

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; CLOCK STOPS ON INJURY AFTER 1 MIN OF RUNNING EXCEPT IN LAST 2 MINUTES OF HALF
GAME TIME - JV	12 MINUTES RUNNING	15 MINUTES RUNNING	15 MINUTES RUNNING	STOP ON CHANGE OF POSSESSION; AFTER SCORE; CLOCK STOPS ON INJURY AFTER 1 MIN OF RUNNING EXCEPT IN LAST 2 MINUTES OF HALF
TIMEOUTS - VARSITY	2 FULL	3 FULL	3 FULL	
TIMEOUTS - JV	2 FULL	2 FULL	2 FULL	
KICK OFF FROM	NO KICKOFF	40 YARD LINE	40 YARD LINE	PW ONLY - NO KICKOFF, BALL STARTS ON 40 YARD LINE
OVERWEIGHTS ON KICKOFFS	NO KICKOFF	NO	NO	NO LESS THAN 9 PLAYERS ON KICKOFFS; IF TEAM DOESN'T HAVE 9 PLAYERS, THEN START ON 35 YARD LINE
PUNTS	<u>10</u> YARD WALK OFF OR FREE KICK, NO RUSH	NCAA	NCAA	PEEWEE - NO RUSH; DEAD @ SPOT; IF MUFF, PUNTER PICKS UP BALL AND PUNTS
PAT / FIELD GOAL	FREE KICK - 1 POINT FOR A RUN, 2 POINTS FOR A PASS OR KICK	NCAA - EXCEPTION, 1 POINT FOR A RUN, 2 POINTS FOR A PASS OR KICK	NCAA - EXCEPTION, 1 POINT FOR A RUN, 2 POINTS FOR A PASS OR KICK	PEEWEE - MOVE SNAP UP 10 YRDS; NO RUSH or FAKES; MUFFED SNAP = DEAD ALL LEVELS THE DEFENSE CANNOT SCORE BY MANNER OF RETURNING AN ATTEMPTED CONVERSION, VIA A TURNOVER
SAFETY	2 POINTS, NO KICK	NCAA	NCAA	PEEWEE - 2 PTS; BALL ON 40 YARD LINE
BLOCK BELOW WAIST	NO	NO	NO	INCLUDES BOTH OFFENSE & DEFENSE
BLITZING	NO	NCAA	NCAA	
HEAD UP ON SNAPPER	NO	NCAA	NCAA	
OVERWEIGHT PLAYRS ON DEFENSE	MAX 4	MAX 5	MAX 5	MUST BE LINED UP ON SHOULDER OF OL; MUST MOVE FORWARD & MAKE FIRST CONTACT WITH OL. 5 YARD PENALTY AFTER INITIAL WARNING.
END OF LINE MUST BE UNDERWEIGHT	YES	YES	YES	5 YARD PENALTY FOR ILLEGAL FORMATION IF NOT
SWINGING GATE ALIGNMENT / WEDGE FORMATION	NO	NO	NO	THE FOUL FOR FORMING AN ILLEGAL WEDGE WHETHER DURING A PUNT RETURN, A KICK RETURN, OR FROM THE LINE OF SCRIMMAGE, IS LOSS OF 15 YARDS ENFORCED FROM THE SPOT OF THE FOUL.
OVERTIME - VARSITY ONLY	YES	YES	YES	COIN TOSS CALLED BY AWAY TEAM; 1 POSSESSION EACH; BALL STARTS 15 YARD LINE (TEAMS CAN OBTAIN A 1st DOWN) 1 FULL TIMEOUT PER OT; 1 OT MAX (EXCEPT PLAYOFFS)
COACHES ON FIELD - VARSITY	2 COACHES 1st 4 GAMES 0 COACHES LAST 4 GAMES & PLAYOFFS	0	0	10 YARDS BEHIND FURTHEST PLAYER OR OFFICIAL
COACHES ON FIELD - JV	2	2	2	10 YARDS BEHIND FURTHEST PLAYER OR OFFICIAL
ROSTER EXCHANGE	YES	YES	YES	HOME COACH MUST INTRODUCE HIM/HERSELF & BOTH COACHES EXCHANGE GAME DAY ROSTERS FROM WEBSITE
SCORING DIFFERENTIAL	24	34	44	IF DIFFERTIAL IS EXCEEDED BOTH COACHES MUST EMAIL VC COACHES