Youth Rule Clarifications

**From:** steve\_coburn@comcast.net
**Sent:** Wednesday, September 11, 2024 7:57 AM
**Subject:** Rule clarifications

1. Some rule clarifications:
	1. Youth games defensive alignment A-gap restrictions – Warn the first time, then illegal formation penalty
	2. Youth and Junior games – no blocking below the waist=Illegal block, 10yds
	3. All levels Scoring:
		1. Touchdown – 6 pts
		2. Successful extra point try – run/pass = 2 pts
		3. Successful extra point try – kick = 1 pt
		4. Safety – 2 pts
		5. Field goal = 3 pts
	4. Timing – special timing for Youth games, refer to the rules
	5. Youth:
		1. Two (2) Coaches per team are allowed on the field during play.
		2. a) Once the offense breaks the huddle, coaches on the field must stay a minimum of 10 yards (behind team) from line of scrimmage.
		3. b) Once the quarterback starts his cadence, ALL coaches will refrain from “coaching” i.e.: no talking to players and/or physically moving players. No calling out the ball carrier’s location or number after the snap.
		4. Failure to follow the above, warn first then it will result in a 5yd penalty, enforced from the ~~end of the play.~~ Should be “previous spot.”
	6. Mercy rule for Youth

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	6. Mercy rule for Youth:
		1. 1) Once a team has built a lead equal to or greater than 28 points the NFHS Mercy Rule will apply. Also, on change of possession the losing team will take possession on their 40-yard line unless the change of possession occurs within the opposing team’s 40-yard line. The winning team will take possession on their 20-yard line, regardless of where or how the change of possession occurred, unless the change is inside their 20-yard line, in which case the change will occur as normal. Invoking the Mercy Rule does not mean the game is over. If the trailing team closes to less than 28 points normal rules will go back into effect. The entire game will be played and the team with the most points wins.
		2. Bottom line;
			1. Turnover inside the “losing” 40, out to the 40
			2. Turnover between the 40’s, spot of turnover
			3. “winning” team gets a turnover, spot on their 20