

NORTH CANTON – PERRY – PLAIN

STANDING RULES

THE GAME

The Ohio High School Athletic Association scholastic rules shall apply with the following exceptions:

- 1) The playing field will be 50 yards wide by 80 or 100 yards with 10 yard End Zones. The length will be determined by the field location.
- 2) **Length of season will be determined by the conference.**
- 3) All games will be played on Saturday. “B” games will start at 1:00 PM. The “A” game will start ten minutes after the conclusion of the “B” game, approximately at 3:00 PM. .

Half times will be 10 minutes long unless shortened by consent of both Head Coaches and the game officials. (not to be shortened less than 5 minutes) . In the 4th quarter, if there is more than a 35 point difference in score, the time clock will run continuously.

When playing at Perry and Plain, there will be 2 “B” games and 1 “A” game. The first “B” game will be at 1:00 PM. The 2nd “B” game (between Perry and North Canton) will be at approximately at 2:30 PM. The “A” game will be at approximately 4:00 PM.

- 4) “A” & “B” games shall consist of four, eight minute quarters with ten-minute halves.
- 5) Timeouts shall be limited to three, one-minute timeouts per half. Each team is permitted two (2) coaches on the field (in the huddle) during time-outs. Only head coaches or his designated assistant coaches are permitted on the field unless attending to an injured player.
- 6) If clock is not working, the referee will notify each head coach when four minutes remain in each half.
- 7) Maximum penalty shall be 10 yards for all major penalties on an 80 yard field & 15 yards on a 100 yd field.
- 8) There will be no kick-off for “A” & “B” teams. The ball will be placed on the 25 or 35 yard line of the “A” and “B” receiving team on 80 or 100-yard fields respectively.
- 9) “A” Team: In the event of a safety, following with a “free kick”, the ball will be placed at midfield on both an 80 or 100 yard field respectively.
“B” Team’ Safety, ball is on placed at midfield on both an 80 or 100 yard field respectively.
- 10) Team areas will be between the 25-yard lines. Head coaches will be responsible for the conduct of all persons in this area. Penalty for unsportsman like conduct will be 10 yards on an 80 yd field and 15 on a 100 yd field.
- 11) There shall be three official league footballs. Wilson “TDY” for “A” games, Wilson “TDJ” for “B” games, and Wilson “K-2” for Flag games, or any other comparable brand ball. Any other ball must be same size and approved by the game official.
- 12) Players without required equipment (proper footwear, athletic supporter, mouthguard) will not participate in games or practices. Mouth guard must attach to the helmet. All players shall wear an all-purpose type shoe with a soft-top and toe. They must also have a maximum ½” high, molded cleat to molded sole. Steel or hard cleats are not used in the league.
- 13) “B” Team punt will be a free kick. The punter must report to the referee that he intends to punt. The center snaps the ball to the kicker. Play becomes live when the ball is kicked by the punter. Once the punter has reported to the referee or the offense is in punt formation, the ball must be kicked by the punter. “A” team punter must be within the weight limit for advancing the ball.

- 14) Extra points shall be as follows: One point for running, two points for passing and the receiver must catch the ball with both feet in the end zone. The referee will inform the scorekeeper the number of extra points.
- 15) "A" & "B" games that end in a tie will be resolved by overtime. A coin toss will determine choice of first possession. The ball will be placed on the 10 yard line. All other OHSAA rules will be used for overtime.
- 16) For "A" & "B" team games, a coach can play any and all players. On Monday "A" night games and Tuesday night "B" games, teams must play those players who did not participate on a Saturday game. If necessary to use players who played on Saturday to play on Monday or Tuesday, they cannot play their starting positions.
- 17) **Only one (1) mandatory scrimmage will be set by the league each year. One (1) scrimmage outside the league is permitted prior to the preview. The commissioner must be notified of the scrimmage. No scrimmages outside the league are permitted after the preview.**

DEFENSE

- 1) Defensive alignments are to be either 6-1 or a 5-2 (see attached diagrams outlining authorized defensive alignments. No deviation is allowed except as outlined in item 4 below) for both "A" and "B" teams. Down linemen and interior linebackers must be head-up on the offensive linemen (no gaps). This means an interior linebacker or defensive lineman must be directly over the offensive center, two guards, and two tackles. Also, linebackers must be within two to five yards from the ball. The interior down linemen are within one yard from the line of scrimmage. Defensive ends must be directly over or outside shoulder (not inside) of the offensive end.
EXCEPTION:
 - A) If the offensive end splits more than 1 yard, the defensive end may line up anywhere outside of the offensive tackle or outside of the offensive end.
 - B) If the offense has a wing formation (back lined up off the offensive end), the defensive end may line up on the outside shoulder of the wing back.
- 2) No stunting by linebackers, safeties, or cornerbacks. Stunting is defined as forward movement by a linebacker, safety, or cornerback (outside DB) before the snap of the ball. No rocking or running start by linebackers, safeties, or cornerbacks. Cornerbacks and/or safeties may move backwards or parallel to the line of scrimmage if the offensive back is in motion or shifting before the snap. No defensive lineman may shift (stemming) once the offensive line is set, except for an unbalanced line situation. A minimum of two safeties must be seven yards deep. (Exception, see #4)
- 3) No stacking of linemen, linebackers, or corners by the defense. This is where an interior offensive lineman is "not covered" by a lineman or linebacker and another offensive lineman has more than one DL/LB/CB over him. (Exception, see #4)
- 4) Any defensive set may be used on 4th down or inside the defensive 15-yard line on any down. No stunting or stemming still applies to the defense.
- 5) The penalty for an infraction of any of the above rules is a ten-yard unsportsmanlike penalty on an 80 yard field and 15 yards on a 100 yd field. The official first warns the team and the head coaches of the violation. A penalty will be imposed on the second offense and thereafter.

OFFENSE

- 1) The interior offensive line may split a maximum of one yard (five interior offensive linemen)

- 2) Unbalanced Line
 - a. An unbalanced line can be used for “A” and “B” team games.

 - b. In an unbalanced line situation, both ends must be eligible to advance the ball. (no stripe on helmet).

WEIGHT LIMIT

- 1) The following players may advance the ball on offense, “A” team; 125 lbs. or less; “B” team; **105 lbs.** or less.

Any player ineligible to advance the ball on offense, also can not advance the ball on defense. If an ineligible player intercepts a pass, recovers a fumble or blocked punt, the ball is dead at the point of recovery.

- 2) The Commissioner shall be responsible for weighing players. All teams will be weighed in the weekend before preview weekend on the same scale by the Commissioner. The Commissioner must approve any player missing weigh-ins before the player advances the ball on offense. Any player over the weigh limit cannot play in an offensive position eligible to advance the ball. (Backs, ends)

A second weigh in will be held at mid season at a day to be determined by the commissioner. Only those players who were initially within 120 to 125 lbs to be weighed in for ‘A’ team and 100 to 105 lbs on ‘B’ team. There will be a 8 lb weight increase for the 2nd weigh for the ‘A’ team and a 5 lb increase for the ‘B’ team (‘A’ team 133 lbs, ‘B’ team 110 lbs). **Failure to have a player weigh in the 2nd time will result in the player having a stripe added to his helmet and no longer being able to play in an offensive position eligible to advance the ball (Backs, ends). If a player does not weigh in and continues to play in an offensive position eligible to advance the ball, all games he played in will be forfeited.**

All weigh-ins are open to all leagues. League officials must notify each league as to when their weighins will be held. All leagues can not weigh in prior to the weekend prior to preview weekend.

- 3) Identification: All players not eligible to play in an offensive position to advance the ball must have a stripe from front to rear in the center of the helmet. The stripe must be of an opposite color of the helmet and be clearly recognizable.

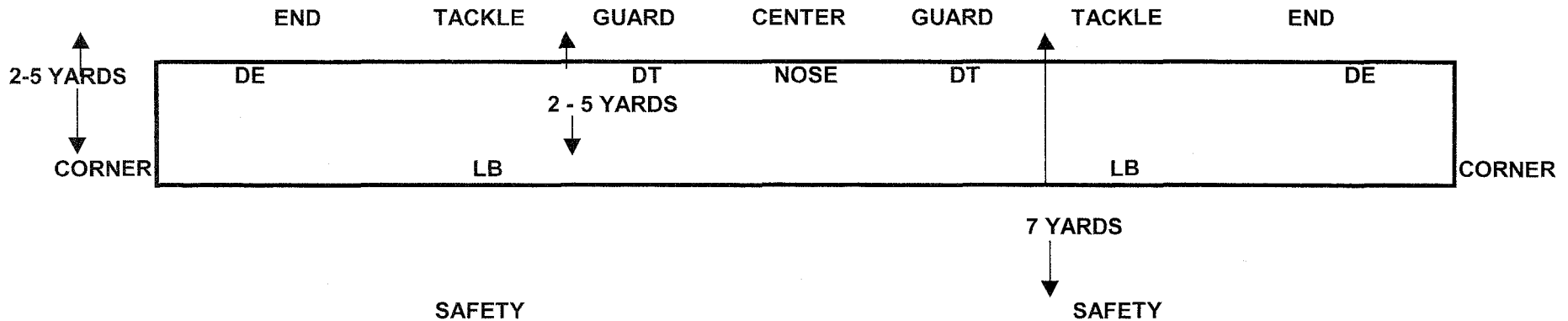
SPECIAL NOTES

- 1) The Commissioner of each league keeps all roster records. Coaches must turn in copies of their rosters to include players’ name, weight (determines if striped or not), date of birth, grade, and game jersey number. Each coach is to have a roster for each game for the opposing team.

APPROVED 2-17-09

ITEMS IN BOLD PRINT TO BE APPROVED

5 - 2 DEFENSE



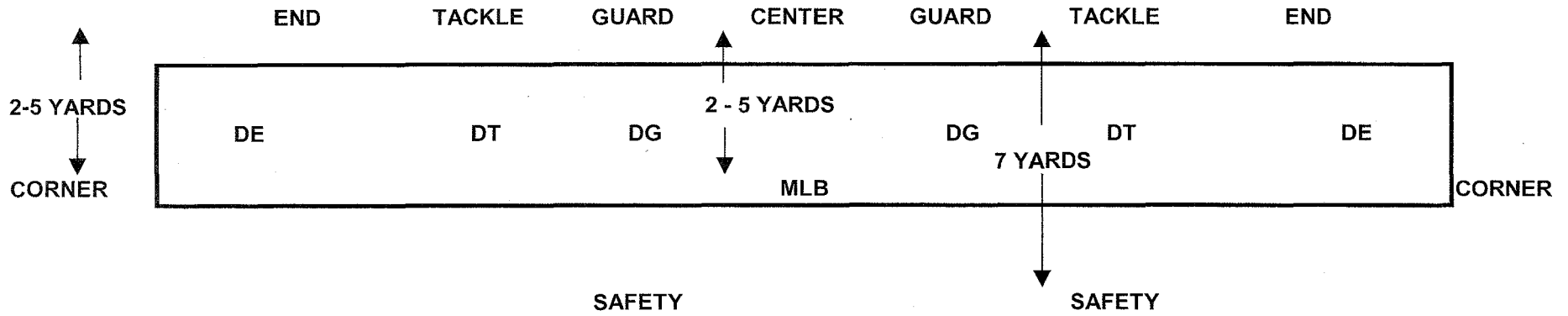
ON TWINS , SECONDARY CAN ROTATE TO COMPENSATE; HOWEVER, THERE MUST BE 2 PLAYERS 7 YARDS (MINIMUM) DEEP. CORNERS WILL HAVE NO YARD RESTRICTIONS FROM THE SCRIMMAGE LINE. THEY MUST BE OUTSIDE OF THE DEFENSIVE ENDS, THEY CANNOT STACK.

ON TRIPS, 1 BACK MUST BE 7 YARDS DEEP, COVERAGE BACKS MUST BE HEAD UP, ONCE SET, COVERAGE BACKS CAN NOT MOVE UNTIL THE BALL IS SNAPPED, UNLESS THERE IS MOTION.

IN A SPREAD FORMATION (DOUBLE SPLITS ON BOTH SIDES OF THE BALL), THE DEFENSE CAN COVER WITH ANY COMBINATION OF DEFENSIVE END, CORNER, OR SAFETY. COVERAGE CAN BE HEAD UP WITH NO YARDAGE FROM THE SCRIMMAGE LINE RESTRICTIONS. ANY SAFETY NOT IN COVERAGE FOR THE SPLITS MUST MAINTAIN 7 YARDS FROM THE SCRIMMAGE LINE.

APPROVED 2-17-09

6 - 1 DEFENSE



5 - 2 DEFENSE

