PLAYING RULES
7th/8th GRADE

Playing Rules: 11-Man Football
Field Length: 100 yds x Min. 50 yds wide
Ball Size: Junior/High School

National Federation of State High School Associations rules will apply to the Blaine Youth Football Classic, with the following modifications:

LEGAL TEAMS / ELIGIBILITY

All teams must be community-based. All intact community season teams may have a maximum of 30 players on their roster. A community may combine their current community season teams to form one team. A combined community team will have roster limit of 25 players. An association leader must sign off on all rosters prior to submitting your printed roster at check-in before your first game.

Players: All players must be in the appropriate grade for the 2025-2026 academic year for 7th and 8th Grade Divisions. Players can play "up" but cannot play "down".

WEIGHT RESTRICTIONS

There are no weight restrictions on ball carriers or red stripers needing to be identified at these grade levels. All players are eligible to play in any position at any time.

DEFENSE

1. All forms of defense are allowed including blitzing packages per regular High School Football rules.
2. Coaches are not allowed on the field or in the huddle at any time during play.

OFFENSE

1. The offense is required to have 7 players on the line of scrimmage per football rules. Unbalanced formations are allowed per High School Football rules.
2. The outside end on the line of scrimmage on each side of the line is considered an eligible receiver. Please make sure that if you have a tight end on the line of scrimmage anyone outside of them on the line needs to be off the line. Similar arrangements need to be made when using trips on multiple receiver packages on one side.
3. Coaches are not allowed on the field or in the huddle at any time during play.

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GAME ADMINISTRATION RULES

1. Team benches and team fans will be on the same side of their portion of the field. Team/Coaching Box from 15 yd line to 15 yd line and 3 yds deep. No fans should be inside this area.

2. The game clock will be kept officially by referees or scoreboard (if available) using modified HS timing of 4 quarters of 10 minutes per quarter, three 1-minute team timeouts per half and a 5-minute break at half time. Each game quarter will be National Federation book rule stop time, with the following exceptions:

    a. After a change of possession, the game clock starts when chains are set, and the ball is spotted ready for play.

    b. In the event if one team is seventeen (17) or more points ahead at any time in the fourth quarter, the clock shall continue to run in all circumstances except time outs and injuries.

    This modification shall continue until the team behind cuts the deficit to less than seventeen (17) points. At half time, in the event one team is twenty-eight (28) or more points ahead teams can agree to use running time for the 2nd half, the clock shall continue to run in all circumstances except team time outs and officials time outs.

    c. Officials will use reason and common sense for the play clock, 25/40-second play clock will be enforced after the ball is spotted for play.

    d. During regular play, the clock stops on plays out of bounds, incomplete passes and on called timeouts. Clock begins again on snap of the ball.

3. Teams will switch ends at all quarter breaks.

4. **Extra Points -** 1 point for a run, 2 points for a pass.

5. **Tie Games -** Overtime will begin with a coin toss. The winner of the coin toss will have the choice of beginning on offense or defense. The loser of the coin toss will choose from which end of the field the overtime will be played. The offensive team will have 4 plays from the 10-yard line to score a touchdown. Extra points do apply in overtime. Once the offensive team has either scored a touchdown or run out of downs, the opposing team will receive the ball and have 4 plays to score a touchdown. Both teams to run all plays from the same end zone. If the game is still tied after the first overtime, each team will receive an additional 4 plays to score again until a winner is declared. A coin toss will be used to start each overtime period.

6. **Timeouts -** Three (3) timeouts per half. Timeouts do not carry over from either the first or second half. In the case of an overtime game, each team will have one (1) timeout.

7. **Chain Gang -** Home team as noted on the schedule must provide the chain crew. Please have the crew ready to go at least 10 minutes before game time and please make sure the crew are adults or teenagers.

    The chain crew is a part of the referees' crew so must be impartial during the game. No coaching, cheering or comments are allowed by the chain crew at any time, or they may be removed.

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PLAYING RULES

1. Live Kickoffs from the 40 yard line
2. Punts – all punts are live action, but the center cannot be touched until after ball is snapped.
3. Fumbles - Live Ball Advance as allowed.

GAME EJECTIONS

- Any unsportsmanlike conduct by a coach, player or spectator may result in a n automatic 15-yeard penalty.
- It is the responsibility of the Head Coach to maintain behavioral control of all team conduct regardless of role.
- In the case of an ejection, the game will not continue until the ejected individual has left the premises. If the individual does not leave the premises within five (5) minutes of being ejected, the team they represent will be forfeited for the entire rest of the tournament. Tournament Staff holds ultimate discretion when it comes to ejection policy.