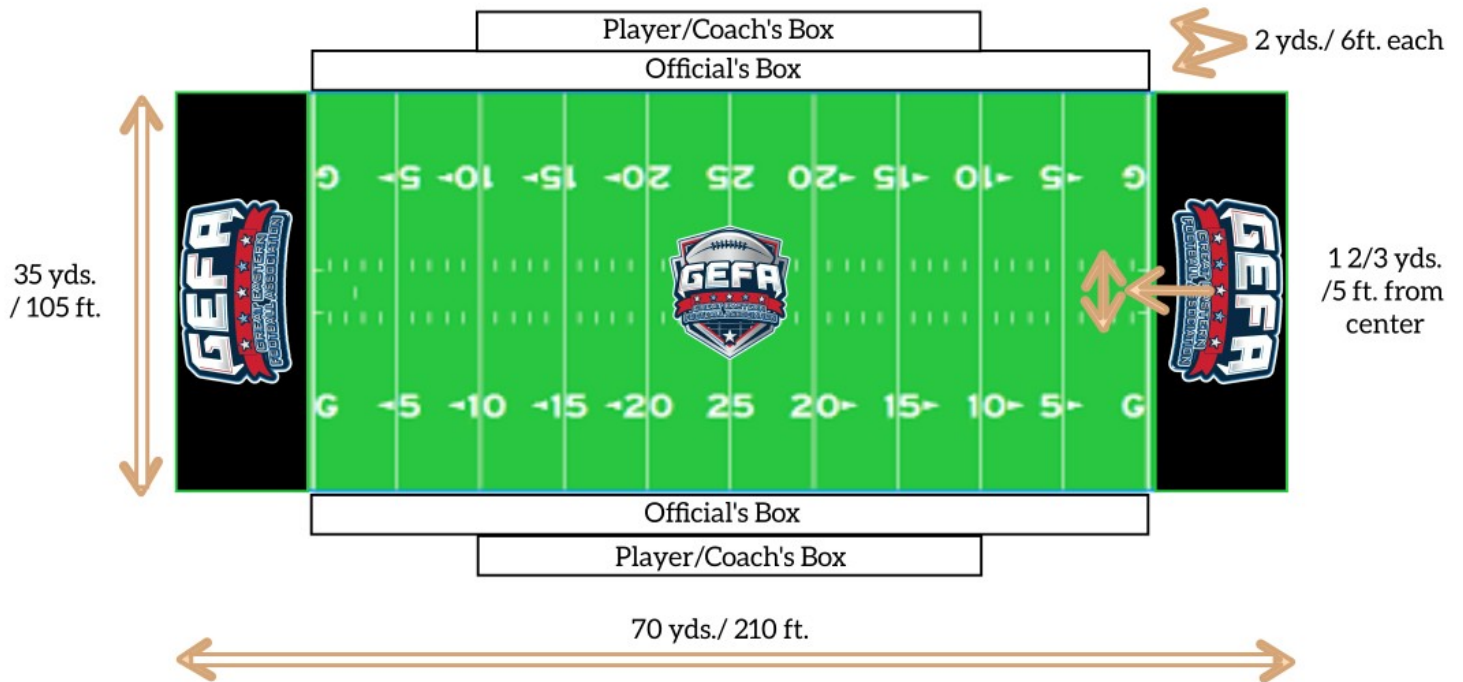




## NFHS Amended Rules for GEFA 8 Man Play

# FIELD DIAGRAM



**Field:** 70 x 35 Yards.

**Hashes:** 7.5 Feet from the center of the field.

**Sideline Boxes:** 2 Yards each - From 10 to 10 Yard line

**XP Lines:** 3 yard-line and 5-yard line

## SECTION 1: The Game

**ART. 1** Each team shall begin the game with 8 players, but if it has no substitutes to replace injured or disqualified players, it may continue with fewer.

**ART. 2** Referees from each game, submit an after-action form to the heads of the Rules Committee by the end of the day two days following the game.

**ART. 3** An official size Wilson NFL or High School GST style football can be used.

**ART. 4** Down marker and chains are to be on the home team sidelines. All personnel operating the chains must be at least 16 years of age.

## **SECTION 2: Player Designations**

**ART. 1** There are no numbering restrictions in the GEFA. Eligible receivers will be determined prior to the snap, based on their alignment. The center and the closest player on the line of scrimmage (G) to each side of the center are ineligible receivers. NFHS Coverage Rules Apply to eligibility.

**ART. 2** The offensive team must have at least 4 players on the line of scrimmage at the snap.

**ART. 3** The **tackle box** is designated by imaginary lines perpendicular to the outside shoulder of the G or TE, if the TE is on the line of scrimmage.

**ART. 4** To be considered a Defensive Lineman, a player must be lined up within the box and on the line of scrimmage before the snap of the ball. He can be in any stance.

## **SECTION 3: Players Athletic Equipment**

**ART. 1** Mandatory equipment consists of: Helmet and Face Mask, Shoulder Pads, and Jersey.

**ART. 2** Pants Pads: hip/butt - thigh guards and knee pads are optional equipment.

**ART. 3** Players are allowed to wear any type of visors.

**ART. 4** Mouth Pieces are optional

**ART. 5** All equipment needs to be covered by uniform, except helmet

### **Section Adoptions**

Officials may, in keeping with applicable laws, authorize exceptions to GEFA playing rules to provide reasonable accommodations to individual participants with disabilities and/or special needs, as well as those individuals with unique and extenuating circumstances. The accommodations should not fundamentally alter the sport, heighten risk to the athlete/others or place opponents at a disadvantage.

## **SECTION 4: Blocking**

**ART. 1** Blocking below the waist/Cut Blocking/Dive Bombing is illegal ANYWHERE on the field in the GEFA. (Dive bomb: Defensive player chopping a non-ball carrier)

**ART. 2** Offensive players engaging in a Crack Block of any type of motion are illegal in the GEFA. Offensive players MAY down/crack block at the snap of the ball, but not a player in motion.

## **SECTION 5: Defense**

**ART. 1** Encroachment, A defensive players may get themselves back out of the neutral zone before the snap without infraction of this rule.

**ART. 2** There must be at least two defensive linemen on the line of scrimmage at the time of the snap.

**ART. 3** Any defensive player outside the box may not rush, unless the quarterback leaves the tackle box or the ball is passed or handed off. Defensive lineman may rush to the outside the box, if they are lined up on the line of scrimmage, but not aligned any wider than the outside shoulder of the guard/tight end.

**ART. 4** A Defensive linebackers may blitz, but blitzing must occur within the tackle box. The defensive player blitzing must be lined up inside the defensive box before the snap of the ball to be eligible to blitz to the inside of the box

- For the LB to blitz to the outside of the offensive formation the player MUST be inside the box and on the line of scrimmage.

### **SECTION 6: Kicking**

**ART. 1** On kickoffs going into the return team's end zone these kicks are not considered a touchback and can be advanced out of the endzone, by the returning team.

**ART. 2** A kickoffs that goes out of bounds is a Penalty, if the Penalty is accepted the ball is placed on the return teams 20-yard line. If the Penalty is declined the return team begins play at the spot the ball went out of bounds.

**ART. 3** Kickoff players, with the exception of the kicker, must be within a yard of the kicking team's free-kick line. (No running start)

**ART. 4** If the kickoff team commits a dead ball penalty, the penalty will be enforced on the next scrimmage play.

**ART. 5** All Touchbacks are placed at the 10-yard line.

### **SECTION 7: Motion**

**ART. 1** One offensive player can be in motion prior to the snap of the ball, this includes forward motion. The player in motion cannot go through the neutral zone.

**ART. 2** Running backs and tight ends are prohibited from doing a forward motion.

**ART. 3** Running backs may go in motion but have to stop before the snap of the ball unless the motion is parallel to the line of scrimmage.

### **SECTION 8: Length of Periods**

**ART. 1** The clock running time for all GEFA games shall be 48 minutes, including four 12-minute periods

NOTE: If, at the end of the fourth period, the teams have identical scores, the tie will be resolved using the NCAA overtime rules.

**ART. 2** By adoption, a point differential of 42 is established whereby if one team has gained the established point differential, the game in the second half will use a running clock for the remainder of the contest, upon losing teams' approval. Mercy Rule

**ART. 3** With two minutes remaining in the Second and Fourth Quarters there will be a two-minute warning with a 30 second stoppage of play. The clock will stop and begin again on the next snap.

**ART. 4** 40 Second play clock starts at the end of the previous play.

### **SECTION 9: Point Values**

**ART. 1** Point after attempts are scored as follows; a one point try from the three yard line, or a two point try from the five yard line. Once selected no matter if there is a penalty, point value cannot be changed.

**ART. 2** The defense may return a PAT for two points.

**ART. 3** If a touchdown is scored during the last down of the fourth period, the PAT needs to be attempted.

### **SECTION 10: Field Goal**

**ART. 1** There are no Field Goal attempts allowed by rule.

## **PENALTY SUMMARY**

\*Offensive infractions behind the LOS as follows: If the foul occurs behind the line of scrimmage the penalty will be assessed from the previous spot. If the foul occurs past the line of scrimmage the penalty will be assessed as a spot foul.

### **5 Yard Penalty:**

**False start, Illegal forward pass (LOD, Safety in EZ), Illegal touching of a forward pass (LOD), Illegal touching of a free kick, Ineligible receiver downfield, Intentional grounding (LOD, Safety in EZ, can Spike), Snap infraction, Encroachment, Running into the kicker, Delay of game, Equipment violation, Incidental Face mask, Illegal formation, Illegal participation, Illegal shift, Illegal substitution, Offside, First Sideline Infraction, Blitzing infraction, Defensive holding (FD)**

### **10 Yard Penalty:**

**Leverage (FD), Roughing the passer (FD), Roughing the kicker (FD), Roughing the snapper (FD), Block in the back, Block below the waist, Chop block, Clipping, Intentional Face mask (FD), Targeting (FD, Poss Eject), Offensive Holding (Safety in EZ), Horse collar (FD), Illegal batting, Illegal hands to the face (FD), Pass interference (FD), Spearing (FD, Poss Eject), Tripping, Consecutive Sideline Infraction (FD, Poss Eject of HC)**

### **Others:**

**Illegal kickoff:** See Section 6 Article 2

**Unnecessary Roughness:** Any hit or tackle on a player that is in a position to not be legally hit. Examples include:

Late hit: Hitting any downed player at a point where play is reasonably expected to be over.

Late hit out of bounds: Hitting the ball carrier after he has crossed the sideline.

Piling on: Jumping/falling onto a player who has already been tackled and brought down.

*Penalty:* 10 yards (offense), 10 yards + first down (defense); can also lead to ejections for either side.

**Unsportsmanlike conduct:** Any of several infractions where players (and sometimes coaches or even spectators) speak

or act in an egregiously harmful or objectionable manner. Any player who receives an unsportsmanlike conduct penalty must sit out for two series (one offensive; one defensive) before being allowed back onto the field. Examples include:

### **Verbal abuse of officials**

Taunting: Mocking opposing players in an over-the-top manner. This has been expanded to include elaborate scoring celebrations, as well as using the ball or pylons in such celebrations

An uninjured player removing his helmet on the field

Fighting, especially if one or more players attempts to punch or kick another player or official

*Penalty:* 10 yards (offense), 10 yards + first down (defense); can also lead to ejections for either side