

FOOTBALL (TACKLE) RULES

*South Carolina High School League Football rules will govern play, unless amended below.

Time:

- The length of football games of all age divisions will be four (4) eight (8) minute quarters.
- The clock will run by sub-varsity timing rules.
- The only difference in sub-varsity rules and regular SCHSL rules is that the game clock will start after a change of possession (once the ball is spotted and declared in play by the referee).
- The clock will run continuously if a team is up by 20 pts. It will only stop for timeouts and injuries.
- The clock will revert back to normal timing rules if the point deficit drops below 20.

Footballs:

- Will be provided by the host Tournament Director.
- 7&8 Wilson K-2, 9&10 TDJ and 11&12 TDY (or an equivalent)
- All other age divisions J5Y or TDY ball (or equivalent)

Uniforms:

All players must wear complete uniforms that include the same team jersey, and molded rubber cleats. There are no restrictions concerning eligible numbers outside of numbers 70-79. All other numbers are considered eligible for receiving, and for every position (see Rules section below concerning over the weight limit player restrictions). Players who exceed the weight limits must wear jersey numbers 70 – 79, allowing them to be easily identifiable. No other players should wear numbers 70 – 79 for any reason. If there are more players that exceed the weight limits than this range of jersey numbers will cover, then jersey numbers within the 70 – 79 range can be duplicated. Players wearing the same numbers cannot be on the field at the same time. If both teams have the same color the teams will flip to wear pennies.

Field:

Regulation High School field 360' X 160', properly marked with appropriate goal posts. Adequately lighted fields, electric scoreboard with operational clock, spectator seating, restrooms, a press box, and a concession area.

- a. If on a punt, the punting team does not have enough under the weight limit players (not wearing 70-79), then the ball will be spotted 15 yards from the line of where the punt would occur (only for the 11&12 division).
- b. If on a punt, the receiving team does not have enough under the weight limit players (not wearing 70-79), then the ball will be spotted 35 yards, or half the distance to the goal, from the line of where the punt would occur (only for the 11&12 division).

Rules:

**Each player must play within their age classifications regardless of their weight

No coaches are allowed on the field during game play. Exception: 8U is allowed one coach on the field.

*The coach must be at least 10 yards behind the deepest player in the formation on offense and defense along with absolutely no talking to or positioning of players once they break the huddle.

Penalties are as follows: 1st offense: verbal warning (freebie); 2nd offense: sideline interference called and 5 yd. penalty from end of run; 3rd offense: unsportsmanlike conduct called and 15 yd. penalty from end of run; 4th offense: unsportsmanlike conduct called, 15 yd. penalty from end of run and coach ejected. At any point, if an official runs into the coach, the coach can be flagged w/penalty or ejected.

- On offense, a maximum of five (5) players that exceed the weight limits will be allowed. These five (5) players can only play the positions of tackle, guard, or center and assume a three or four point stance prior to the snap of the ball.

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- On defense, a maximum of five (5) players that exceed the weight limits will be allowed. These five (5)

players can only play tackle-to-tackle and will be required to assume a three- or four-point stance prior to the snap of the ball.

- Players will be weighed before each game. If a player exceeds the weight limit one game but meets the weight requirements at the next, they will be expected to change into an appropriate jersey number denoting the change.
- Players who exceed the weight limits cannot play on kickoff or kickoff return teams, nor are they allowed to carry the ball at any time. Any player who exceeds weight limits cannot be the punter, extra point or field goal kicker. If a team does not have enough under the weight limit players (not wearing 70-79), to field a special team's squad, then the following occurs:
 - c. If on a kickoff, the receiving team does not have enough under the weight limit players (not wearing 70-79), then the ball will be spotted at the receiving team's 40-yard line (excludes the 7&8 division).
 - d. If on a kickoff, the receiving team does not have enough under the weight limit players (not wearing 70-79), then the ball will be spotted at the receiving team's 25-yard line (excludes the 7&8 division).
 - e. If on a punt, the punting team does not have enough under the weight limit players (not wearing 70-79), then the ball will be spotted 15 yards from the line of where the punt would occur (only for the 11&12 division).
 - f. If on a punt, the receiving team does not have enough under the weight limit players (not wearing 70-79), then the ball will be spotted 35 yards, or half the distance to the goal, from the line of where the punt would occur (only for the 11&12 division).
- If an overweight player recovers a fumble, catches or intercepts a pass, or has the ball in their possession for any reason, the ball is considered down at that point of contact.
- If a team chooses to run a tackle-eligible formation, or any equivalent formation, the players on the ends of the formation cannot exceed the weight limits. This rule applies even if they are not considered receivers, and even if they are considered a tackling position by the High School rules.
- NO kickoffs will be allowed in the 7&8 division. To begin the game and after a touchdown, the ball will be placed on the 35-yd. line. Any punts, the ball will be advanced 25 yds. or half the distance to the goal line.
- Field Goals will go by high school league rules.
- In the 7-8- and 9-10-year-old age divisions, there will not be any punts. Fourth down, a team may go for a first down, or they must declare a punt. A team may use the entire play clock to declare the punt, but they must state their intentions to punt before the clock runs out. If the clock runs out before their intentions to punt are expressed, a delay penalty will be given to the offense, or a time-out must be called in accordance with the game rules. If the team calls a time out or goes to the line to draw the defense offsides or to run a play, they may then change their previously expressed punting intentions. If they choose to punt, if the ball is inside the fifty (50) yard line, the ball will be moved twenty-five (25) yards from the line of scrimmage, or half (1/2) the distance to the goal. 11-12 and 13-14 will strictly go by high school league rules.
- A player who exceeds the weight limits that is not in a 3- or 4-point stance at the time of the snap will cause a "Delay of Game"
- If a player who exceeds the weight limits is caught playing a position that their weight renders them ineligible to play, an unsportsmanlike penalty will be assessed, and a warning given to the Head Coach. If it occurs a second time in the same game, an unsportsmanlike penalty will be assessed again, and the Head Coach will be ejected from the game. This will continue with each penalty and will move down the chain of command ejecting the next Assistant Coach in charge. A coach that is listed on the team's roster must always be with the team on the sidelines. If all coaches that are present on the sidelines are removed from the game and no other eligible listed coaches are available, the game will be forfeited.