



BLAINE FOOTBALL CLASSIC RULES GUIDE



(National Federation High School Rules will be followed where not listed on this Quick Guide or Event Rules)

GRADE	3rd Grade	4th Grade	5th Grade	6th Grade	7th Grade	8th Grade
TEAM SIZE	11-Man Intact Community: 30 Player Max; Combined Community: 25 Player Max					
FIELD SIZE	80 yd x 40 yd	100 yd x 50 yd				
BALL SIZE	Pee Wee		Junior		Junior/High School	
COACHING STAFF	1 Head Coach / 4 Assistant Coaches MAX in Coaching Box					
DEFENSE	4-3		4-3 or 5-2		Unlimited	
OFFENSE	Offense required to have 7 player on Balanced LOS; All other FB alignment allowed		Offense required to have 7 player on Balanced LOS; All other FB alignment allowed		Offense required to have 7 player on LOS; All other FB alignment allowed	
COACHES ON FIELD	2 Coaches on field for each team during play; Silent when QB is ready; Only 2 coaches on field during timeouts	1 Coach on field for each team during play; Silent when QB is ready; Only 2 coaches on field during timeouts	No coaches on the field during action; Only two (2) coaches allowed on field during timeouts			
WEIGHT RESTRICTION	Red Stripe Over 95 lbs	Red Stripe Over 105 lbs	Red Stripe Over 125 lbs	Red Stripe Over 135 lbs	Unlimited	
GAME PLAY	35 sec. play clock on the spot; Two 1 minute TO's per half; 5 minute half time				25/40 second HS play clock; Three 1 minute TO's per half; 5 minute half time	
KICKOFFS	No kickoffs; Play starts on 20 yd line		No kickoffs; Play starts on 25 yd line		Live Kickoffs at 40 yd line	
PUNTS	No punts - walk off 20 yds or half the distance if inside the 40 yd line.	No punts - walk off 25 yds or half the distance if inside the 50 yd line	No punts - walk off 30 yds or half the distance if inside the 40 yd line		Live Punts; Must have 7 on the LOS; Center cannot be touched until after the ball is snapped	
GAME ADMIN	Team Benches are 15 yd line to 15 yd line; Switch ends every quarter; Only game day coaches inside the bench area					
SCORING	6 pts for TD; Extra pts are 1 for a run and 2 for a pass or a kick (5th-8th grade). Field goals are worth 3 points (5th-8th grade)					
TIMING	Four 10 minute timed quarters; Clock starts on possession change on ball spot					
MERCY RULES	17 pt lead or more in the 4th Qtr = Clock runs at all times except injuries and officials TO; Or if 28 pts or more at half time can agree to run time 2nd half					
GAME EJECTIONS	Automatic next game suspension; Recommended Association Rep attend next game					
GAME MANAGEMENT	Referee meeting with head coach before game. Home Team supplies chain gang. Coin toss called by visitors.					

FULL RULES - <https://www.myas.org/blaine-classic>



BLAINE FOOTBALL CLASSIC - DEFENSIVE ALIGNMENTS



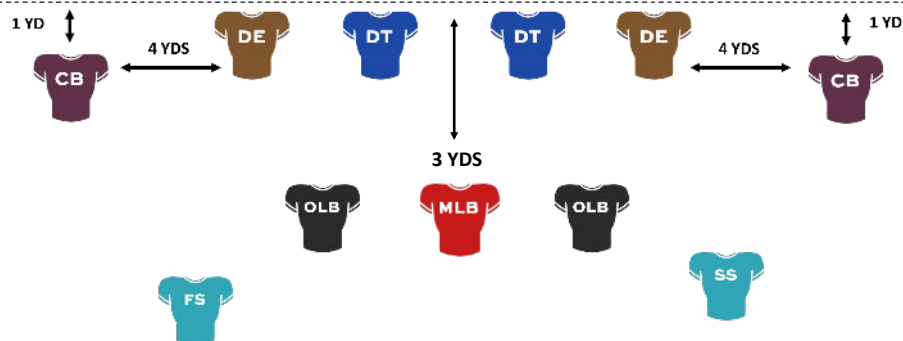
3rd/4th GRADE

- DE** Must be in 3 or 4 point "down" stance; Head up or outside shade on TE
- DT** Must be head up with Guard and in 3 or 4 point "down" stance
- MLB** Must be 3 yards off LOS; Head up with Center
- OLB** Aligned over OT; Cannot stack; Never tighter than head up on OT
- CB** Must be at least 1 yard of LOS and 4 yards outside DE
- Safeties** Line up anywhere; Must be at least 4 yards off LOS
- NOTE: CB, LB, Safeties = NO BLITZING**



5th/6th GRADE - 4-3

- DE** Must be in 3 or 4 point "down" stance; Head up or outside shade on TE
- DT** Must be head up with Guard and in 3 or 4 point "down" stance
- MLB** Must be 3 yards off LOS; Head up with Center
- OLB** Aligned over C-Gap; Cannot stack; Never tighter than head up on C-Gap
- CB** Must be at least 1 yard of LOS and 4 yards outside DE
- Safeties** Line up anywhere; Must be at least 4 yards off LOS
- NOTE: CB, LB, Safeties = NO BLITZING**



5th/6th GRADE - 5-2

- NT** Must be head up with Center; In a 3 or 4 point "down" stance
- DE** Head up with TE; Outside shoulder of TE or as wide as 1 stride outside TE
- DT** Must be head up or outside shoulder with OT and in 3 or 4 point "down" stance
- OLB** Must be 3 yards off LOS; Head up with Guards
- CB** Must be at least 1 yard of LOS and 4 yards outside DE
- Safeties** Line up anywhere; Must be at least 4 yards off LOS
- NOTE: CB, LB, Safeties = NO BLITZING**

