

ITEM	6U/7U (8v8)	7U (11v11)	8U/9U	10U/11U/12U 13U/14U
2 Point Stance	Only	Only	Only	X
Kickoff	X	X	X	KO
Start On	35	35	35	KO
Punt	*1	*1	*2	YES
Blitzing	NO	NO	NO	YES
Def Over Snapper	NO	NO	NO	YES
Fumble	*3	*3	LIVE	LIVE
Interception	LIVE	LIVE	LIVE	LIVE
Point After Try	NO	NO	YES	YES
Overtime	*4	*4	YES	YES
Field Length	80	80	100	100
Field Width	6U Move to Hash	FULL	FULL	FULL
Min # of Players	12	16	16	16

6U/7U (8v8) Defensive Alignment must be 4-3-1 NO BLITZING

7U (11v11) Defensive Alignment must be 6-4-1 NO BLITZING

*1 - On 4th Down, run a scrimmage play OR move the ball back to opponent's 35 yard line

*2 - Punt is LIVE but Defenders cannot rush

*3 - In Offensive backfield, ball is DEAD / on Defensive side ball is LIVE

*4 - Tie breakers are permitted in League Championship and/or bowl game

8 MAN RULE DIFFERENCES

11 Man rules are used for 8 man with these modifications:

Rule 1 - At least 5 offensive players must be on the line at the snap

Rule 2 - Only players at the right and left ends of the line are eligible pass receivers

Rule 3 - All backs are eligible pass receivers if they are legally behind the line of scrimmage at the snap. The Passer cannot catch their own pass.

Rule 4 - Direct running is allowed in 8 man football

Rule 5 - On the 80-yd field, the ball is snapped after a touchback and free kicked after a safety from the 15 yard line

MPR Rule - All players shall receive their mandatory plays by the end of the third quarter, or they shall enter the game at the start of the fourth quarter, and remain in the game until they have received their required number of plays.

10U-14U

16-25 players - 10 plays

26-30 players - 8 plays

31-35 players - 6 plays

7U-9U (11)

16-25 players - 12 plays

26-30 players - 10 plays

31-35 players - 8 plays

6U/7U (8v8)

12-15 players - 12 plays

16-20 players - 10 plays

21+ players - 8 plays