

PIAA SUB-VARSITY FOOTBALL RULES MODIFICATIONS (JUNIOR VARSITY OR JUNIOR HIGH/MIDDLE SCHOOL)

The purpose of this modification for sub-varsity level contests is to create opportunities for student-athletes to participate in a modified contest or controlled scrimmage setting. The modifications permit contests to be played with kicking modifications or plays from scrimmage (10 and 10), and allow some flexibility for coaches to have a less formal structure than an event contested under NFHS Football Rules. PIAA views this as a true learning and teaching opportunity at the sub-varsity level.

Mutual agreement to use the following NFHS kicking rules deviations or scrimmage opportunity at the sub-varsity level is required of the participating schools prior to the event. Failure of mutual agreement prior to the event results in the contest being played under NFHS rules. If modifications are agreed upon for the kicking game modifications outlined below, they apply to both kickoffs and punts. Once an option is selected it cannot be modified during the game for any reason. It is recommended that these modifications be discussed and agreed upon by Athletic Directors and coaches well before game time, preferably in the week leading up to the game, and shared with the registered officials in advance of the event.

At the sub-varsity level in the sport of football, a team may participate in a maximum number of 2 scrimmages and 10 Contests, or a combination of 12 Scrimmages and/or Contests.

Administration:

At the sub-varsity level, schools may mutually agree to hold an athletic event under the following three (3) conditions:

1. Play the event pursuant to NFHS Football Rules;
2. Play the event pursuant to NFHS Football Rules and agree to utilize the kicking game modifications below; or
3. Play the contest as a scrimmage utilizing the scrimmage modifications detailed below.

Regardless of the method determined to play the event, PIAA-Registered officials must be present to conduct the event during the defined-regular season. Assigning of officials and payment of officials fees are to be agreed upon by the school and/or league and the registered official.

Any Coach and/or contestant who, while Coaching or competing for a PIAA member school during the defined Regular Season dates for football, is disqualified for unsportsmanlike conduct or flagrant misconduct, shall be subject to the disqualification provisions under Article XIII Penalties, Section 8, of the PIAA By-Laws.

KICKING GAME MODIFICATIONS

Kickoff Modifications

- Options for the team that wins the coin toss will be to defer choices **OR** choose to go on either offense or defense **OR** choose the goal that team will defend. The team on offense will start 1st and 10 at their 35-yard line anywhere between the hash marks. The game clock will start on the snap.
- Following a score, the non-scoring team will put the ball in play 1st and 10 at their 35-yard line after their opponents PAT. The ball will be placed on the 35-yard line anywhere between the hash marks. The game clock will start on the snap.

- Following a safety, the ball will be placed on the Team B 45-yard line, 35 yards from the Team A 20-yard line, anywhere between the hash marks. The game clock will start on the snap.
- Following a touchback, the ball will be placed on the Team B 20-yard line anywhere between the hash marks. The game clock will start on the snap.

Punt Modifications

- The receiving team will put the ball in play 1st and 10 at the succeeding spot 35-yards from the previous spot anywhere between the hash marks. If the previous spot is on or inside the Team A 45-yard line, the ball will be placed at the Team B 20-yard line. The game clock will start on the snap

Note: Field goal attempts and PAT's by placekick will be conducted under NFHS Football Rules in all situations.

SCRIMMAGE MODIFICATIONS

Modified football should be administered so that all safety precautions are in effect.

Conditions of Play:

- Maximum time of 90 minutes;
- Play will be conducted in 11 v 11;
- All NFHS and relevant PIAA football rules modifications must be followed in regard to playing rules, equipment etc.;
- Each team will run 10 plays and then alternate. Down and distance situations may be used but must occur within the 10-play limit. The total number of plays shall not exceed maximum of 80 live contact plays during the entire scrimmage or a time limit of 90 minutes;
- No score shall be kept;
- Kick-offs will not be utilized, play will start on the 25-yard line;
- Timeouts and stoppages of play are permitted and encouraged for the purpose of both providing instruction and adequate rest period;
- Punts and extra point attempts may involve live play until the ball is kicked. Punts may not be advanced and all fumbled punts and muffs will be blown dead immediately;
- On offense, one team starts and has ten plays starting from their own 25-yard line. They will get ten plays in a row. If they score, the ball comes back to the 25- yard line until their ten plays are exhausted;
- The down is over if the defensive team gains possession of the ball; and
- After Team "A" completes their 10 plays, Team "B" will have ten offensive plays. This continues until each team has had 40 offensive plays. Teams may elect to run fewer than 40 offensive plays if agreed upon by both head coaches;

Officials

- The scoreboard may be used for time purposes only-no score is to be kept;
- Administer penalties without delay, there is no need to waste time consulting the offended team; simply administer the penalty;
- When an official throws a flag during live play and a penalty is assessed, the play still counts as one of the plays for that sequence in the scrimmage;

- Coaches are responsible for tracking the maximum number of plays to be run;
- Downs and distance may be kept. However, they are not required. The referee's judgment on first downs will be accepted;
- The officials are responsible for enforcing the scrimmage rules. Coaches do not have the authority to supersede the officials' decisions on any aspect of the scrimmage;
- A scrimmage may be ended early upon a team's request. The opposing team must honor the request;
- Situation play can be requested by any team, but both teams and the referee must agree;

There is a 40 offensive play MAXIMUM allotted for each team conducted in the following manner.

10 Plays Team A -25 Yard Line
 10 Plays Team B -25 Yard Line

**Optional 2 minute Break

10 Plays Team A -25 Yard Line
 10 Plays Team B -25 Yard Line

5 Minute Break

3 Minute Mandatory Warm-Up Period

10 Plays Team A -25 Yard Line
 10 Plays Team B -25 Yard Line

**Optional 2 minute break

10 Plays Team A -25 Yard Line
 10 Plays Team B -25 Yard Line

Maximum Total Time for Scrimmage: 90 minutes including warm-up & breaks. 90 minutes includes the 40 offensive play maximum per team.