

NORTH-WEST YOUTH FOOTBALL LEAGUE

2010 PLAYING RULES PER DIVISION AND LEVEL

North-West Youth Football League

2010 Playing Rules Per Division and Level

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BLUE DIVISION

BIG 10

1. Game Ball: Wilson K2 or Baden FX500PW – See NWFYFL football exchange rules on Page 28.
2. Rosters in ascending numerical order (0,1,2,3 etc.) - No more than 31 players on a team.
3. Weigh-ins conducted and completed at least thirty (30) minutes prior to scheduled game time. Field Commissioner may start a game 15 minutes prior to the scheduled starting time if both teams have completed weigh-in.
4. Maximum weight with equipment - 83 pounds
See bylaws for weight allowances throughout the season beginning with Week 1
Maximum age - 9 years old as of Sept. 1st
5. **YOUNGER/HEAVIER PLAYERS (SINGLE STRIPERS)**
Maximum weight with equipment - 93 pounds
See Bylaws for weight allowances throughout the season beginning with Week 1
Maximum age - 8 years old as of Sept. 1st
These players are considered Single Stripers and must conform to the striper rules as stated in the bylaws.
6. **YOUNGER/HEAVIER PLAYERS (DOUBLE STRIPERS)**
Maximum weight with equipment - 100 pounds - Maximum age - 7 years old as of Sept. 1st
Maximum weight with equipment - 107 pounds - Maximum age - 6 years old as of Sept. 1st
See Bylaws for weight allowances throughout the season beginning with Week 1
These players are considered Double Stripers and must conform to the striper rules as stated in the bylaws.
7. **OLDER/LIGHTER PLAYERS**
Maximum weight with equipment - 63 pounds
See Bylaws for weight allowances throughout the season beginning with Week 1
Maximum age - 10 years old as of Sept. 1st
8. Two (2) game officials (Games can be played with one (1) official)
9. One (1) coach for each team is allowed on the field at all times. Once the quarterback comes to the line, is under the center, or is ready for the snap, the coaches must be ten (10) yards behind their line of scrimmage and can no longer talk to, yell to, position, or in any way communicate to the players on the field until that play is over. The coach must avoid any and all action during game play. Failure to adhere to this rule will result in a 10-yard un-sportsmanlike penalty.
10. Eight (8) minute IHSA Stop Clock. **(See NWFYFL/IHSA Stop Clock Rules)**. Upon an eighteen (18) point difference at the start of the fourth quarter or anytime thereafter, the game clock will change to a Running Clock for the remainder of the game as per the NWFYFL Running Clock Rules. However, at any time prior to the fourth quarter, the team behind by eighteen (18) or more points has the option to have the game clock change to a Running Clock for the remainder of the game as per the NWFYFL Running Clock Rules. Once the game clock becomes a running clock it will not revert back to a Stop Clock.

11. Teams have thirty-five (35) seconds to snap the ball, once the ball is placed down and signaled ready for play by the referee.
12. Equal play rule. **Refer to current bylaws for clarification.** Referees may not be asked to enforce nor monitor equal play.
13. The four (4) starting backfield players must be circled on the rosters that are exchanged at weigh-in before the game. When a team scores and goes ahead by eighteen (18) points, except for the PAT attempt even if it is for the 19th or 20th point; on their next offensive series the starting backfield circled on the roster, and any other players that have played in the backfield more than six (6) plays for the team in the lead, must be removed from any contact with the ball other than the center position. This includes Kick-Off Returns – Punt Returns, End Reverses or any Receiver positions if catching a pass. These players may be used to kick-off, punt, kick extra points, kick field goals or be a holder for extra points or field goals. However, if used in any of these situations, the play will be declared dead if this player fumbles or mishandles the ball and tries to advance. On defense, it does not include contact with the ball that may result from an interception or a fumble recovery or a fumble recovery while on the kick-off team or punting team. When the lead falls below eighteen (18) points, players from the starting backfield that were circled on the roster along with any other players that played more than 6 plays in the backfield and were removed from contact with the ball may return to play in the backfield once again and may have contact with the ball in any position.
14. A team in the lead by eighteen (18) or more points may not advance the ball after an interception or fumble recovery. The ball becomes dead at the spot of the interception or fumble recovery.
15. When a team is ahead by 18 points or more, it must kick off from its 20-yard line, however, a team behind by 18 or more points has the option of taking the ball at their own 40 yards line instead of receiving a kickoff.
16. A team behind by 18 points or more at half time has the option to kick or receive to begin the second half.
17. A team behind by 18 points or more may kick off at the receiving team's 30-yard line
18. Upon an eighteen (18) point difference, passing on offense by the team in the lead and blitzing on defense by either team is prohibited. A maximum of 5 down-lineman may only rush past the line of scrimmage at the snap of the ball. No passing plays or onside kicks will be allowed by the team in the lead. Violations will incur an un-sportsmanlike penalty.
19. PUNTS: A team cannot punt unless it informs the other team and the officials of their intention. Punts are considered free kicks with no rushing or hazing of the punter. Contact cannot occur until after the ball has been snapped and punted. Punting teams must line up in punting formation and the ball long snapped from the center. However, if the snap is errant, the ball must be kicked from a minimum of five yards behind the line of scrimmage. The punter may not walk up and take the punt directly from the center and walk back with it. The long snap must be attempted on every punt. The receiving team must line up with eight (8) players on the line of scrimmage and three (3) players in the secondary. After the kick, live action resumes.

20. Any kicking for extra points or field goals are also free kicks. The center is to long snap the ball to the holder who then positions the ball on the block. The ball is to be positioned anywhere between the hash marks and a minimum of five (5) yards behind the line of scrimmage. No defensive action, other than players standing or jumping up with their arms in the air, is allowed.
21. Two (2) points will be awarded for a successful PAT kick conversion. A successful running or passing play into the end zone will count for one (1) extra point.
22. The playing field is the standard football field width but is only eighty (80) yards long. The coaches box extends from mid-field to the 25 yard line.
23. Kick-offs are from the 40-yard line and received from the 30-yard line
24. Free kicks after a safety are from the 30-yard line.
25. There are no fifteen (15) yard penalties at this level.
26. TIE BREAKER: **The NWYFL requires that all games have a winner.** Ties at the end of regulation play will be decided in accordance with the modified Kansas City Tie Breaker format found at the end of this rule book.

BLUE DIVISION

PAC 10

1. Game Ball: Wilson K2 or Baden FX500PW - See NWFYFL football exchange rules on Page 28.
2. Rosters in ascending numerical order (0,1,2,3 etc.) - No more than 31 players on a team.
3. Weigh-ins conducted and completed at least thirty (30) minutes prior to scheduled game time. Field Commissioner may start a game 15 minutes prior to the scheduled starting time if both teams have completed weigh-in.
4. Maximum weight with equipment - 83 pounds
See Bylaws for weight allowances throughout the season beginning with Week 1
Maximum age - 9 years old as of Sept. 1st
5. **YOUNGER/HEAVIER PLAYERS (SINGLE STRIPERS)**
Maximum weight with equipment - 93 pounds
See Bylaws for weight allowances throughout the season beginning with Week 1
Maximum age - 8 years old as of Sept. 1st
These players are considered Single Stripers and must conform to the striper rules as stated in the bylaws.
6. **YOUNGER/HEAVIER PLAYERS (DOUBLE STRIPERS)**
Maximum weight with equipment - 100 pounds - Maximum age - 7 years old as of Sept. 1st
Maximum weight with equipment - 107 pounds - Maximum age - 6 years old as of Sept. 1st
See Bylaws for weight allowances throughout the season beginning with Week 1
These players are considered Double Stripers and must conform to the striper rules as stated in the bylaws.
7. **OLDER/LIGHTER PLAYERS**
Maximum weight with equipment - 63 pounds
See Bylaws for weight allowances throughout the season beginning with Week 1
Maximum age - 10 years old as of Sept. 1st
8. Two (2) game officials (Games can be played with one (1) official)
9. One (1) coach for each team is allowed on the field at all times. Once the quarterback comes to the line, is under the center, or is ready for the snap, the coaches must be ten (10) yards behind their line of scrimmage and can no longer talk to, yell to, position, or in any way communicate to the players on the field until that play is over. The coach must avoid any and all action during game play. Failure to adhere to this rule will result in a 10-yard un-sportsmanlike penalty.
10. Eight (8) minute IHSA Stop Clock. **(See NWFYFL/IHSA Stop Clock Rules)**. Upon an eighteen (18) point difference at the start of the fourth quarter or anytime thereafter, the game clock will change to a Running Clock for the remainder of the game as per the NWFYFL Running Clock Rules. However, at any time prior to the fourth quarter, the team behind by eighteen (18) or more points has the option to have the game clock change to a Running Clock for the remainder of the game as per the NWFYFL Running Clock Rules. Once the game clock becomes a running clock it will not revert back to a Stop Clock.

11. Teams have thirty-five (35) seconds to snap the ball, once the ball is placed down and signaled ready for play by the referee.
12. Equal play rule. **Refer to current bylaws for clarification.** Referees may not be asked to enforce nor monitor equal play.
13. The four (4) starting backfield players must be circled on the rosters that are exchanged at weigh-in before the game. When a team scores and goes ahead by eighteen (18) points, except for the PAT attempt even if it is for the 19th or 20th point; on their next offensive series the starting backfield circled on the roster, and any other players that have played in the backfield more than six (6) plays for the team in the lead, must be removed from any contact with the ball other than the center position. This includes Kick-Off Returns – Punt Returns, End Reverses or any Receiver positions if catching a pass. These players may be used to kick-off, punt, kick extra points, kick field goals or be a holder for extra points or field goals. However, if used in any of these situations, the play will be declared dead if this player fumbles or mishandles the ball and tries to advance. On defense, it does not include contact with the ball that may result from an interception or a fumble recovery or a fumble recovery while on the kick-off team or punting team. When the lead falls below eighteen (18) points, players from the starting backfield that were circled on the roster along with any other players that played more than 6 plays in the backfield and were removed from contact with the ball may return to play in the backfield once again and may have contact with the ball in any position.
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16. A team behind by 18 points or more at half time has the option to kick or receive to begin the second half.
17. A team behind by 18 points or more may kick off at the receiving team's 30-yard line
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19. PUNTS: A team cannot punt unless it informs the other team and the officials of their intention. Punts are considered free kicks with no rushing or hazing of the punter. Contact cannot occur until after the ball has been snapped and punted. Punting teams must line up in punting formation and the ball long snapped from the center. However, if the snap is errant, the ball must be kicked from a minimum of five yards behind the line of scrimmage. The punter may not walk up and take the punt directly from the center and walk back with it. The long snap must be attempted on every punt. The receiving team must line up with eight (8) players on the line of scrimmage and three (3) players in the secondary. After the kick, live action resumes.

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21. Two (2) points will be awarded for a successful PAT kick conversion. A successful running or passing play into the end zone will count for one (1) extra point.
22. The playing field is the standard football field width but is only eighty (80) yards long. The coaches box extends from mid-field to the 25 yard line.
23. Kick-offs are from the 40-yard line and received from the 30-yard line
24. Free kicks after a safety are from the 30-yard line.
25. There are no fifteen (15) yard penalties at this level.
26. TIE BREAKER: **The NWYFL requires that all games have a winner.** Ties at the end of regulation play will be decided in accordance with the modified Kansas City Tie Breaker format found at the end of this rule book.

GREEN DIVISION

BIG 10

1. Game Ball: Wilson K2 or Baden FX500PW - See NWFYFL football exchange rules on Page 28.
2. Rosters in ascending numerical order (0,1,2,3 etc.) - No more than 31 players on a team.
3. Weigh-ins conducted and completed at least thirty (30) minutes prior to scheduled game time. Field Commissioner may start game 15 minutes prior to the scheduled starting time if both teams have completed weigh-in.
4. Maximum weight with equipment - 93 pounds
See Bylaws for weight allowances throughout the season beginning with Week 1
Maximum age - 10 years old as of Sept. 1st
5. **YOUNGER/HEAVIER PLAYERS (SINGLE STRIPERS)**
Maximum weight with equipment – 103 pounds
See Bylaws for weight allowances throughout the season beginning with Week 1
Maximum age - 9 years old as of Sept. 1st
These players are considered Single Stripers and must conform to the striper rules as stated in the bylaws.
6. **YOUNGER/HEAVIER PLAYERS (DOUBLE STRIPERS)**
Maximum weight with equipment - 110 pounds - Maximum age - 8 years old as of Sept. 1st
Maximum weight with equipment - 117 pounds - Maximum age - 7 years old as of Sept. 1st
Maximum weight with equipment - 124 pounds - Maximum age - 6 years old as of Sept. 1st
See Bylaws for weight allowances throughout the season beginning with Week 1
These players are considered Double Stripers and must conform to the striper rules as stated in the bylaws.
7. **OLDER/LIGHTER PLAYERS**
Maximum weight with equipment - 73 pounds
See Bylaws for weight allowances throughout the season beginning with Week 1
Maximum age - 11 years old as of Sept. 1st
8. Two (2) game officials (Games can be played with one (1) official)
9. One (1) coach for each team is allowed on the field at all times. Once the quarterback comes to the line, is under the center, or is ready for the snap, the coaches must be ten (10) yards behind their line of scrimmage and can no longer talk to, yell to, position, or in any way communicate to the players on the field until that play is over. The coach must avoid any and all action during game play. Failure to adhere to this rule will result in a 10-yard un-sportsmanlike penalty.

10. Nine (9) minute IHSA Stop Clock. (See **NWYFL/IHSA Stop Clock Rules**). Upon an eighteen (18) point difference at the start of the fourth quarter or anytime thereafter, the game clock will change to a Running Clock for the remainder of the game as per the NWYFL Running Clock Rules. However, at any time prior to the fourth quarter, the team behind by eighteen (18) or more points has the option to have the game clock change to a Running Clock for the remainder of the game as per the NWYFL Running Clock Rules. Once the game clock becomes a running clock it will not revert back to a Stop Clock.
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14. A team in the lead by eighteen (18) or more points may not advance the ball after an interception or fumble recovery. The ball becomes dead at the spot of the interception or fumble recovery.
15. When a team is ahead by 18 points or more, it must kick off from its 20-yard line, however, a team behind by 18 or more points has the option of taking the ball at their own 40 yards line instead of receiving a kickoff.
16. A team behind by 18 points or more at half time has the option to kick or receive to begin the second half.
17. A team behind by 18 points or more may kick off at the receiving team's 30-yard line.
18. Upon an eighteen (18) point difference, passing on offense by the team in the lead and blitzing on defense by either team is prohibited. A maximum of 5 down-lineman may only rush past the line of scrimmage at the snap of the ball. No passing plays or onside kicks will be allowed by the team in the lead. Violations will incur an un-sportsmanlike penalty.

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24. Free kicks after a safety are from the 30-yard line.
25. There are no fifteen (15) yard penalties at this level.
26. TIE BREAKER: **The NWYFL requires that all games have a winner.** Ties at the end of regulation play will be decided in accordance with the modified Kansas City Tie Breaker format found at the end of this rule book.

GREEN DIVISION

PAC 10

1. Game Ball: Wilson K2 or Baden FX500PW - See NWFYFL football exchange rules on Page 28.
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See Bylaws for weight allowances throughout the season beginning with Week 1
Maximum age - 10 years old as of Sept. 1st
5. **YOUNGER/HEAVIER PLAYERS (SINGLE STRIPERS)**
Maximum weight with equipment - 103 pounds
See Bylaws for weight allowances throughout the season beginning with Week 1
Maximum age - 9 years old as of Sept. 1st
These players are considered Single Stripers and must conform to the striper rules as stated in the bylaws.
6. **YOUNGER/HEAVIER PLAYERS (DOUBLE STRIPERS)**
Maximum weight with equipment - 110 pounds - Maximum age - 8 years old as of Sept. 1st
Maximum weight with equipment - 117 pounds - Maximum age - 7 years old as of Sept. 1st
Maximum weight with equipment - 124 pounds - Maximum age - 6 years old as of Sept. 1st
See Bylaws for weight allowances throughout the season beginning with Week 1
These players are considered Double Stripers and must conform to the striper rules as stated in the bylaws.
7. **OLDER/LIGHTER PLAYERS**
Maximum weight with equipment - 73 pounds
See Bylaws for weight allowances throughout the season beginning with Week 1
Maximum age - 11 years old as of Sept. 1st
8. Two (2) game officials (Games can be played with one (1) official)
9. One (1) coach for each team is allowed on the field at all times. Once the quarterback comes to the line, is under the center, or is ready for the snap, these coaches must be ten (10) yards behind his line of scrimmage and can no longer talk to, yell to, position, or in any way communicate to the players on the field until that play is over. The coach must avoid any and all action during game play. Failure to adhere to this rule will result in a 10-yard un-sportsmanlike penalty.

10. Nine (9) minute IHSA Stop Clock. (See **NWYFL/IHSA Stop Clock Rules**). Upon an eighteen (18) point difference at the start of the fourth quarter or anytime thereafter, the game clock will change to a Running Clock for the remainder of the game as per the NWYFL Running Clock Rules. However, at any time prior to the fourth quarter, the team behind by eighteen (18) or more points has the option to have the game clock change to a Running Clock for the remainder of the game as per the NWYFL Running Clock Rules. Once the game clock becomes a running clock it will not revert back to a Stop Clock.
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14. A team in the lead by eighteen (18) or more points may not advance the ball after an interception or fumble recovery. The ball becomes dead at the spot of the interception or fumble recovery.
15. When a team is ahead by 18 points or more, it must kick off from its 20-yard line, however, a team behind by 18 or more points has the option of taking the ball at their own 40 yards line instead of receiving a kickoff.
16. A team behind by 18 points at half time has the option to kick or receive to begin the second half.
17. A team behind by 18 points or more may kick off at the receiving team's 30-yard line.
18. Upon an eighteen (18) point difference, passing on offense by the team in the lead and blitzing on defense by either team is prohibited. A maximum of 5 down-lineman may only rush past the line of scrimmage at the snap of the ball. No passing plays or onside kicks will be allowed by the team in the lead. Violations will incur an un-sportsmanlike penalty.

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24. Kick-offs are from the 40-yard line and received from the 30-yard line
25. Free kicks after a safety are from the 30-yard line.
26. There are no fifteen (15) yard penalties at this level.
27. TIE BREAKER: **The NWYFL requires that all games have a winner.** Ties at the end of regulation play will be decided in accordance with the modified Kansas City Tie Breaker format found at the end of this rule book.

ORANGE DIVISION

BIG 10

1. Game Ball: Wilson TDJ or Baden FX500JR - See Nwyfl football exchange rules on Page 28.
2. Rosters in ascending numerical order (0,1,2,3 etc.) - No more than 31 players on a team.
3. Weigh-ins conducted and completed at least thirty (30) minutes prior to scheduled game time. Field Commissioner may start game 15 minutes prior to the scheduled starting time if both teams have completed weigh-in.
4. Maximum weight with equipment - 103 pounds
See Bylaws for weight allowances throughout the season beginning with Week 1
Maximum age - 11 years old as of Sept. 1st
5. **YOUNGER/HEAVIER PLAYERS (SINGLE STRIPERS)**
Maximum weight with equipment - 113 pounds
See Bylaws for weight allowances throughout the season beginning with Week 1
Maximum age - 10 years old as of Sept. 1st
These players are considered Single Stripers and must conform to the striper rules as stated in the bylaws.
6. **YOUNGER/HEAVIER PLAYERS (DOUBLE STRIPERS)**
Maximum weight with equipment - 120 pounds - Maximum age - 9 years old as of Sept. 1st
Maximum weight with equipment - 127 pounds - Maximum age - 8 years old as of Sept. 1st
Maximum weight with equipment - 134 pounds - Maximum age - 7 years old as of Sept. 1st
See Bylaws for weight allowances throughout the season beginning with Week 1
These players are considered Double Stripers and must conform to the striper rules as stated in the bylaws.
7. **OLDER/LIGHTER PLAYERS**
Maximum weight with equipment - 83 pounds
See Bylaws for weight allowances throughout the season beginning with Week 1
Maximum age - 12 years old as of Sept. 1st
8. Three (3) game officials (Games can be played with one (1) official)
9. Nine (9) minute IHSA Stop Clock. (**See Nwyfl/IHSA Stop Clock Rules**). Upon an eighteen (18) point difference at the start of the fourth quarter or anytime thereafter, the game clock will change to a Running Clock for the remainder of the game as per the Nwyfl Running Clock Rules. However, at any time prior to the fourth quarter, the team behind by eighteen (18) or more points has the option to have the game clock change to a Running Clock for the remainder of the game as per the Nwyfl Running Clock Rules. Once the game clock becomes a running clock it will not revert back to a Stop Clock.
10. Teams have twenty-five (25) seconds to snap the ball, once the ball is placed down and signaled ready for play by the referee.

11. Equal play rule. **Refer to current bylaws for clarification.** Referees may not be asked to enforce nor monitor equal play.
12. The four (4) starting backfield players must be circled on the rosters that are exchanged at weigh-in before the game. When a team scores and goes ahead by eighteen (18) points, except for the PAT attempt even if it is for the 19th or 20th point; on their next offensive series the starting backfield circled on the roster, and any other players that have played in the backfield more than six (6) plays for the team in the lead, must be removed from any contact with the ball other than the center position. This includes Kick-Off Returns – Punt Returns, End Reverses or any Receiver positions if catching a pass. These players may be used to kick-off, punt, kick extra points, kick field goals or be a holder for extra points or field goals. However, if used in any of these situations, the play will be declared dead if this player fumbles or mishandles the ball and tries to advance. On defense, it does not include contact with the ball that may result from an interception or a fumble recovery or a fumble recovery while on the kick-off team or punting team. When the lead falls below eighteen (18) points, players from the starting backfield that were circled on the roster along with any other players that played more than 6 plays in the backfield and were removed from contact with the ball may return to play in the backfield once again and may have contact with the ball in any position.
13. A team in the lead by eighteen (18) or more points may not advance the ball after an interception or fumble recovery. The ball becomes dead at the spot of the interception or fumble recovery.
14. When a team is ahead by 18 points or more, it must kick off from its 30-yard line, however, a team behind by 18 or more points has the option of taking the ball at their own 40 yards line instead of receiving a kickoff.
15. A team behind by 18 points or more at half time has the option to kick or receive to begin the second half.
16. A team behind by 18 points or more may kick off at the receiving team's 50-yard line.
17. Two (2) points will be awarded for a successful PAT kick conversion. A successful running or passing play into the end zone will count for (1) extra point.
18. Upon an eighteen (18) point difference, passing on offense by the team in the lead and blitzing on defense by either team is prohibited. A maximum of 5 down-lineman may only rush past the line of scrimmage at the snap of the ball. No passing plays or onside kicks will be allowed by the team in the lead. Violations will incur an un-sportsmanlike penalty.
19. One hundred (100) yard field.
20. Punter only needs to receive the snap from 7 yards back on a punt.
21. Kick-offs are from the 40-yard line and received from the 50-yard line
22. Free kicks after a safety are from the 20-yard line.
23. TIE BREAKER: **The NWFYFL requires that all games have a winner.** Ties at the end of regulation play will be decided in accordance with the modified Kansas City Tie Breaker format found at the end of this rule book.

ORANGE DIVISION PAC 10

1. Game Ball: Wilson TDJ or Baden FX500JR - See Nwyfl football exchange rules on Page 28.
2. Rosters in ascending numerical order (0,1,2,3 etc.) - No more than 31 players on a team.
3. Weigh-ins conducted and completed at least thirty (30) minutes prior to scheduled game time. Field Commissioner may start game 15 minutes prior to the scheduled starting time if both teams have completed weigh-in.
4. Maximum weight with equipment - 103 pounds
See Bylaws for weight allowances throughout the season beginning with Week 1
Maximum age - 11 years old as of Sept. 1st
5. **YOUNGER/HEAVIER PLAYERS (SINGLE STRIPERS)**
Maximum weight with equipment - 113 pounds
See Bylaws for weight allowances throughout the season beginning with Week 1
Maximum age - 10 years old as of Sept. 1st
These players are considered Single Stripers and must conform to the striper rules as stated in the bylaws.
6. **YOUNGER/HEAVIER PLAYERS (DOUBLE STRIPERS)**
Maximum weight with equipment - 120 pounds - Maximum age - 9 years old as of Sept. 1st
Maximum weight with equipment - 127 pounds - Maximum age - 8 years old as of Sept. 1st
Maximum weight with equipment - 134 pounds - Maximum age - 7 years old as of Sept. 1st
See Bylaws for weight allowances throughout the season beginning with Week 1
These players are considered Double Stripers and must conform to the striper rules as stated in the bylaws.
7. **OLDER/LIGHTER PLAYERS**
Maximum weight with equipment - 83 pounds
See Bylaws for weight allowances throughout the season beginning with Week 1
Maximum age - 12 years old as of Sept. 1st
8. Three (3) game officials (Games can be played with one (1) official)
9. Nine (9) minute IHSA Stop Clock. (**See Nwyfl/IHSA Stop Clock Rules**). Upon an eighteen (18) point difference at the start of the fourth quarter or anytime thereafter, the game clock will change to a Running Clock for the remainder of the game as per the Nwyfl Running Clock Rules. However, at any time prior to the fourth quarter, the team behind by eighteen (18) or more points has the option to have the game clock change to a Running Clock for the remainder of the game as per the Nwyfl Running Clock Rules. Once the game clock becomes a running clock it will not revert back to a Stop Clock.
10. Teams have twenty-five (25) seconds to snap the ball, once the ball is placed down and signaled ready for play by the referee.

11. Equal play rule. **Refer to current bylaws for clarification.** Referees may not be asked to enforce nor monitor equal play.
12. The four (4) starting backfield players must be circled on the rosters that are exchanged at weigh-in before the game. When a team scores and goes ahead by eighteen (18) points, except for the PAT attempt even if it is for the 19th or 20th point; on their next offensive series the starting backfield circled on the roster, and any other players that have played in the backfield more than six (6) plays for the team in the lead, must be removed from any contact with the ball other than the center position. This includes Kick-Off Returns – Punt Returns, End Reverses or any Receiver positions if catching a pass. These players may be used to kick-off, punt, kick extra points, kick field goals or be a holder for extra points or field goals. However, if used in any of these situations, the play will be declared dead if this player fumbles or mishandles the ball and tries to advance. On defense, it does not include contact with the ball that may result from an interception or a fumble recovery or a fumble recovery while on the kick-off team or punting team. When the lead falls below eighteen (18) points, players from the starting backfield that were circled on the roster along with any other players that played more than 6 plays in the backfield and were removed from contact with the ball may return to play in the backfield once again and may have contact with the ball in any position.
13. A team in the lead by eighteen (18) or more points may not advance the ball after an interception or fumble recovery. The ball becomes dead at the spot of the interception or fumble recovery.
14. When a team is ahead by 18 points or more, it must kick off from its 30-yard line, however, a team behind by 18 or more points has the option of taking the ball at their own 40 yards line instead of receiving a kickoff.
15. A team behind by 18 points or more at half time has the option to kick or receive to begin the second half.
16. A team behind by 18 points or more may kick off at the receiving team's 50-yard line.
17. Two (2) points will be awarded for a successful PAT kick conversion. A successful running or passing play into the end zone will count for (1) extra point.
18. Upon an eighteen (18) point difference, passing on offense by the team in the lead and blitzing on defense by either team is prohibited. A maximum of 5 down-lineman may only rush past the line of scrimmage at the snap of the ball. No passing plays or onside kicks will be allowed by the team in the lead. Violations will incur an un-sportsmanlike penalty.
19. One hundred (100) yard field.
20. Punter only needs to receive the snap from 7 yards back on a punt.
21. Kick-offs are from the 40-yard line and received from the 50-yard line
22. Free kicks after a safety are from the 20-yard line.
23. TIE BREAKER: **The NWYFL requires that all games have a winner.** Ties at the end of regulation play will be decided in accordance with the modified Kansas City Tie Breaker format found at the end of this rule book.

RED DIVISION BIG 10

1. Game Ball: Wilson TDJ or Baden FX500JR - See NWFYFL football exchange rules on Page 28.
2. Rosters in ascending numerical order (0,1,2,3 etc.) - No more than 31 players on a team.
3. Weigh-ins conducted and completed at least thirty (30) minutes prior to scheduled game time. Field Commissioner may start game 15 minutes prior to the scheduled starting time if both teams have completed weigh-in.
4. Maximum weight with equipment - 118 pounds
See Bylaws for weight allowances throughout the season beginning with Week 1
Maximum age - 12 years old as of Sept. 1st
5. **YOUNGER/HEAVIER PLAYERS (SINGLE STRIPERS)**
Maximum weight with equipment - 128 pounds
See Bylaws for weight allowances throughout the season beginning with Week 1
Maximum age - 11 years old as of Sept. 1st
These players are considered Single Stripers and must conform to the striper rules as stated in the bylaws.
6. **YOUNGER/HEAVIER PLAYERS (DOUBLE STRIPERS)**
Maximum weight with equipment - 135 pounds - Maximum age - 10 years old as of Sept. 1st
Maximum weight with equipment - 142 pounds - Maximum age - 9 years old as of Sept. 1st
Maximum weight with equipment - 149 pounds - Maximum age - 8 years old as of Sept. 1st
Maximum weight with equipment - 156 pounds - Maximum age - 7 years old as of Sept. 1st
See Bylaws for weight allowances throughout the season beginning with Week 1
These players are considered Double Stripers and must conform to the striper rules as stated in the bylaws.
7. **OLDER/LIGHTER PLAYERS**
Maximum weight with equipment - 98 pounds
See Bylaws for weight allowances throughout the season beginning with Week 1
Maximum age - 13 years old as of Sept. 1st
8. Three (3) game officials (Games can be played with one (1) official)
9. Ten (10) minute IHSA Stop Clock. **(See NWFYFL/IHSA Stop Clock Rules)**. Upon an twenty-eight (28) point difference at the start of the fourth quarter or anytime thereafter, the game clock will change to a Running Clock for the remainder of the game as per the NWFYFL Running Clock Rules. However, at any time prior to the fourth quarter, the team behind by twenty-eight (28) or more points has the option to have the game clock change to a Running Clock for the remainder of the game as per the NWFYFL Running Clock Rules. Once the game clock becomes a running clock it will not revert back to a Stop Clock.
10. Teams have twenty-five (25) seconds to snap the ball, once the ball is placed down and signaled ready for play by the referee.

11. Two (2) points will be awarded for a successful PAT kick conversion. A successful running or passing play into the end zone will count for (1) extra point.
12. Upon a 28 point difference, the team in the lead is restricted to running plays only. No passing plays or onside kicks will be allowed by the team in the lead. Violations will incur an un-sportsmanlike penalty.
13. A team in the lead by twenty-eight (28) or more points may not advance the ball after an interception or fumble recovery. The ball becomes dead at the spot of the interception or fumble recovery.
14. One hundred (100) yard field.
15. Punter only needs to receive the snap from 7 yards back on a punt.
16. Kick-offs are from the 40-yard line and received from the 50-yard line
17. Free kicks after a safety are from the 20-yard line.
18. TIE BREAKER: **The NWFYFL requires that all games have a winner.** Ties at the end of regulation play will be decided in accordance with the modified Kansas City Tie Breaker format found at the end of this rule book.

RED DIVISION PAC 10

1. Game Ball: Wilson TDJ or Baden FX500JR - See NWFYFL football exchange rules on Page 28.
2. Rosters in ascending numerical order (0,1,2,3 etc.) - No more than 31 players on a team.
3. Weigh-ins conducted and completed at least thirty (30) minutes prior to scheduled game time. Field Commissioner may start game 15 minutes prior to the scheduled starting time if both teams have completed weigh-in.
4. Maximum weight with equipment - 118 pounds
See Bylaws for weight allowances throughout the season beginning with Week 1
Maximum age - 12 years old as of Sept. 1st
5. **YOUNGER/HEAVIER PLAYERS (SINGLE STRIPERS)**
Maximum weight with equipment - 128 pounds
See Bylaws for weight allowances throughout the season beginning with Week 1
Maximum age - 11 years old as of Sept. 1st
These players are considered Single Stripers and must conform to the striper rules as stated in the bylaws.
6. **YOUNGER/HEAVIER PLAYERS (DOUBLE STRIPERS)**
Maximum weight with equipment - 135 pounds - Maximum age - 10 years old as of Sept. 1st
Maximum weight with equipment - 142 pounds - Maximum age - 9 years old as of Sept. 1st
Maximum weight with equipment - 149 pounds - Maximum age - 8 years old as of Sept. 1st
Maximum weight with equipment - 156 pounds - Maximum age - 7 years old as of Sept. 1st
See Bylaws for weight allowances throughout the season beginning with Week 1
These players are considered Double Stripers and must conform to the striper rules as stated in the bylaws.
7. **OLDER/LIGHTER PLAYERS**
Maximum weight with equipment - 98 pounds
See Bylaws for weight allowances throughout the season beginning with Week 1
Maximum age - 13 years old as of Sept. 1st
8. Three (3) game officials (Games can be played with one (1) official)
9. Nine (9) minute IHSA Stop Clock. (**See NWFYFL/IHSA Stop Clock Rules**). Upon an eighteen (18) point difference at the start of the fourth quarter or anytime thereafter, the game clock will change to a Running Clock for the remainder of the game as per the NWFYFL Running Clock Rules. However, at any time prior to the fourth quarter, the team behind by eighteen (18) or more points has the option to have the game clock change to a Running Clock for the remainder of the game as per the NWFYFL Running Clock Rules. Once the game clock becomes a running clock it will not revert back to a Stop Clock.
10. Teams have twenty-five (25) seconds to snap the ball, once the ball is placed down and signaled ready for play by the referee.

11. Equal play rule. **Refer to current bylaws for clarification.** Referees may not be asked to enforce nor monitor equal play.
12. The four (4) starting backfield players must be circled on the rosters that are exchanged at weigh-in before the game. When a team scores and goes ahead by eighteen (18) points, except for the PAT attempt even if it is for the 19th or 20th point; on their next offensive series the starting backfield circled on the roster, and any other players that have played in the backfield more than six (6) plays for the team in the lead, must be removed from any contact with the ball other than the center position. This includes Kick-Off Returns – Punt Returns, End Reverses or any Receiver positions if catching a pass. These players may be used to kick-off, punt, kick extra points, kick field goals or be a holder for extra points or field goals. However, if used in any of these situations, the play will be declared dead if this player fumbles or mishandles the ball and tries to advance. On defense, it does not include contact with the ball that may result from an interception or a fumble recovery or a fumble recovery while on the kick-off team or punting team. When the lead falls below eighteen (18) points, players from the starting backfield that were circled on the roster along with any other players that played more than 6 plays in the backfield and were removed from contact with the ball may return to play in the backfield once again and may have contact with the ball in any position.
13. A team in the lead by eighteen (18) or more points may not advance the ball after an interception or fumble recovery. The ball becomes dead at the spot of the interception or fumble recovery.
14. When a team is ahead by 18 points or more, it must kick off from its 30-yard line, however, a team behind by 18 or more points has the option of taking the ball at their own 40 yards line instead of receiving a kickoff.
15. A team behind by 18 points or more at half time has the option to kick or receive to begin the second half.
16. A team behind by 18 points or more may kick off at the receiving team's 50-yard line.
17. Two (2) points will be awarded for a successful PAT kick conversion. A successful running or passing play into the end zone will count for (1) extra point.
18. Upon an eighteen (18) point difference, passing on offense by the team in the lead and blitzing on defense by either team is prohibited. A maximum of 5 down-lineman may only rush past the line of scrimmage at the snap of the ball. No passing plays or onside kicks will be allowed by the team in the lead. Violations will incur an un-sportsmanlike penalty.
19. One hundred (100) yard field.
20. Punter only needs to receive the snap from 7 yards back on a punt.
21. Kick-offs are from the 40-yard line and received from the 50-yard line
22. Free kicks after a safety are from the 20-yard line.
23. TIE BREAKER: **The NWYFL requires that all games have a winner.** Ties at the end of regulation play will be decided in accordance with the modified Kansas City Tie Breaker format found at the end of this rule book.

JUNIOR VARSITY (JV) DIVISION

BIG 10

1. Game Ball: Wilson TDY or Baden FX500Y - See NWFYFL football exchange rules on Page 28.
2. Rosters in ascending numerical order (0,1,2,3 etc.) - No more than 31 players on a team.
3. Weigh-ins conducted and completed at least thirty (30) minutes prior to scheduled game time. Field Commissioner may start game 15 minutes prior to the scheduled starting time if both teams have completed weigh-in.
4. Maximum weight with equipment - 133 pounds
See Bylaws for weight allowances throughout the season beginning with Week 1
Maximum age - 14 years old as of Sept. 1st and can not be in high school.
5. Three (3) game officials (Games can be played with one (1) official)
6. Ten (10) minute IHSA Stop Clock. **(See NWFYFL/IHSA Stop Clock Rules)**. Upon an twenty-eight (28) point difference at the start of the fourth quarter or anytime thereafter, the game clock will change to a Running Clock for the remainder of the game as per the NWFYFL Running Clock Rules. However, at any time prior to the fourth quarter, the team behind by twenty-eight (28) or more points has the option to have the game clock change to a Running Clock for the remainder of the game as per the NWFYFL Running Clock Rules. Once the game clock becomes a running clock it will not revert back to a Stop Clock.
7. Teams have twenty-five (25) seconds to snap the ball, once the ball is placed down and signaled ready for play by the referee.
8. Two (2) points will be awarded for a successful PAT kick conversion. A successful running or passing play into the end zone will count for (1) extra point.
9. Upon a 28 point difference, the team in the lead is restricted to running plays only. No passing plays or onside kicks will be allowed by the team in the lead. Violations will incur an un-sportsmanlike penalty.
10. A team in the lead by twenty-eight (28) or more points may not advance the ball after an interception or fumble recovery. The ball becomes dead at the spot of the interception or fumble recovery.
11. One hundred (100) yard field.
12. Punter only needs to receive the snap from 7 yards back on a punt.
13. Kick-offs are from the 40-yard line and received from the 50-yard line
14. Free kicks after a safety are from the 20-yard line.

15. TIE BREAKER: **The NWYFL requires that all games have a winner.** Ties at the end of regulation play will be decided in accordance with the modified Kansas City Tie Breaker format found at the end of this rule book.

JUNIOR VARSITY (JV) DIVISION

PAC 10

1. Game Ball: Wilson TDY or Baden FX500Y - See NWFYFL football exchange rules on Page 28.
2. Rosters in ascending numerical order (0,1,2,3 etc.) - No more than 31 players on a team.
3. Weigh-ins conducted and completed at least thirty (30) minutes prior to scheduled game time. Field Commissioner may start game 15 minutes prior to the scheduled starting time if both teams have completed weigh-in.
4. Maximum weight with equipment - 138 pounds
See bylaws for weight allowances throughout the season beginning with Week 1
Maximum age - 14 years old as of Sept. 1st and can not be in high school.
5. **YOUNGER/HEAVIER PLAYERS (SINGLE STRIPERS)**
Maximum weight with equipment - 143 pounds
See bylaws for weight allowances throughout the season beginning with Week 1
Maximum age - 12 years old as of Sept. 1st
These players are considered Single Stripers and must conform to the striper rules as stated in the bylaws
6. **YOUNGER/HEAVIER PLAYERS (DOUBLE STRIPERS)**
Maximum weight with equipment - 150 pounds - Maximum age - 11 years old as of Sept. 1st
Maximum weight with equipment - 157 pounds - Maximum age - 10 years old as of Sept. 1st
Maximum weight with equipment - 164 pounds - Maximum age - 9 years old as of Sept. 1st
Maximum weight with equipment - 171 pounds - Maximum age - 8 years old as of Sept. 1st
Maximum weight with equipment - 173 pounds - Maximum age - 7 years old as of Sept. 1st
See Bylaws for weight allowances throughout the season beginning with Week 1
These players are considered Double Stripers and must conform to the striper rules as stated in the bylaws.
7. Three (3) game officials (Games can be played with one (1) official)
8. Nine (9) minute IHSA Stop Clock. (**See NWFYFL/IHSA Stop Clock Rules**). Upon an eighteen (18) point difference at the start of the fourth quarter or anytime thereafter, the game clock will change to a Running Clock for the remainder of the game as per the NWFYFL Running Clock Rules. However, at any time prior to the fourth quarter, the team behind by eighteen (18) or more points has the option to have the game clock change to a Running Clock for the remainder of the game as per the NWFYFL Running Clock Rules. Once the game clock becomes a running clock it will not revert back to a Stop Clock.
9. Teams have twenty-five (25) seconds to snap the ball, once the ball is placed down and signaled ready for play by the referee.
10. Equal play rule. **Refer to current bylaws for clarification.** Referees may not be asked to enforce nor monitor equal play.

11. The four (4) starting backfield players must be circled on the rosters that are exchanged at weigh-in before the game. When a team scores and goes ahead by eighteen (18) points, except for the PAT attempt even if it is for the 19th or 20th point; on their next offensive series the starting backfield circled on the roster, and any other players that have played in the backfield more than six (6) plays for the team in the lead, must be removed from any contact with the ball other than the center position. This includes Kick-Off Returns – Punt Returns, End Reverses or any Receiver positions if catching a pass. These players may be used to kick-off, punt, kick extra points, kick field goals or be a holder for extra points or field goals. However, if used in any of these situations, the play will be declared dead if this player fumbles or mishandles the ball and tries to advance. On defense, it does not include contact with the ball that may result from an interception or a fumble recovery or a fumble recovery while on the kick-off team or punting team. When the lead falls below eighteen (18) points, players from the starting backfield that were circled on the roster along with any other players that played more than 6 plays in the backfield and were removed from contact with the ball may return to play in the backfield once again and may have contact with the ball in any position.
12. A team in the lead by eighteen (18) or more points may not advance the ball after an interception or fumble recovery. The ball becomes dead at the spot of the interception or fumble recovery.
13. When a team is ahead by 18 points or more, it must kick off from its 30-yard line, however, a team behind by 18 or more points has the option of taking the ball at their own 40 yards line instead of receiving a kickoff.
14. A team behind by 18 points or more at half time has the option to kick or receive to begin the second half.
15. A team behind by 18 points or more may kick off at the receiving team's 50-yard line.
16. Two (2) points will be awarded for a successful PAT kick conversion. A successful running or passing play into the end zone will count for (1) extra point.
17. Upon an eighteen (18) point difference, passing on offense by the team in the lead and blitzing on defense by either team is prohibited. A maximum of 5 down-lineman may only rush past the line of scrimmage at the snap of the ball. No passing plays or onside kicks will be allowed by the team in the lead. Violations will incur an un-sportsmanlike penalty.
18. One hundred (100) yard field.
19. Punter only needs to receive the snap from 7 yards back on a punt.
20. Kick-offs are from the 40-yard line and received from the 50-yard line
21. Free kicks after a safety are from the 20-yard line.
22. TIE BREAKER: **The NWYFL requires that all games have a winner.** Ties at the end of regulation play will be decided in accordance with the modified Kansas City Tie Breaker format found at the end of this rule book.

VARSIY DIVISION

1. Game Ball: Wilson TDY or Baden FX500Y - See Nwyfl football exchange rules on Page 28.
2. Rosters in ascending numerical order (0,1,2,3 etc.) - No more than 40 players on a team.
3. Weigh-ins conducted and completed at least thirty (30) minutes prior to scheduled game time. Field Commissioner may start game 15 minutes prior to the scheduled starting time if both teams have completed weigh-in.
4. NON STRIPERS
Maximum weight with equipment - 173 pounds
See bylaws for weight allowances throughout the season beginning with Week 1
Maximum age - 14 years old as of Sept. 1st and can not be in high school.
5. STRIPERS
This level allows for unlimited weights. However, any player over the stated weight classes for Non-Striper's, must play as a Striper and must conform to all Striper rules as stated in the bylaws. No more than 5 Stripers may be on the field at any time.
6. Three (3) game officials (Games can be played with one official)
7. Ten (10) minute IHSA Stop Clock. (**See Nwyfl/IHSA Stop Clock Rules**). Upon an twenty-eight (28) point difference at the start of the fourth quarter or anytime thereafter, the game clock will change to a Running Clock for the remainder of the game as per the Nwyfl Running Clock Rules. However, at any time prior to the fourth quarter, the team behind by twenty-eight (28) or more points has the option to have the game clock change to a Running Clock for the remainder of the game as per the Nwyfl Running Clock Rules. Once the game clock becomes a running clock it will not revert back to a Stop Clock.
8. Teams have twenty-five (25) seconds to snap the ball, once the ball is placed down and signaled ready for play by the referee.
9. A team in the lead by twenty-eight (28) or more points may not advance the ball after an interception or fumble recovery. The ball becomes dead at the spot of the interception or fumble recovery.
10. Two (2) points will be awarded for a successful PAT kick conversion. A successful running or passing play into the end zone will count for (1) extra point.
11. Upon a 28 point difference, the team in the lead is restricted to running plays only. No passing plays or onside kicks will be allowed by the team in the lead. Violations will incur an un-sportsmanlike penalty.
12. One hundred (100) yard field.
13. Punter only needs to receive the snap from 7 yards back on a punt
14. Kick-offs are from the 40-yard line and received from the 50-yard line

15. Free kicks after a safety are from the 20-yard line.
16. TIE BREAKER: **The NWYFL requires that all games have a winner.** Ties at the end of regulation play will be decided in accordance with the modified Kansas City Tie Breaker format found at the end of this rule book.

NWYFL STRIPER and DOUBLE STRIPER RULES

1. These restricted positions are to be identified by a single or double stripe of Bright Green or Yellow Electrical Tape and positioned horizontally completely around the entire helmet. If it is a double stripe the horizontal stripes must be separated by at least one (1) inch. Younger/Heavier players requiring a stripe or double stripe are defined in the NWYFL Age and Weight Qualification Parameter Table (see Section XXII, Exhibit L of the by-laws). All other players are allowed to play all positions on the field without restriction.
2. The ball is considered a dead ball when it is under the control of a striper or double striper.
3. A team may never have more than five (5) stripers on the field at any one time (including no more than one double striper).
4. All stripers must be in the down position, a three (3) or four (4) point stance, except if acting as a kicker or punter. This applies for any striper or double striper either on offense or defense.
5. Any single striper may kickoff, punt or attempt a field goal or extra point. Double stripers may not kickoff, but may punt or attempt field goals/extra point kicks
6. A striper may be used in any kicking situation provided that they do not attempt to advance the ball. If used in a kicking situation, a striper must kick the ball only.
7. The ball will be declared a dead ball if a striper or double striper in a punting situation fumbles the ball or mishandles the ball.
8. Players wearing a stripe or double stripe on the helmet (a striper or double striper) may never advance the ball offensively or defensively.
9. On offense, single stripers or double striper must play an interior line position from tackle to tackle and must be covered by an end. A double striper is **not allowed to play on defense**.
10. On defense, a single striper is restricted to line positions and they must take a forward charge at the snap of the ball. They may not stunt to outside positions and cannot line up more than one (1) yard outside of the offensive tackle. They need not to be covered on defense. On defense stripers must be in a three (3) or four (4) point stance.
11. Direct snaps to an eligible player while stripers or double stripers are in a punt, field goal, or extra point position in the backfield will be a legal play when the team is attempting a fake kick. Stripers or double stripers positioned to punt or attempt a field goal or an extra point may not act as a blocker in a fake kicking situation.
12. During kickoffs stripers on the receiving team cannot be positioned further back than 15 yards from the line of scrimmage. Double stripers are not allowed on the receiving team.
13. Striper and double striper violations will be assessed a fifteen (15) yard penalty for un-sportsmanlike conduct. (Ten yard penalty at the Blue and Green levels.) **There are no Stripers at JV - BIG 10.**

NWYFL “RUNNING CLOCK RULE”

1. The clock stops during all time outs. This includes injury time outs, official time outs and team time outs. The clock is then started according to IHSA rules concerning time outs. Example: After a team time out the clock does not start until after the ball is snapped.
2. An incomplete forward pass stops the clock. The clock starts again when the referee signals the ball is ready for play.
3. When a player goes out of bounds the clock stops. The clock starts when the referee signals the ball is ready for play.
4. At a change of possession the clock stops. The clock starts when the referee signals the ball is ready for play.
5. After a fair catch, the clock stops. The clock starts again when the referee signals the ball is ready for play.
6. After a touchdown, field goal or safety the clock stops. After the ensuing legal kickoff or free kick, the clock starts when any player of the receiving team touches the ball. After the ball becomes dead, the clock starts again when the referee signals the ball is ready for play.
7. Penalties stop the clock. The clock is started in accordance with the IHSA rules regarding penalties. Example: During a delay of game penalty, the clock may be stopped until the ball is snapped.
8. The clock starts with the snap to begin the second and fourth quarters.

Once a game goes to a NWYFL Running Clock it will not revert back to an IHSA Stop Clock

NWYFL

Running Clock Football Game Procedures

The game clock operator should be approved by the field commissioner. The clock operator is an integral member and extension of the on-field officiating crew and game administration. Unfair advantages occur when the game clock is not started or stopped correctly by rule. Great care must be exercised to see that no time lag occurs in starting or stopping the clock. Observe the covering field officials for their signals while paying special attention to the Referee (usually in a white cap or in the backfield). In all cases start and stop the clock promptly.

Be aware of special timing signals along the sidelines. If the ball is out-of-bounds, the referee will signal you to stop the clock. On plays near a boundary line, unless an official so signals, if a pass is caught out of bounds, the incompleteness signal will stop the clock.

The try or (PAT) is not a timed down.

TRY NOT TO allow any end-of-period signal (i.e. the scoreboard horn) to sound while the ball is alive. Allow the end of period signal to sound only after the ball has become dead. This is an important player safety issue. If there is a foul at the end of a period we may have an un-timed down. Watch for an un-timed down signal from the Referee.

During the game a number of events can occur that are defined as either **Major** or **Minor Clock Stoppers**:

Major Clock Stoppers include:	Minor Clock Stoppers include time-outs for:
1. The start of the game or end of a period	1. The ball out of bounds
2. A charged time-out	2. An incomplete forward pass (either legal or illegal)
3. Any scoring play (even if nullified)	3. Player equipment repair
4. A delay of game penalty (in most instances)	4. Any unusual delay, such as cleaning or retrieving the ball
	5. Abuse of the timing rules
	6. A Coach-Official Conference or Officials' time-out that is not charged to the team
	7. Change of Possession
	8. A touchback
	9. Penalty enforcement after a foul
	10. A fair catch of any kick (either made or awarded)

Major Clock Stoppers cause the clock to start when the ball is either snapped or legally touched after a free kick.

Minor Clock Stoppers cause the clock to be restarted when the Referee placed the ball down and declares the ball ready-for-play and/or winds the clock.

During some plays both Major and Minor Clock Stoppers occur. In these instances the Major Clock Stopper takes precedence.

At the end of the second period put the half time interval on the clock, the interval is the same time as one quarter of play. At the end of the end of the half time interval reset the clock for the 3rd quarter with the same time as one quarter of play.

If a timing adjustment is required, the referee may ask you to add or remove some time from the clock. They may also instruct you to not start the clock, regardless of play, until you get a wind-the-clock signal from the Referee. If you have any questions, please contact the field commissioners and/or officials at half time.

Timing the game is a crucial part of game management. We appreciate your participation. Thank You!

NWYFL/IHSA

Stop Clock Football Game Procedures

The game clock operator should be approved by the field commissioner. The clock operator is an integral member and extension of the on-field officiating crew and game administration. Unfair advantages occur when the game clock is not started or stopped correctly by rule. Great care must be exercised to see that no time lag occurs in starting or stopping the clock. Observe the covering field officials for their signals while paying special attention to the Referee (usually in a white cap or in the backfield). In all cases start and stop the clock promptly.

After the clock has been stopped, the referee will start it again on the referee's start-the-clock signal. If no such signal is given, the operator will start it on the snap.

Be aware of special timing signals along the sidelines. If the ball is out-of-bounds, the referee will signal you to stop the clock. On plays near a boundary line, unless an official so signals, if a pass is caught out of bounds, the incompleteness signal will stop the clock. Note: On plays near the out-of-bounds line and in advance of the line to gain, an official may give a winding signal to indicate the ball is inbounds and follow it by a stop-the-clock signal for an apparent first down. Be alert for both signals.

The try or (PAT) is not a timed down.

TRY NOT TO allow any end-of-period signal (i.e. the scoreboard horn) to sound while the ball is alive. Allow the end of period signal to sound only after the ball has become dead. This is an important player safety issue. If there is a foul at the end of a period we may have an un-timed down. Watch for an un-timed down signal from the Referee.

During the game a number of events can occur that are defined as either **Major** or **Minor Clock Stoppers**:

Major Clock Stoppers include:	Minor Clock Stoppers include time-outs for:
1. The start of the game or end of a period	1. Penalty enforcement after a foul
2. An incomplete forward pass (either legal or illegal)	2. First down, either the declaration of or the measurement for a first down
3. The ball out of bounds	3. Player equipment repair
4. Change of Possession	4. Any unusual delay, such as cleaning or retrieving the ball
5. A charged time-out	5. Abuse of the timing rules
6. Any scoring play (even if nullified)	6. A Coach-Official Conference time-out that is not charged to the
7. A touchback	
8. A delay of game penalty (in most instances)	
9. A fair catch of any kick (either made or awarded)	

Major Clock Stoppers cause the clock to start when the ball is either snapped or legally touched after a free kick.

Minor Clock Stoppers cause the clock to be restarted when the Referee declares the ball ready-for-play and winds the clock. During some plays both Major and Minor Clock Stoppers occur. In these instances the Major Clock Stopper takes precedence.

At the end of the second period put the half time interval on the clock, the interval is the same time as one quarter of play. At the end of the half time interval, reset the clock for the 3rd quarter with the same time as one quarter of play.

If a timing adjustment is required, the referee may ask you to add or remove some time from the clock. They may also instruct you to not start the clock, regardless of play, until you get a wind-the-clock signal from the Referee. If you have any questions, please contact the field commissioner and/or officials at half time.

Upon a twenty-eight (28) point difference at the Varsity Big Ten, Junior Varsity Big Ten and Red Big Ten levels or an eighteen (18) point difference at the Blue Big Ten, Green Big Ten Orange Big 10 and all Pac Ten levels at the start of the fourth quarter or anytime thereafter, the game clock will change to a Running Clock for the remainder of the game as per the NWYFL Running Clock Rules. However, at any time prior to the fourth quarter, the team behind by twenty-eight (28) or eighteen (18) or more points has the option to have the game clock change to a Running Clock for the remainder of the game.

Timing the game is a crucial part of game management. We appreciate your participation. Thank You!

NWYFL
Football Exchange Game Rules

Per NWYFL Bylaws Section XIII Article 13.12

All Blue & Green Levels	Wilson K2 or Baden FX500PW
All Orange & Red Levels	Wilson TDJ or Baden FX500JR
All JV and Varsity Levels	Wilson TDY or Baden FX500Y

1. Per IHSA rules and regulations, teams may choose to use their own football while on offense. Approval of any football to be used during an NWYFL game must be given to the head referee at the pre-game meeting prior to kick-off! Only those footballs, which meet NWYFL standards as per the bylaws, and are properly inflated, may be used during games.
2. It is the responsibility of the offense on the field to ensure that their game ball is shuffled into play with the change of possession in a timely manner. If the ball is not given to the referee immediately upon change of possession, the ball on the field will remain until the next offensive possession.
3. If at any point during the game the officials determine that the exchange of the game balls are becoming a detriment to the playing of the game, they have final authority to discontinue this procedure.
4. The original game ball provided by the home team shall then be used for the remainder of the game. **Coaches may not dispute nor protest this decision.**

GENERAL INSTRUCTIONS FOR LINE-TO-GAIN CREWS

The typical line-to-gain crew consists of at least three individuals — a down-box operator and two to hold the rods. Unless otherwise possible by use of a fourth crew member, the down-box operator will sometimes be asked to attach a line clip as specified.

PREGAME DUTIES

1. The line-to-gain crew shall meet the LINESMAN on the sideline opposite the press box before game time and also five minutes prior to the second-half kickoff.
2. The LINESMAN shall make certain that the chain and the official down box have been placed opposite the press box or the designated sideline and that all are in good working order and conform to the rules.
3. The complete concentration of the crew is absolutely necessary if it is to discharge its duties efficiently. The crew must refrain from showing any partisan reaction to the events taking place on the playing field. The crew must be prepared to act immediately on instructions from the LINESMAN so that teams and all concerned will know the exact situation concerning the down and yards to be gained. The crew shall not move or change the number of the down until signaled to do so by the LINESMAN.

GAME PROCEDURES

1. On the LINESMAN'S signal, the crew must move as quickly as possible to the next position.
2. When a runner or pass receiver is going out of bounds in the immediate vicinity, the involved crew member is to quickly and carefully drop the marker down and move away from the sideline keeping his eye on the spot of the marker. The crew member away from the play should hold his position if possible.
3. The LINESMAN will set the spot of all first downs by going to the sidelines and marking, while facing the field, the exact spot where the rear stake will be set. The front crew member will then be sure the chain is fully extended before setting his stake.
4. The DOWN-BOX OPERATOR, on every new series of downs, will set the box at the spot marked by the linesman. When the line-to-gain equipment is moved, the rear rod is to be set behind the down marker and then the clip (if used) shall be placed at the back edge of the 5-yard line nearest the rear rod. The marker must be held at all times in an upright position with the down correctly shown.
5. The DOWN-BOX OPERATOR is to show the number of the down just completed and shall not indicate the new down until so notified by the LINESMAN. On instruction from the LINESMAN, the DOWN-BOX OPERATOR will move the down marker to a new position with the marker placed at the forward point of the ball and change the marker to the correct down.
6. On all measurements for first down when the chain is moved onto the field, the DOWN-BOX OPERATOR is to place his marker at/off the spot of the front rod until a new series of downs is declared or the chain is returned to its previous position.
7. The DOWN-BOX OPERATOR should be aware of any penalty markers. The marker must not be moved nor the down changed until so notified by the LINESMAN.
8. The chain is not extended if it is a first-and-goal situation. After the chain is clipped, remove it from the sideline.
9. The DOWN-BOX OPERATOR should place the marker on the line of scrimmage on all try situations. This will aid players and officials in determining the line of scrimmage on all plays toward the sideline. The chain will not be placed on a try.
10. If the sidelines become crowded and the crew does not have room to efficiently discharge its duties, the crew is to notify the LINESMAN immediately so that a time-out may be called and the sidelines cleared before the game will be allowed to proceed.
11. If the game is delayed for any reason, the crew will stay with the officials.

NWYFL TIE BREAKER PROCEDURE

The NWYFL requires that all games at all levels must have a winner. Ties at the end of regulation play for all Big Ten and Pac Ten level games will be decided in accordance with the Kansas City Tie Breaker format in the following manner:

- 1) The winner of a coin toss will select to start the overtime period on offense or defense. The other team has the choice of end zones. The end zone does not change with change of possession. Each team is given an alternating series of four (4) downs, starting from the ten (10) yard line, to score either a touchdown or field goal. Each team receives an equal number of possessions with the maximum being two (2) for Big Ten Red, JV and Varsity and one (1) for Big Ten Blue, Big Ten Green, Big Ten Orange and all Pac Ten levels. Exception: Two (2) possessions for Big Ten Blue, Big Ten Green, Big Ten Orange and all Pac Ten levels in a playoff game and unlimited possessions at all divisions and levels for championship games. Extra points will count in the total points scored on a possession after a touchdown. An extra point must be attempted. The first team to outscore the other in equal possession wins.
- 2) If the score is still tied after the possessions as outlined above and in Section 19.1.1 Article A of the bylaws have been completed; the ball will be placed at midfield. The winner of a coin flip will either choose to go on offense or defense, or choose the direction of the final overtime period. The other team has the remaining choice. Each team is given four (4) downs to gain as much positive (or the least negative) yardage as possible. If a turnover occurs, that teams overtime period is completed, and the yardage gained or lost is computed at the time of the turnover. In the case of a fumble during a run, the final spot is the point of the fumble or last controlled spot on the field by that team. In the case of an interception, the final spot is the line of scrimmage where the play started.
- 3) No first downs are awarded and all penalties are assessed whether they result in positive or negative yardage.
- 4) Both teams must attempt all 4 downs, unless a turnover occurs or a team scores a touchdown. If a touchdown is scored in less than four (4) downs, the scoring team does not receive any more downs to gain more yardage.
- 5) Extra points and field goals are not attempted.
- 6) If the yardage is the same after both teams have attempted their 4 downs, both teams will start another 4 downs from midfield in the same direction, however, the team that originally started on offense will now start on defense.
- 7) In the tiebreaker period, each team is allowed one (1) timeout per sequence
- 8) The team that wins the tie-breaker will be awarded 2 points for the tie breaker win.

NWYFL VARSITY PAC TEN PLAYER EXCEPTION AGREEMENT

The NWYFL Varsity Pac Ten level exception allows the use of a limited number of players from other Pac Ten or Big Ten teams for the purpose of providing sufficient playing time for Big Ten and Pac Ten players at the Varsity division and/or for maintaining the participation of teams who otherwise would not be able to field a Pac Ten team due to a limited number of players. The spirit of this agreement is to provide adequate playing time for all players and not to provide a competitive advantage to any team.

Each player in any division must only be on one roster, either a Big Ten or Pac Ten roster.

If a Franchise is going to field two (2) Pac Ten teams, and will use this agreement to field a second Pac Ten team due to a limited number of players, they should use players from their other Pac Ten team before using players from their Big Ten team unless a scheduling conflict exists.

The following guidelines should be considered when using players from another **Pac Ten** team.

Any Pac Ten player who is chosen to play on another Pac Ten team must be clearly identified by name and number to the opposing Pac Ten coach.

Pac Ten players who have had or will have significant playing time in their own Pac Ten game (playing both sides of the ball) should not participate in another Pac Ten game on that same weekend.

Pac Ten coaches who plan to use other Pac Ten players from another roster should be prepared to present their Pac Ten roster and the other Pac Ten roster to the opposing Pac Ten coach.

All regular Pac Ten players on their roster should play on both sides of the ball (offense and defense) and Pac Ten players from the other Pac Ten roster should only be used to fill in missing positions or to replace a regular Pac Ten player due to injury or exhaustion.

The following guidelines should be considered when using players from a **Big Ten** team.

Any Big Ten player who is chosen to play in a Pac Ten game must be clearly identified by name and number to the opposing Pac Ten coach.

Big Ten players who have had or will have significant playing time in their Big Ten game (1/2 or more of the game) should not participate in a Pac Ten game on that same weekend.

Pac Ten coaches who plan to use Big Ten players should be prepared to present their Pac Ten roster and the Big Ten roster to the opposing Pac Ten coach.

Big Ten players brought down to play on a Pac Ten team can not be part of the starting backfield and should not carry the ball if at all possible.

All Pac Ten players on the roster should play on both sides of the ball (offense and defense) and Big Ten players should only be used to fill in missing positions or to replace a Pac Ten player due to injury or exhaustion.

EXHIBIT L

NWYFL AGE AND WEIGHT QUALIFICATION PARAMETER TABLE

DIVISION	MAX AGE	MAX # W/EQPT.	ADD .5 POUNDS PER WEEK STARTING IN WEEK 1 AND CONTINUE THRU CHAMPIONSHIP GAMES							
			Week 1	Week 2	Week 4	Week 6	Week 8	Week 10	Week 12	
<u>VARSITY</u>										
STRIPER	14*	over 173	over 173.5	174	175	176	177	178	179	
NO STRIPE	14*	173	173.5	174	175	176	177	178	179	
<u>JR. VARS.</u>										
	14*	133	133.5	134	135	136	137	138	139	
	13	133	133.5	134	135	136	137	138	139	
SINGLE STRIPER	12	143	143.5	144	145	146	147	148	149	
DOUBLE STRIPER	11	150	150.5	151	152	153	154	155	156	
DOUBLE STRIPER	10	157	157.5	158	159	160	161	162	163	
DOUBLE STRIPER	9	164	164.5	165	166	167	168	169	170	
DOUBLE STRIPER	8	171	171.5	172	173	174	175	176	177	
DOUBLE STRIPER	7	173	178.5	179	180	181	182	183	184	
YOUNGER/HEAVIER PLAYERS (PAC 10 LEVEL ONLY)										
<u>RED</u>										
	12	118	118.5	119	120	121	122	123	124	
OLDER/LIGHTER	13	98	98.5	99	100	101	102	103	104	
YOUNGER/HEAVIER										
SINGLE STRIPER	11	128	128.5	129	130	131	132	133	134	
DOUBLE STRIPER	10	135	135.5	136	137	138	139	140	141	
DOUBLE STRIPER	9	142	142.5	143	144	145	146	147	148	
DOUBLE STRIPER	8	149	149.5	150	151	152	153	154	155	
DOUBLE STRIPER	7	156	156.5	157	158	159	160	161	162	
<u>ORANGE</u>										
	11	103	103.5	104	105	106	107	108	109	
OLDER/LIGHTER	12	83	83.5	84	85	86	87	88	89	
YOUNGER/HEAVIER										
SINGLE STRIPER	10	113	113.5	114	115	116	117	118	119	
DOUBLE STRIPER	9	120	120.5	121	122	123	124	125	126	
DOUBLE STRIPER	8	127	127.5	128	129	130	131	132	133	
DOUBLE STRIPER	7	134	134.5	135	136	137	138	139	140	
<u>GREEN</u>										
	10	93	93.5	94	95	96	97	98	99	
OLDER/LIGHTER	11	73	73.5	74	75	76	77	78	79	
YOUNGER/HEAVIER										
SINGLE STRIPER	9	103	103.5	104	105	106	107	108	109	
DOUBLE STRIPER	8	110	110.5	111	112	113	114	115	116	
DOUBLE STRIPER	7	117	117.5	118	119	120	121	122	123	
DOUBLE STRIPER	6	124	124.5	125	126	127	128	129	130	
<u>BLUE</u>										
	9	83	83.5	84	85	86	87	88	89	
OLDER/LIGHTER	10	63	63.5	64	65	66	67	68	69	
YOUNGER/HEAVIER										
SINGLE STRIPER	8	93	93.5	94	95	96	97	98	99	
DOUBLE STRIPER	7	100	100.5	101	102	103	104	105	106	
DOUBLE STRIPER	6	107	107.5	108	109	110	111	112	113	

ALL WEIGHT'S ARE WITH EQUIPMENT AND ALL AGES ARE AS OF SEPTEMBER 1