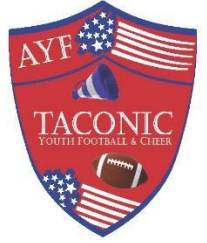

**TACONIC YOUTH FOOTBALL & CHEER
ORGANIZATION**

8U INSTRUCTIONAL RULES



The 8U level will follow all TYFC and NFHS Rules except for the modifications noted below:

Team, Roster, & Field Requirements

- Teams will play 11-man football (11v11)
- Roster size - must have at least 14 players to be validated as a team
- Players must be 6 years old as of August 1st of the current year to be eligible; the local organization maintains sole discretion as to the preparedness of the player to participate
- Field size is 60 yards long x 35 $\frac{1}{3}$ yards wide (set up from far-side hash to near-side sideline)
- If available scoreboard should only be used for time & down; scores should not be posted

Game Information

- If a team arrives at a field with 10-12 players, the game will be played as 8v8 (8-man football)
- There must always be a minimum of 2 substitutes on the sideline
- A game cannot be played with less than 10 players at the field
- Games are 4 quarters: 10 minutes each (not a running clock)
- All possessions begin at the offense's 40-yard line; if 2 games are played simultaneously at a field possessions will begin at the defense's 40-yard line
- No plays can begin beyond the offensive 40-yard line; any penalty or fumble beyond the offensive 40-yard line will be moved forward to the offensive 40-yard line
- All teams are required to participate in the Opening & End of Season Jamborees

Special Teams

- No kickoffs or punts. All change of possessions restart at the 40-yard line as noted above
- Field goal attempts / PAT are optional - Defense cannot rush; Offense cannot fake attempt
- In the case of a bad snap on a FG/PAT kicking team can pick up ball & kick or re-snap
ONCE

Formations & Game Play

- Offense can line up with or without a TE (can have 2 TE but not on same side)
- Offense can motion for Jet Sweep but cannot motion to crack/block defender
- QB cannot keep/dive up middle but can run outside the guards
- Fumbled snaps from under center can be recovered by the defense. If recovered by the offense they can be advanced
- Fumbled snaps from shotgun are blown dead & count as a play from scrimmage
- Defense cannot advance a fumble or interception
- Defense cannot line head-up over the center
- Defense cannot line-up or shade in any gaps; must line-up head up to their opponent
- Defensive Line must engage their opponent (Guard, Tackle, TE) – no stunting the gap
- **Blitzing is prohibited - no shooting the "A, B, C, or D" gaps from any defensive position**
- Defensive Line must have a minimum of 4 players on the Line of Scrimmage
- Defensive Line cannot exceed the number of offensive players on the LOS (excluding the center)
- Defensive minimums from LOS: LB 5 yds; CB 5 yds, Safety 10 yds
- Defensive player can follow motion on jet sweep
- Only Defensive Lineman can cross the LOS to make a play. All other defenders can only engage at or after the ball carrier crosses the LOS.
- A 5 yard penalty & replay of down will be assessed for any illegal player in the backfield

Coaches

- Only 2 rostered coaches per team are allowed on the field.
- Once the players are in the “Set” position on-field coaches are prohibited from talking or interfering in the play in any manner.
- Coaches must be organized & hustle between plays to maximize the number of plays
- Effective the 1st Saturday/Sunday in October no coaches are allowed on the field

Scoring & Standings

- Lopsided Score Rule takes effect at 30 points
- Final scores & wins/losses are reported only to ensure compliance to the lopsided score rule
- Standings will not be kept