

PLAYERS OVER THE WEIGHT OF 90 POUNDS SHALL BE DESIGNATED BY A BLACK STRIPE ON THEIR HELMET

ALL BLACK STRIPERS MUST PLAY ON THE OFFENSIVE OR DEFENSIVE LINE.

AT NO TIME CAN A BLACK STRIPER ADVANCE THE FOOTBALL. BLACK STRIPERS MAY RECOVER A FUMBLE OR INTERCEPTION BUT CANNOT ADVANCE THE FOOTBALL.

OFFENSE: ALL BLACK STRIPERS MUST PLAY ON THE LINE OF SCRIMMAGE IN A DOWN POSITION.

DEFENSE: ALL BLACK STRIPERS MUST PLAY ON THE DEFENSIVE LINE OF SCRIMMAGE AND START FROM A DOWN POSITION, DIRECTLY ACROSS FROM AN OFFENSIVE GUARD OR TACKLE. NO SHOOTING THE GAPS

## RULES

GAMES WILL CONSIST OF 2-(25) MINUTE HALVES WITH A RUNNING CLOCK UNTIL THE LAST 2 MINUTES. THERE WILL BE A 10 MINUTE HALF TIME.

TEAMS ARE ALLOWED 30 SECONDS TO SNAP BALL ONCE THE PLAY ENDS.

6 POINTS WILL BE AWARDED FOR ALL TD'S. A RUNNING EXTRA POINT WILL BE WORTH 1 POINT. You have the option to go for 2. 2pts will start from the 10.

AT THE START OF THE 1<sup>ST</sup> HALF AND 2<sup>ND</sup> HALF THERE WILL BE A KICKOFF. EACH TEAM WILL KICK OFF ONCE. THE BALL WILL BE PLACED ON THE 30 YARD LINE OTHERWISE

IF A TEAM ELECTS TO PUNT. THE REFS WILL WALK OFF 20 YARDS

GAMES ENDING IN A TIE WILL FOLLOW A COLLEGE STYLE OVERTIME FORMAT.

MUST GO FOR 2 IN 2nd OT.

ALL LINEBACKERS SHOULD LINE UP AT LEAST 5 YARDS FROM THE LOS, THIS INCLUDES BLITZING LINEBACKERS. IN GOAL LINE SITUATIONS (IF THE BALL IS INSIDE THE 3 YARD LINE) LINEBACKERS MAY LINE UP CLOSER THAN 3 YARDS

TEAMS WILL BE GIVEN 3 TIMEOUTS PER GAME TO USE AT ANY POINT

THE DEFENSE IS ALLOWED TO PLAY NO LESS THAN 4, BUT NO MORE THAN 6 DEFENDERS ON THE LINE OF SCRIMMAGE, PROVIDED THEY PLAY FROM A 3-POINT STANCE AND ARE COVERED BY AN OFFENSIVE PLAYER.

NO DEFENDER SHALL LINE-UP ON THE LINE OF SCRIMMAGE UNCOVERED BY A BLOCKING LINEMAN AND MAY NOT LINE-UP IN THE GAP. PLAYERS MARKED WITH AN "X" CAN ONLY PLAY ACROSS FROM AN OFFENSIVE GUARD OR TACKLE OR TIGHT END