ORVYFL TACKLE RULES

Officials Copy

F. Two (2) C-Team coach may be on the field during play. Two (2) B-Team coaches are required to be ten (10) yards behind the line of scrimmage at the snap of the ball. Field coaches must cease verbal instruction once the quarterback is under center. Violation will result in an unsportsmanlike conduct call after one (1) warning and a fifteen (15) yard penalty with the 2nd infraction. Subsequent infractions will result in another unsportsmanlike penalty and the coach being removed from the game. On the defensive side of the ball the coach must be behind the last defender.

**PLAYING RULES**

G. Period of play will be eight (8) minute quarters. The clock will start on the snap of the ball.

H. Halftime will be ten (10) minutes.

I. A played deemed to be over the weight limit must have one hand on the ground at the snap of the ball. The 1st offense will result in a verbal warning from the official. The 2nd offense will result in a fifteen (15) yard unsportsmanlike penalty.

J. Per WVSSAC Football Rule, there will be forty (40) seconds between plays starting immediately after the whistle signaling the end of the last play, the exception being on plays resulting in a first down in which the forty (40) seconds will begin with the whistle from the official signaling the spot of the ball. This rule will be adhered to as follows:

i. A-Team and B-Team will play by the rule as outlined by the WVSSAC and abide by the forty (40) seconds between plays as described above.

ii. C-Team will play by the rule as outlined by the WVSSAC with the exception of allowing forty-five (45) seconds between plays as described above.

K. Kickoff will not be allowed. Instead the ball will be placed on the teams own 35-yard line

L. Kickoffs are allowed in A-Team games, however, an onside kick cannot be recovered as a change of possession if the recovering team is ahead by more than 24 points. Instead, the ball will be treated as a downed punt and be retained by the receiving team. If the kickoff is muffed or hits the kick return team, then it will be downed at the spot amd the ball will be retained by the receiving team. Only a fumbled kickoff return can be recovered by the kicking team.

M. Punting is allowed in A-Team games with no rush and the ball will be placed where the ball is whistled dead. A team can also choose the same option as the B and C Teams - if the team has to punt the ball, the coach must inform the referee that it wishes to punt. At which point, the ball will be moved 30 yards from the line of scrimmage. However, the ball shall not be placed no further than the 10-yard line.

N. One (1) time per game each team may request an onside attempt following that team scoring a touchdown. This onside attempt would be done as follows:

i. Following a touchdown score the Head Coach must make the request to the official on their sideline that they are electing to use their one (1) designated onside attempt. The one-time request for an onside attempt may be used at any time during a game following a touchdown score.

ii. The football will then be placed on the requesting team’s 35-yard line.

1. The requesting team will have one (1) offensive play in attempt to gain 10 yards.

iv. If the requesting team gains ten or more yards, they will turn the ball over on downs and the opposing team will take possession of the football from the spot at the end of that play.

1. If the requesting team fails to gain at least ten yards, they will turn the ball over on downs and the opposing team will take possession of the football from the spot at the end of that play.
2. If a team is either up or down by sixteen (16) or more points, they may not request an onside kick attempt.

\* This is not an option for C TEAM games.

N. Beginning with the start of the 3rd quarter, if a thirty (30) point differential has been reached at any point, the referee will signal to the clock operator to keep the game clock running with the following exceptions: ● Clock stopped for injured players ● A charged team timeout is awarded ● There is a change of possession ● There is a score ● A try for point after touchdown ● Any extended delay If at any point during the 3rd quarter, the point differential is reduced to sixteen (16) points or less the referee will signal to the game clock operator to stop the clock and game play will return to regular game time rules. However, if a thirty (30) point differential is reached again at any point in either the 3rd or the 4th quarter, the referee will signal to the clock operator to keep the game clock running for the duration of the game with the exceptions that are listed above. When any of these instances occur, the referee will signal to the clock operator to stop the clock and to restart at the appropriate time. The game clock will continue to run when any of the following occur ● An incomplete or illegal forward pass ● Runner goes out of bounds ● For penalty administration, including delay of game calls ● When a first down is gained with no change of possession ● When there is a change in possession and the team that had posession at the beginning of the down has possession at the end of the down The remainder of the 3rd and 4th quarters will be played by this rule, even if the differential is lessened to under thirty (30) points.

O. The ORVYFL will use the WVSSAC rule during overtime periods

R. If Locker rooms are used, they must be available for both teams.

P . A-Team full participant’s weight is 130 pounds. If the participant weighs over 130 pounds, the ORVYFL will identify the participant on the roster and the ORVYFL Member must issue the participant an identifier decided by the ORVYFL. The player will be required to follow the following restrictions:

1. The participant must start every play in a 3- or 4-point stance on the line of scrimmage.
2. The participant must be on the line of scrimmage.
3. The participant will not be permitted to catch passes, throw passes, take hand-offs, give hand-offs.
4. The player will be able to advance an interception or a fumble.

Q. B-Team full participant’s weight is 100 pounds. If the participant weighs over 100 pounds, the ORVYFL will identify the participant on the roster and the ORVYFL Member must issue the participant an identifier decided by the ORVYFL. The player will be required to follow the following restrictions:

1. The participant must start every play in a 3- or 4-point stance on the line of scrimmage.
2. The participant must be on the line of scrimmage.
3. The participant will not be permitted to catch passes, throw passes, take hand-offs, give hand-offs.
4. The player will be able to advance an interception or a fumble.

**3rd & 4th GRADE Defensive Playing Rules**

* **The defense must be in a 4-3-4 formation unless a goalline formation is permitted (see below).**
* **A Nose guard is not permitted, the DL must be heads up on the guard.**
* **Linebackers & Corners must be 3 yards off the line of scrimmage**
* **Safety’s must be 8 yards off the line of scrimmage, unless a team has multiple Wr’s and then the Safety can be moved up and considered a corner.**
* **A team can go into a goaline formation if the ball is inside the 10 yardline, or if it is a 4th down play.**
* **Blitzes are allowed but must be at the snap of the ball.**
* **Interior defensive lineman must be in a 3 point stance**

**3rd & 4th GRADE Offensive Playing Rules**

* **Lineman can’t split more than 1 yard**
* **No unbalanced formations**
* **Can only have twins on 1 side of the ball**
* **No across the field motions**

**5th and 6th GRADE Defensive Playing Rules**

* **Nose must be in A gap if the opposing team is in shotgun.**
* **If running a nose guard, tackles must be B gap or wider**
* **Linebackers must be 3 yards off line of scrimmage, with the exception of 1 Linebacker can show blitz.**
* **No more than 6 guys at line of scrimmage on defense, unless in a goaline situation (Inside the 10 yardline, or in a 4th down situation).**
* **Can be in a 5 man front with the exception of 1 Blitzer, the Linebacker blitzing can not be any closer than the heels of the closest lineman.**
* **Interior defensive lineman must be in a 3 point stance.**