2) minute warning will be given at the end of each half. The clock will be stopped to notify each coach of the 2 minute warning. The Referee will then restart the clock. In the last 2 minutes of each half the clock will operate within the USA Football rules. During the playoffs the clock will also be stopped in the fourth quarter of the game for all scores and start when legally touched by either team after the kickoff.

TWENTY-FIVE SECOND RULE: (After ball is marked ready for play).

First violation: Stop clock and warn coach

Second violation: 5-yard penalty.

All further violations: 5-yard penalty and loss of down.

This rule will be strictly enforced.

HALFTIME: Will be 10 minutes in duration.

1. Play begins with a kickoff from the kickers 40-yard line. Kick untouched out of bounds, place the ball 25 yards from where kicked or at the inbounds spot if the kick does not go 25 yards.

2. SCORING:

a. Touchdown: 6 points

b. Field goal: 3 points

c. Safety: 2 points

d. Extra point:

(1). Run: 1 point.

(2). Kick (with rush): 2 points

(3). Kick (without rush): 1 point

3. PLACE KICK AND LONG SNAP:

a. Ball must be snapped between the snappers legs, and must leave his hands before touching the ground or any other player. (No player may receive the ball from under center). The holder may receive the ball either with one knee on the ground or standing. Holder may recover the snap and retain the same options of going back to a knee for a kick, advance, pass or run the ball.

4. DECLARED KICK:

a. A declared kick or “FREE KICK” may be announced by the offense at any time. This intention must be announced by the referee. (If a time-out is granted before the kick is made then the intention must be announced again before the ball is marked ready for play.)

b. Rushing the punter is prohibited. No defensive or offensive player may cross the line of scrimmage until the kick has been made.

c. There will be at least 7 players from each team on the line of scrimmage during the kick.

d. The kicker must kick the ball from approximately the same area he receives the snap. He may not move outside the tackles.

7. POINT DIFFERENTIAL RULE: This rule applies when a team is 25 or more points ahead in the fourth quarter.

a. Clock only stops for injury or time-out by team behind in score.

b. Team ahead may not pass (Forward or backward).

c. Only one hand-off.

d. If team ahead scores they may not on-side or squib kick.

e. The game may be shortened or ended if the team behind wishes.

VIOLATION OF b, c, or d: Immediately stop play and penalize 5 yards, and loss of down.

8. TIE GAME: If the game ends in a tie during the regular season it will end as a tie. During the playoffs the USA Football ten-yard overtime procedure will be used.

NOTE: The Officials can use discretion and restrict a player to the bench for as long as they deem necessary rather than an ejection for serious offenses.

Delays for Injury, Thunder, Lightning

1. Thunder or Lightning: Clear field, Must wait **30 minutes** from last occurrence.
2. Injury or Thunder or Lightning: If game is delayed as to interfere with the following game start time use the following criteria:
 - Second half and point spread has been reached – Game over
 - Fourth quarter and either team has a 14 –point lead – Game over

Game: Less than a 2 touchdown lead; Officials must record status of game (score; team in possession; down and distance; ball location; number of time outs remaining; time left in game).

Use common sense. If possible finish game but not at expense of the nights schedule.