VCFL 6 aside rules

FINAL

General

field size 55x35

coaches on field entire duration of season

Game time 2X20min runtime halves with 5 min intermission.

no time outs

in case of prolonged injury exceeding 5 min injury time will be added to the end of the game

10 play will be used

all penalties 5 yards unless it's a major penalty major 10 yards

coin toss determines position

OFFENCE

Ball starts on the 45

must have 3 players on the line set but does not have to be center and two guards. center is ineligible. even in an unbalanced line whoever snaps the ball is ineligible.

30 seconds after ball placement to get a play off

extra point kick 2 pts, kick will happen with no defense or offence line, just a place holder and a kicker. Kick will happen from 5-7 yards from line of scrimmage 10-12 yard line. A play can be run for 1 extra point

in the event of a tackle occurring behind the 45-yard line (i.e. safety) no points will be given, loss of down occurs and ball placed at 45-yard line for next down.

If a fumble occurs Ball can be recovered by the other team but not advanced. Recovering team starts on the 45. Offence can pick up fumbled snap and proceed with play All fumbles are live unless the fumble is behind the 45.

DEFENCE

must have minimum 2 down lineman and max of 4 (do not have to be in three point just on the line)

defense cannot engage center unless initiated by center. (Cannot line up over center per CARBTF)

defensive lineman must have a one player gap (no double A gap)

BLITZING

from 45-yard line to 10-yard line no second level defensive players can breach the back field until a football move is made (i.e. handoff, fake handoff, QB leaves pocket)

From 10 to goal no restrictions on blitz.

In the event of a pick, the ball returned to the 50-yard line is a touchdown; everything else (i.e. fumble recovery) defense will start offence on the 45.