



## In-Game Rules & Regulations

All Games Will Follow Missouri State High School Athletic Assc (MSHSAA) rules with the following exceptions:

- Games will be 2 ten (10) minute halves
- 1 st half will be a running clock
- 2 nd half clock will run according to MSHSAA o At the 5:00 mark of each half there will a 2:00 water break
- There are no special teams other than PAT
- Punts are all declared and result in a spot 30 yards from the declaration point
- You may not pin an opponent inside of their own 20 yd line with a punt
- Kickoffs will be placed at the receiving team's 30 yd line
- Extra Point attempts: ● Kick = 2 points
- Run or pass = 1 point
- 25-point Mercy Rule at the start of the 3 rd qtr
- No passing/trick plays/blitzes/or any other attempts to run up the score
- Once in Mercy Rule, it will remain for the rest of the game
- Running clock for the rest of the game except for timeouts by team trailing and official timeouts o 2 nd – 5 th grade games will not allow blitzing
- Defined as pre-snap movement toward the LOS
- The Umpire of each game will be the ultimate authority
- Ball carrier weights will be enforced

I \_\_\_\_\_ as Head Coach have read the above rules and agree that all coaches and teams I am responsible for will abide by them. Date signed \_\_\_\_\_