

SQUIRT DIVISION RULES & GUIDELINES

PURPOSE

THE PURPOSE OF THE SQUIRT DIVISION IS TO PROVIDE AN ENTRY LEVEL INSTRUCTIONAL DIVISION FOR YOUNG PLAYERS WITH AN EMPHASIS TO BE PLACED PRIMARILY UPON TEACHING YOUNG PLAYERS GOOD SOUND OFFENSIVE & DEFENSIVE FUNDAMENTAL SKILLS & NOT WINNING OR LOSING.

SQUIRT DIVISION AGE & WEIGHT LIMITATIONS

ALL AREAS ENTERING THE SQUIRT DIVISION, MUST BE WILLING TO ACCEPT 8 YEAR OLD PLAYERS.

SQUIRT AGE AND WEIGHT RULES ARE AS FOLLOWS:

<u>AGE</u>	<u>WEIGHT</u>
8	UNLIMITED
9	90 LBS.

THE SQUIRT DIVISION CONSISTS OF BOTH 8 AND 9 YEAR OLD ***FIRST YEAR*** PLAYERS. 9 YEAR OLD PLAYERS CANNOT WEIGH MORE THAN 90 LBS. **NO** 9 YEAR OLD FIRST YEAR PLAYER WILL BE ALLOWED TO PARTICIPATE IF HE/SHE TURNS 10 YEARS OLD BEFORE NOVEMBER FIRST OF THE CURRENT SEASON.

ALL EIGHT (8) YEAR OLD AND NINE (9) YEAR OLD FIRST YEAR PLAYERS MUST PLAY IN THE SQUIRT DIVISION UNLESS THE FRANCHISED AREA IN QUESTION CANNOT FIELD A SQUIRT TEAM. IN WHICH CASE, THEY MAY PLAY IN THE PEE WEE DIVISION.

NOTE - VERY IMPORTANT

ALL SQUIRT PLAYERS REGARDLESS OF THEIR AGE OR THEIR WEIGHT MUST BE VALIDATED AT THE LEAGUE VALIDATION NIGHT.

THE SQUIRT DIVISION PLAY WILL BE ADMINISTERED BY STANDARD I.H.S.A. RULES; WITH THE FOLLOWING RULES EXCEPTIONS LISTED:

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PLAYING CLOCK & TIME-OUTS

THE SQUIRT DIVISION WILL UTILIZE A STANDARD TEN (10) MINUTE I.H.S.A. CLOCK SYSTEM.

1. EACH QUARTER WILL CONSIST OF A STANDARD TEN (10) MINUTE I.H.S.A. CLOCK THEREFORE A REGULATION SQUIRT DIVISION GAME WILL CONSIST OF A STANDARD FORTY (40) MINUTE I.H.S.A. CLOCK
2. THERE WILL BE A SEVEN (7) MINUTE INTERMISSION BETWEEN HALVES FOLLOWED BY A MANDATORY THREE (3) MINUTE I.H.S.A. WARM UP PERIOD.
3. TIME-OUTS. EACH TEAM WILL BE ALLOWED THREE (3) TIME-OUTS PER HALF, FOR A TOTAL OF SIX (6) TIME-OUTS PER GAME. EFFECTIVE IN 2008, (ISHA RULES) THE HEAD COACH CAN DESIGNATE ANOTHER COACH FOR THE PURPOSE OF REQUESTING TIME OUTS. IN THIS DIVISION OF PLAY, EITHER OF THE COACHES (OFFENSIVE COACH OR DEFENSIVE COACH) ON THE FIELD MAY CALL TIME OUT.
4. NO OVERTIME GAMES WILL BE PLAYED. IF AFTER FOUR (4) QUARTERS (40 MINUTES) THE SCORE IS TIED, THE GAME IS OVER. IT IS DECLARED A TIE. THERE IS NO TIE BREAKER FORMAT TO BE USED.
5. OFFENSES WILL HAVE THIRTY (30) SECONDS TO SNAP THE BALL AFTER THE REFEREE HAS MARKED THE BALL READY TO PLAY. CONTINUED ABUSE OF THIS THIRTY (30) SECOND TIME FRAME BY THE REFEREE'S DISCRETION WILL BE ADMINISTERED BY THE REFEREE AS A DELAY PENALTY.

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ENHANCED OFFENSIVE & DEFENSIVE RULES: SQUIRTS

1. A 75 LBS. BALL CARRIER RULE HAS BEEN INSTITUTED FOR THE SQUIRT DIVISION. THE 75 LBS. BALL CARRIER RULE IS DEFINED THE FOLLOWING WAY: ANY PLAYER WEIGHING **76 LBS.** OR OVER WILL NOT BE ALLOWED TO CARRY THE BALL FROM SCRIMMAGE AND MUST BE VISUALLY IDENTIFIABLE BY THE ADHERENCE OF THE J.F.L.O.C.I. LEAGUE PROVIDED RED AND SILVER **NBC** (NON-BALL CARRIER) STICKER TO BE LOCATED AT EAR LEVEL ON THE BACK CENTER CROWN OF HIS/HER HELMET. ONLY ONE STICKER PER HELMET IS REQUIRED.

OFFENSIVELY, ANY PLAYER MAY ADVANCE (EVEN PLAYERS WEIGHING 76 LBS. OR OVER) THE BALL DUE TO AN UNINTENTIONAL FUMBLE, INTERCEPTION OR BLOCKED KICK.

DEFENSIVELY, ANY PLAYER MAY ADVANCE (EVEN PLAYERS WEIGHING 76 LBS. OR OVER) THE BALL DUE TO FUMBLE OR INTERCEPTION.

2. ON OFFENSE, ALL NBC STICKERED PLAYERS MUST PLAY TACKLE TO TACKLE (INCLUDING EXTRA POINT, FIELD GOAL ATTEMPTS AND PUNTS) AND BE POSITIONED IN A THREE (3) OR (4) FOUR POINT STANCE AT THE TIME OF THE SNAP. IN ADDITION, NBC STICKERED PLAYERS ARE NOT ALLOWED TO CARRY OR ADVANCE THE BALL FROM SCRIMMAGE.

3. DEFENSIVE LINE PLAYERS (MEANING DE's, DT's and NG's) MAY NOT SHIFT UNTIL THE BALL IS SNAPPED. BACKS ARE FREE TO MOVE PARELLEL TO THE LINE OF SCRIMMAGE AT ANYTIME AS LONG AS THEY STAY WITHIN THE THREE (3) YARD AND SEVEN (7) YARD INCREMENTS. AFTER THE BALL IS SNAPPED, ALL DEFENSIVE PERSONNEL ARE ALLOWED TO FREELY MOVE ABOUT THE ENTIRE FIELD.

SHIFT DEFINED: A SHIFT IS DEFINED AS DEFENSIVE PLAYERS MOVING TO A "NEW LOCATION" ONCE THEIR DEFENSE HAS ALIGNED ITSELF AND THE OFFENSE IS SET.

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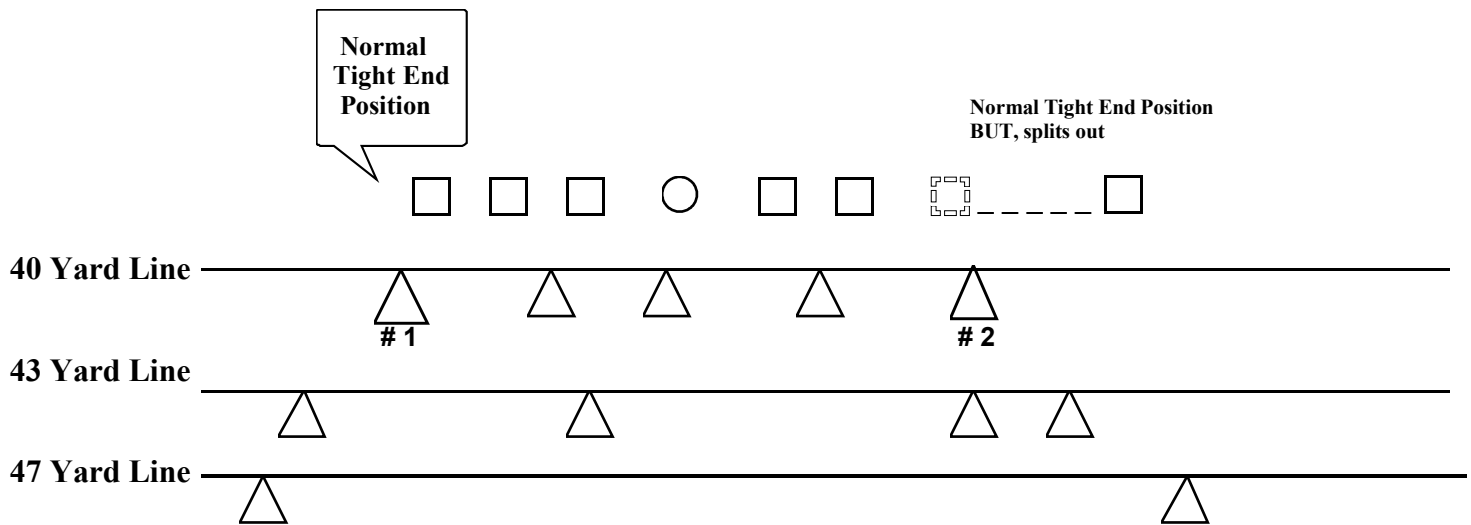
ENHANCED OFFENSIVE & DEFENSIVE RULES (CONTINUED)

4. ON DEFENSE, ALL NBC STICKERED PLAYERS MUST PLAY END TO END ON DEFENSE AND THE DEFENSIVE LINE MUST CONSIST OF FIVE (5) PLAYERS ON THE LINE OF SCRIMMAGE AT THE TIME OF THE SNAP. IN ADDITION, THERE MUST BE FOUR (4) PLAYERS ON THE SECOND LINE, THREE (3) YARDS OFF THE LINE OF SCRIMMAGE, AND TWO PLAYERS ON THE THIRD LINE, SEVEN (7) YARDS OFF THE LINE OF SCRIMMAGE. THIS TYPE OF DEFENSE IS KNOWN AS A 5-4-2. ALL DOWN LINEMEN MUST BE POSITIONED IN A THREE (3) OR FOUR (4) POINT STANCE. DEFENSIVE ENDS WILL BE ALLOWED TO STAND UP AS WELL AS ALL OTHER DEFENSIVE PERSONNEL. NO PREVENT DEFENSE ALLOWED.

5-4-2 DEFENSIVE ALIGNMENT DIAGRAM WITH EXPLANATION ON FOLLOWING PAGE, PAGE 5.

5-4-2 DEFENSIVE ALIGNMENT

**Defensive End (DE) cannot play wider than
the outside shoulder of the normal tight end position**



**NOTE: Defensive End(s)
(From Above)**

- # 1. Defensive End on outside shoulder of Tight End.
- # 2. Defensive End on outside shoulder of Tight End, in normal position. In this example, Tight End splits out, DE Must stay in.....hence, normal Position.
- #3. Defensive Line cannot shift.

ADDITIONAL NOTES:

- Tackles and Nose Guard do not have to play “Head Up.”
- Four players on Level two can play any alignment, but must remain three yards off the line of scrimmage. Level Two is free to move parallel to the line of scrimmage.
- Two players on Level three can play any alignment, but must remain seven yards off the line of scrimmage. Level Three is free to move parallel to the line of scrimmage.

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ENHANCED OFFENSIVE & DEFENSIVE RULES (CONTINUED FROM PAGE 4)

(# 4, continued)

THE ONE EXCEPTION TO THIS RULE IS THAT A GOAL LINE DEFENSE IS ALLOWED BETWEEN THE FIVE (5) YARD LINE AND THE GOAL LINE. IN THAT GOAL LINE DEFENSE, THE DEFENSIVE TEAM IS ALLOWED TO USE A SEVEN MAN FRONT ON THE LINE OF SCRIMMAGE BUT FIVE PLAYERS MUST BE IN A DOWN THREE (3) OR FOUR (4) POINT STANCE, WITH THE REMAINING FOUR (4) PLAYERS BEING THREE (3) YARDS OFF THE LINE OF SCRIMMAGE.

5. FAILURE TO COMPLY WITH THESE DEFENSIVE RULES WILL RESULT IN THE FOLLOWING PENALTIES TO BE ADMINISTERED IN THE FOLLOWING MANNER:

- (1) 1ST OFFENSE - VERBAL WARNING
- (2) 2ND OFFENSE - DELAY OF GAME PENALTY
- (3) SUBSEQUENT OFFENSES - MISCONDUCT PENALTY

6. THE HOME TEAM WILL PROVIDE A J.F.L.O.C.I. SANCTIONED FOOTBALL (WILSON K-2) AS A GAME BALL FOR INSPECTION BY THE OFFICIATING CREW AND THE VISITING TEAM DURING THE PREGAME OFFICIALS CONFERENCE. IF FOR ANY REASON THE VISITING TEAM

OBJECTS TO THE HOME TEAM BALL THEN THE OFFICIATING CREW WILL INSPECT THE VISITORS BALL AND HAVE THE POWER TO MAKE THE FINAL DECISION AS TO WHICH GAME BALL PROVIDED THEY PREFER TO USE.

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ENHANCED KICKING RULES

AN "NBC" PLAYER MAY ATTEMPT A FIELD GOAL OR EXTRA POINT. THEY CANNOT ADVANCE THE BALL DUE TO A FUMBLER/MUFFED SNAP.

1. NO KICKOFFS WILL BE ALLOWED. THE OFFENSIVE TEAM WILL START ON ITS OWN FORTY (40) YARD LINE. THE SAME PROCEDURE WILL BE FOLLOWED AFTER A SAFETY.
2. NO PUNTS WILL BE ALLOWED. THIRTY (30) YARDS WILL BE WALKED OFF FROM THE LINE OF SCRIMMAGE OR ONE HALF THE DISTANCE TO THE GOAL, WHICHEVER IS LESS.
3. EXTRA POINTS WILL BE SCORED THE FOLLOWING WAYS:
 - (A) TWO (2) POINTS FOR A KICK.
 - (B) ONE (1) POINT FOR RUNNING OR PASS PLAY.
4. NO FAKE EXTRA POINT KICKS OR FIELD GOAL ATTEMPTS WILL BE ALLOWED.
5. EXTRA POINT KICKS & FIELD GOAL ATTEMPTS WILL BE ADMINISTERED IN THE FOLLOWING MANNER:

THE BALL WILL BE HANDED TO THE HOLDER TO POSITION IN FRONT OF, IN BACK OF, OR TO EITHER SIDE OF THE EXTRA POINT KICKING TEE AS HE/SHE DESIRES. THE HOLDER WILL BE ALLOWED TO PUT HIS HANDS NEAR BUT NOT ON THE BALL UNTIL THE REFEREE BLOWS HIS WHISTLE. AS SOON AS THE REFEREE DETERMINES BOTH TEAMS ARE READY, HE WILL BLOW HIS WHISTLE TO SIMULATE THE SNAP & THE HOLDER MAY PICK UP THE BALL & PLACE IT ON THE TEE TO KICK.

SQUIRT DIVISION RULES & GUIDELINES

ENHANCED GENERAL RULES

1. MINIMUM MANDATORY PLAYING RULE

It is the intent of the JFLOCI to see that all players listed on the official roster are given a reasonable opportunity to play in every game, barring, sickness, injury or disciplinary action.

All Directors are in charge with the responsibility to ensure that all coaches are familiar with and understand the playing time rule.

The following shall be the Minimum Mandatory Playing Rule (MPR) for all teams. Each area may set a higher limit, but never less than the minimum as set by the JFLOCI. All MPR's will be based on eligible players at the start of the game.

Not abiding by this rule shall subject the Head Coach to a one game suspension. A second infraction shall result in disciplinary action with coach and area director by the JFLOCI.

EACH PLAYER MUST PLAY A MINIMUM, OF THE EQUIVALENT, OF ONE HALF OF A GAME, 20 MINUTES. THIS DOES NOT APPLY TO PLAYER ON DISCIPLINARY ACTION.

FOR TEAMS WITH MORE THAN TWENTY-TWO (22) PLAYERS ON A ROSTER, IT IS THE RESPONSIBILITY OF THE HEAD COACH TO INSURE EACH PLAYER RECEIVES EQUAL PLAYING TIME. "EQUAL PLAYING TIME" IS DEFINED AS AN EQUIVALENT NUMBER OF MINUTES PLAYED BY EACH PLAYER ON A ROSTER DURING EACH GAME.

All players shall receive their minimum playing time by participation in "active" plays, without the intent to minimize the action or integrity of the plays.

1. The plays must be from the line of scrimmage.
2. Kickoff's, extra points shall not count toward fulfilling the MPR requirement.
3. Plays such as, but not limited to, having the center snap the ball to the QB, and then the QB falls to the ground, while substitutes are playing the other positions, shall not be considered active plays.

SQUIRT DIVISION RULES & GUIDELINES

ENHANCED GENERAL RULES (CONTINUED)

2. EIGHTEEN POINT (18) POINT SPREAD RULE: AN EIGHTEEN POINT SPREAD RULE HAS BEEN ESTABLISHED FOR USE BY ALL DIVISIONS (EXCEPT SENIORS). THE INTENT OF THIS RULE IS TO ELIMINATE THE NUMBER OF OCCASIONS ON WHICH TEAMS ARE DEFEATED BY EXCESSIVE SCORES. THE J.F.L.O.C.I. CAN NO LONGER TOLERATE COACHES WHO THINK IT IS ACCEPTABLE TO DEFEAT AN OPPONENT BY A 70 - 0 SCORE. THIS RULE IS INTENDED TO SUPPLEMENT THE FORTY TWO (42) POINT SPREAD RULE & NOT REPLACE IT. THE EIGHTEEN (18) POINT SPREAD RULE SHALL BE ADMINISTERED WITH THE FOLLOWING RULES OR GUIDELINES:

IF DURING ANY SANCTIONED J.F.L.O.C.I. GAME. A POINT DIFFERENTIAL OF EIGHTEEN (18) OR MORE POINTS HAS BEEN OBTAINED BY A TEAM:

- (A) THAT TEAM WILL HAVE A "FIRST AND GOAL" ON ALL SUBSEQUENT POSSESSIONS AS LONG AS AN EIGHTEEN (18) POINT OR MORE DIFFERENTIAL CONTINUES TO EXIST BETWEEN THE TWO TEAMS.
- (B) AFTER COMPLETING FOUR DOWNS WITHOUT A SCORE, THE ONLY WAY IN WHICH A TEAM WITH AN EIGHTEEN (18) POINT OR MORE LEAD MAY REGAIN POSSESSION OF THE BALL IS FOR THE TRAILING TEAM TO HAVE HAD THE BALL IN THEIR POSSESSION FOR AT LEAST ONE (1) LIVE BALL PLAY.

3. FORTY TWO (42) POINT SPREAD RULE: A FORTY TWO (42) POINT SPREAD RULE HAS BEEN ESTABLISHED FOR USE BY ALL DIVISIONS (EXCEPT SENIORS). THE INTENT OF THIS RULE IS TO ELIMINATE THE NUMBER OF OCCASIONS ON WHICH TEAMS ARE DEFEATED BY EXCESSIVE SCORES. THE J.F.L.O.C.I. CAN NO LONGER TOLERATE COACHES WHO THINK IT IS ACCEPTABLE TO DEFEAT AN OPPONENT BY A 70 - 0 SCORE. THIS RULE IS INTENDED TO SUPPLEMENT THE

SQUIRT DIVISION RULES & GUIDELINES

ENHANCED GENERAL RULES (CONTINUED)

EIGHTEEN (18) POINT SPREAD RULE & NOT REPLACE IT. THE FORTY TWO (42) POINT SPREAD RULE SHALL BE ADMINISTERED WITH THE FOLLOWING RULES OR GUIDELINES:

- (A) ANY J.F.L.O.C.I. FRANCHISED TEAM, DEFEATING AN OPPONENT BY A MARGIN OF VICTORY OF FORTY TWO (42) POINTS OR MORE, WILL AUTOMATICALLY FORFEIT THE GAME TO ITS OPPONENT BY A 1 - 0 SCORE.
 - (B) ADDITIONALLY, THE COACHING STAFF OF THE OFFENDING TEAM WILL AUTOMATICALLY BE SUSPENDED FROM COACHING THAT TEAM DURING ITS NEXT REGULARLY SCHEDULED GAME.
4. ONE COACH PER TEAM WILL BE ALLOWED ON THE FIELD AT ALL TIMES TO GIVE INSTRUCTIONS TO PLAYERS IN THE GAME. ONE (1) COACH FOR OFFENSE & ONE (1) COACH FOR DEFENSE WILL BE PERMITTED. COACHES SHOULD NOT POSITION PLAYERS. CALL THE OFFENSIVE PLAY OR DEFENSIVE FORMATION AND LET THE PLAYERS REACT NORMALLY.

COACHES, BOTH OFFENSIVE AND DEFENSIVE, MUST POSITION THEMSELVES A MINIMUM OF TEN (10) YARDS OFF THE LINE OF SCRIMMAGE.

FAILURE TO COMPLY WITH THIS POSITIONING RULE WILL RESULT IN THE FOLLOWING PENALTIES TO BE ADMINISTERED IN THE FOLLOWING MANNER:

- (1) 1ST OFFENSE - VERBAL WARNING
- (2) 2ND OFFENSE - DELAY OF GAME PENALTY
- (4) SUBSEQUENT OFFENSES - MISCONDUCT PENALTY

SQUIRT DIVISION RULES & GUIDELINES

ENHANCED GENERAL RULES (CONTINUED)

5. AREA DIRECTORS WILL NOT BE RESPONSIBLE FOR OBTAINING GAME OFFICIALS. THE J.F.L.O.C.I. MANAGER WILL SCHEDULE ALL SQUIRT REGULAR SEASON GAMES. AT LEAST ONE (1) "PATCHED" I.H.S.A. OFFICIAL AND/OR J.F.L.O.C.I. CERTIFIED LEVEL FOUR (4) OFFICIAL AND/OR AREA DIRECTORS AND/OR AREA COACHES MUST BE PRESENT IN ORDER TO START A REGULATION GAME.

(AREA DIRECTORS OR COACHES MAY BE USED AS ADDITIONAL OFFICIALS IF MUTUALLY AGREED UPON BY BOTH HEAD COACHES.)

THERE MUST BE A COMBINATION OF TWO OFFICIALS TO START A GAME.

Rationale:

All games start with two officials, whether it is IHSA patched officials and/or combination of IHSA patched officials, Level Four certified JFL officials and/or coaches and directors.

6. RADIO and COMMUNICATION DEVICES

No radios or other communicative devices shall be allowed during game situations to relay information to the coaching staff on the field or sidelines.

7. I.H.S.A. RULES WILL BE APPLIED UNLESS SUPERSEDED BY ENHANCED SPECIAL J.F.L.O.C.I. RULES.

J.F.L. ABSOLUTE RULE

**EACH TEAM WILL PLAY THEIR
SCHEDULED OPPONENT**

NO FORFEITS!

NO HUMILIATION!

**GIVE EACH TEAM A
FAIR CONTEST!**