## SQUIRT DIVISION RULES:

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SQUIRT DIVISION RULES & GUIDELINES

PURPOSE

THE PURPOSE OF THE SQUIRT DIVISION IS TO PROVIDE AN ENTRY LEVEL INSTRUCTIONAL DIVISION FOR YOUNG PLAYERS WITH AN EMPHASIS TO BE PLACED PRIMARILY UPON TEACHING YOUNG PLAYERS GOOD SOUND OFFENSIVE & DEFENSIVE FUNDAMENTAL SKILLS & NOT WINNING OR LOSING.

SQUIRT DIVISION AGE & WEIGHT LIMITATIONS

ALL AREAS ENTERING THE SQUIRT DIVISION MUST BE WILLING TO ACCEPT 8 YEAR OLD PLAYERS.

SQUIRT AGE AND WEIGHT RULES ARE AS FOLLOWS:

<table>
<thead>
<tr>
<th>AGE</th>
<th>WEIGHT</th>
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<tbody>
<tr>
<td>8</td>
<td>UNLIMITED</td>
</tr>
<tr>
<td>9</td>
<td>90 LBS.</td>
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**MUST BE 8 YEARS OLD ON AUGUST FIRST OF CURRENT YEAR.**

THE SQUIRT DIVISION CONSISTS OF BOTH 8 AND 9 YEAR OLD FIRST YEAR PLAYERS. 9 YEAR OLD PLAYERS CANNOT WEIGH MORE THAN 90 LBS. NO 9 YEAR OLD FIRST YEAR PLAYER WILL BE ALLOWED TO PARTICIPATE IF HE/SHE TURNS 10 YEARS OLD BEFORE NOVEMBER FIRST OF THE CURRENT SEASON.

ALL EIGHT (8) YEAR OLD AND NINE (9) YEAR OLD FIRST YEAR PLAYERS MUST PLAY IN THE SQUIRT DIVISION UNLESS THE FRANCHISED AREA IN QUESTION CANNOT FIELD A SQUIRT TEAM. IN WHICH CASE, THEY MAY PLAY IN THE PEE WEE DIVISION.

**NOTE - VERY IMPORTANT**

ALL SQUIRT COACHES MUST BE 18 YEARS OLD AS OF AUGUST FIRST OF THE CURRENT YEAR.

ALL SQUIRT PLAYERS REGARDLESS OF THEIR AGE OR THEIR WEIGHT MUST BE VALIDATED AT THE LEAGUE VALIDATION NIGHT.

THE SQUIRT DIVISION PLAY WILL BE ADMINISTERED BY STANDARD I.H.S.A. RULES; WITH THE FOLLOWING RULES EXCEPTIONS LISTED
SQUIRT DIVISION RULES & GUIDELINES

PRE GAME

WEATHER POLICY
Teams need to show up at game sites and prepare to play. (Areas are so spread out; it may be raining in one location, but not at another site.)

Site Administrators (Director or appointed Site Director) Coaches and Game Officials must be aware of potential inclement weather and the signs which indicate thunderstorm development. Host game Director is always responsible for the welfare and safety of spectators as well as participants, coaches and officials.

Once game officials assume authority for the contest, they SHARE responsibility with the Site Director for recognizing inclement weather and reacting to it. If game officials fail to recognize inclement weather, home Site Director is authorized to direct officials to suspend contest. If inclement weather continues to exist at a game site, one coach from each team and the site director will discuss the situation and make a determination if the game shall be played. The Site Director has final authority to suspend, alter game start times or cancel games.

When a game is suspended or cancelled, the Site Director and coaches involved may determine if and when the game(s) can be played.

LIGHTNING / THUNDER RULE: (Informative IHSA Rule)

When THUNDER is heard, or a cloud-to-ground lightning bolt is seen, the Thunderstorm is close enough to strike your location with lightning. Suspend Play and take shelter immediately.

30 Minute Rule: Once play has been suspended, wait at least 30 minutes after the last thunder is heard or flash of lightening is witnessed prior to resuming play.

Any subsequent thunder or lightning after the beginning of the 30 minute count reset the clock for another 30 minute count.

Don't be fooled by sunshine or blue sky!

CHAIN GANGS (JFLOCI RULE)

All “Chain-Gangs” will be positioned on the “Home Team” sideline.

The typical “Chain-gang” crew consists of at least three individuals, a down box operator and two, to hold the rods.

The complete concentration of the crew is absolutely necessary if it is to discharge its duties efficiently.

The crew must refrain from showing any partisan reaction to the events taking place on the playing field. As part of the officiating crew when assigned to the “Chain-Gang”, you are not permitted to coach or instruct players from this position. Do not engage into discussions with your team’s coaches and do not discuss any strategies or game related information observed or heard.
SQUIRT DIVISION RULES & GUIDELINES

ENHANCED GENERAL RULES

JFLOCI CONCUSSION POLICY

Any player who exhibits signs, symptoms, or behaviors consistent with a concussion (such as loss of consciousness, headache, dizziness, confusion, or balance problems) shall be immediately removed from the game and/or practice and shall not return to play until cleared by an appropriate health care professional.

RETURN-TO-PLAY-POLICY: Any player, who has been removed from a game and/or practice for a possible concussion or head injury, cannot return to that game and/or practice. He may return after visiting (going to a health care provider’s office) and being evaluated by a licensed health care provider and receives clearance from the licensed health care provider. For the purpose of this policy, licensed health care providers consist of physicians licensed to practice medicine in all its branches in Illinois or a certified athletic trainers working in conjunction with above physicians.

A player cannot return to game and/or practice until said player has provided his or her Area Director with written clearance from a physician licensed to practice medicine in all its branches in Illinois or a certified athletic trainer working in conjunction with a physician licensed to practice medicine in all its branches in Illinois.

CONDITIONING

The first two weeks of practice shall be “NON-CONTACT” practice.

Every player must complete 8 days of conditioning calculated using a minimum of 90 minutes per day before he or she may participate in any practice or activity with full pads and/or involving contact. Each coach is responsible for each player’s compliance with the conditioning requirement.

Late sign ups must have 90 minutes of practice for 8 days of conditioning before they are allowed any contact practice.
SQUIRT DIVISION RULES & GUIDELINES

ENHANCED GENERAL RULES

MINIMUM MANDATORY PLAYING RULE

It is the intent of the JFLOCI to see that all players listed on the official roster are given a reasonable opportunity to play in every game, barring, sickness, injury or disciplinary action.

All Directors are in charge with the responsibility to ensure that all coaches are familiar with and understand the playing time rule.

The following shall be the Minimum Mandatory Playing Rule (MPR) for all teams. Each area may set a higher limit, but never less than the minimum as set by the JFLOCI. All MPR’s will be based on eligible players at the start of the game.

Not abiding by this rule shall subject the entire coaching staff to a one game suspension. A second infraction shall result in disciplinary action with the entire coaching staff and area director by the JFLOCI Infractions Committee.

EACH PLAYER MUST PLAY A MINIMUM, OF THE EQUIVALENT, OF ONE HALF OF A GAME, 20 MINUTES. THIS DOES NOT APPLY TO PLAYER ON DISCIPLINARY ACTION.

FOR TEAMS WITH MORE THAN TWENTY-TWO (22) PLAYERS ON A ROSTER, IT IS THE RESPONSIBILITY OF THE HEAD COACH TO INSURE EACH PLAYER RECEIVES EQUAL PLAYING TIME. “EQUAL PLAYING TIME” IS DEFINED AS AN EQUIVALENT NUMBER OF MINUTES PLAYED BY EACH PLAYER ON A ROSTER DURING EACH GAME.

All players shall receive their minimum playing time by participation in “active” plays, without the intent to minimize the action or integrity of the plays.

1. The plays must be from the line of scrimmage.

2. Kickoff’s, extra points shall not count toward fulfilling the MPR requirement.

3. Plays such as, but not limited to, having the center snap the ball to the QB, and then the QB falls to the ground, while substitutes are playing the other positions, shall not be considered active plays.
SQUIRT DIVISION RULES & GUIDELINES

PLAYING CLOCK & TIME-OUTS

THE SQUIRT DIVISION WILL UTILIZE A STANDARD TEN (10) MINUTE I.H.S.A. CLOCK SYSTEM.

1. EACH QUARTER WILL CONSIST OF A STANDARD TEN (10) MINUTE I.H.S.A. CLOCK THEREFORE A REGULATION SQUIRT DIVISION GAME WILL CONSIST OF A STANDARD FORTY (40) MINUTE I.H.S.A. CLOCK

2. THERE WILL BE A SEVEN (7) MINUTE INTERMISSION BETWEEN HALVES FOLLOWED BY A MANDATORY THREE (3) MINUTE I.H.S.A. WARM UP PERIOD.

3. TIME-OUTS. EACH TEAM WILL BE ALLOWED THREE (3) TIME-OUTS PER HALF, FOR A TOTAL OF SIX (6) TIME-OUTS PER GAME. THE HEAD COACH CAN DESIGNATE ANOTHER COACH FOR THE PURPOSE OF REQUESTING TIME OUTS. IN THIS DIVISION OF PLAY, EITHER OF THE COACHES (OFFENSIVE COACH OR DEFENSIVE COACH) ON THE FIELD MAY CALL TIME OUT.

4. NO OVERTIME GAMES WILL BE PLAYED. IF AFTER FOUR (4) QUARTERS (40 MINUTES) THE SCORE IS TIED, THE GAME IS OVER. IT IS DECLARED A TIE. THERE IS NO TIE BREAKER FORMAT TO BE USED.

5. OFFENSES WILL HAVE THIRTY (30) SECONDS TO SNAP THE BALL AFTER THE REFEREE HAS MARKED THE BALL READY TO PLAY. CONTINUED ABUSE OF THIS THIRTY (30) SECOND TIME FRAME BY THE REFEREE’S DISCRETION WILL BE ADMINISTERED BY THE REFEREE AS A DELAY PENALTY.
ENHANCED OFFENSIVE & DEFENSIVE RULES

1. A 75 LBS. BALL CARRIER RULE HAS BEEN INSTITUTED FOR THE SQUIRT DIVISION. THE 75 LBS. BALL CARRIER RULE IS DEFINED THE FOLLOWING WAY: ANY PLAYER WEIGHING 76 LBS. OR OVER WILL NOT BE ALLOWED TO CARRY THE BALL FROM SCRIMMAGE AND MUST BE VISUALLY IDENTIFIABLE BY THE ADHERENCE OF THE J.F.L.O.C.I. LEAGUE PROVIDED RED AND SILVER **NBC** (NON-BALL CARRIER) STICKER TO BE LOCATED AT EAR LEVEL ON THE BACK CENTER CROWN OF HIS/HER HELMET. ONLY ONE STICKER PER HELMET IS REQUIRED.

   OFFENSIVELY, ANY PLAYER MAY ADVANCE (EVEN PLAYERS WEIGHING 76 LBS. OR OVER) THE BALL DUE TO AN **UNINTENTIONAL** FUMBLE, INTERCEPTION OR BLOCKED KICK.

   DEFENSIVELY, ANY PLAYER MAY ADVANCE (EVEN PLAYERS WEIGHING 76 LBS. OR OVER) THE BALL DUE TO FUMBLE OR INTERCEPTION.

2. ON OFFENSE, ALL NBC STICKERED PLAYERS MUST PLAY TACKLE TO TACKLE (INCLUDING EXTRA POINT, FIELD GOAL ATTEMPTS AND PUNTS). IN ADDITION, NBC STICKERED PLAYERS ARE NOT ALLOWED TO CARRY OR ADVANCE THE BALL FROM SCRIMMAGE. ALL INTERIOR LINEMEN MUST BE POSITIONED IN A THREE (3) OR (4) FOUR POINT STANCE AT THE TIME OF THE SNAP.

**CLARIFICATION OF RULES: Offensive Line Positions SEE NEXT PAGE**
CLARIFICATION OF RULES: Offensive Line Positions

Offensive NBC players. Rule reads: On offense, all NBC players must play tackle to tackle (including punts, extra point and field goal attempts) and be positioned in a three (3) or four (4) point stance at the time of the snap.

Rules Infraction: “NBC” player playing out of position. If a coach refuses to place an “NBC player” in the proper position as described in the Official J.F.L.O.C.I. Rules, his team forfeits said game, entire coaching staff must sit out next schedule game and offending area is subject up to a $500.00 fine as determined by the Infractions Committee.

“NBC” players must play tackle to tackle (tackle, guard or center). This gives the offensive line five (5) positions that an “NBC” player may play. Any “NBC” player not playing in one of these positions on offense will be considered in violation of the JFLOCI playing rules.

Note the two (2) examples below.
2. DEFENSIVE PLAYER MOVEMENT

- Once the defense has aligned itself, and the offense is set, defensive line players (meaning DE’s, DT’s and NG’s), may not shift until the ball is snapped.

- Shift defined: A shift is defined as defensive players moving to a “new location” once their defense has aligned itself and the offense is set.

- Defensive backs are free to move parallel to the line of scrimmage at anytime as long as they stay within the three (3) yard and seven (7) yard increments. After the ball is snapped, all defensive personnel are allowed to freely move about the entire field.

4. On defense, all NBC stickered players must play end to end on defense and the defensive line must consist of five (5) players on the line of scrimmage at the time of the snap. In addition, there must be four (4) players on the second line, three (3) yards off the line of scrimmage, and two players on the third line, seven (7) yards off the line of scrimmage. This type of defense is known as a 5-4-2. All down linemen must be positioned in a three (3) or four (4) point stance. Defensive ends will be allowed to stand up as well as all other defensive personnel. No prevent defense allowed.

5-4-2
DEFENSIVE ALIGNMENT DIAGRAM
WITH EXPLANATION
ON FOLLOWING PAGE, PAGE 10.

ENHANCED OFFENSIVE & DEFENSIVE RULES CONTINUED ON PAGE 11
5-4-2 DEFENSIVE ALIGNMENT

Defensive End (DE) cannot play wider than the outside shoulder of the normal tight end position

NOTE: Defensive End(s)
(From Above)

# 1. Defensive End on outside shoulder of Tight End.
# 2. Defensive End on outside shoulder of Tight End, in normal position.
   In this example, Tight End splits out, DE must stay in...........hence, normal Position.
#3. Defensive Line cannot shift.

ADDITIONAL NOTES:

• Tackles and Nose Guard do not have to play “Head Up.”

• Four players on Level two can play any alignment, but must remain three yards off the line of scrimmage. Level Two is free to move parallel to the line of scrimmage.

• Two players on Level three can play any alignment, but must remain seven yards off the line of scrimmage. Level Three is free to move parallel to the line of scrimmage.
SQUIRT DIVISION RULES & GUIDELINES

ENHANCED OFFENSIVE & DEFENSIVE RULES (CONTINUED FROM PAGE 9)

(# 4, continued)

THE ONE EXCEPTION TO THIS RULE IS THAT A GOAL LINE DEFENSE IS ALLOWED BETWEEN THE FIVE (5) YARD LINE AND THE GOAL LINE. IN THAT GOAL LINE DEFENSE, THE DEFENSIVE TEAM IS ALLOWED TO USE A SEVEN MAN FRONT ON THE LINE OF SCRIMMAGE BUT FIVE PLAYERS MUST BE IN A DOWN THREE (3) OR FOUR (4) POINT STANCE, WITH THE REMAINING FOUR (4) PLAYERS BEING THREE (3) YARDS OFF THE LINE OF SCRIMMAGE. NBC PLAYERS ON THE GOAL DEFENSE MUST STILL PLAY END TO END AND BE NO WIDER THAN THE NORMAL TIGHT END POSITION.

5. FAILURE TO COMPLY WITH THESE DEFENSIVE RULES WILL RESULT IN THE FOLLOWING PENALTIES TO BE ADMINISTERED IN THE FOLLOWING MANNER:

(1) 1ST OFFENSE - VERBAL WARNING
(2) 2ND OFFENSE - DELAY OF GAME PENALTY
(3) SUBSEQUENT OFFENSES - MISCONDUCT PENALTY

ENHANCED KICKING RULES

AN "NBC" PLAYER MAY ATTEMPT A FIELD GOAL OR EXTRA POINT. THEY CANNOT ADVANCE THE BALL DUE TO A FUMbled/MUFFED SNAP.

1. NO KICKOFFS WILL BE ALLOWED. THE OFFENSIVE TEAM WILL START ON ITS OWN FORTY (40) YARD LINE. THE SAME PROCEDURE WILL BE FOLLOWED AFTER A SAFETY.

2. NO PUNTS WILL BE ALLOWED. THIRTY (30) YARDS WILL BE WALKED OFF FROM THE LINE OF SCRIMMAGE OR ONE HALF THE DISTANCE TO THE GOAL, WHICHEVER IS LESS. (The clock will keep running until the official marks off the yardage and sets the ball down; then the clock will stop. If the previous play had stopped the clock (incomplete pass, out of bounds) then once the official picks the ball up the clock will start and when he has walked off the proper yardage and sets the ball down, the clock will stop. Standard IHSA Clock)

3. EXTRA POINTS WILL BE SCORED THE FOLLOWING WAYS:

   (A) TWO (2) POINTS FOR A KICK.

   (B) ONE (1) POINT FOR RUNNING OR PASS PLAY.

4. NO FAKE EXTRA POINT KICKS OR FAKE FIELD GOAL ATTEMPTS WILL BE ALLOWED.

5. EXTRA POINT KICKS & FIELD GOAL ATTEMPTS WILL BE ADMINISTERED IN THE FOLLOWING MANNER:

THE BALL WILL BE HANDED TO THE HOLDER TO POSITION IN FRONT OF, IN BACK OF, OR TO EITHER SIDE OF THE EXTRA POINT KICKING TEE AS HE/SHE DESIRES. THE HOLDER WILL BE ALLOWED TO PUT HIS HANDS NEAR BUT NOT ON THE BALL UNTIL THE REFEREE BLOWS HIS WHISTLE. AS SOON AS THE REFEREE DETERMINES BOTH TEAMS ARE READY, HE WILL BLOW HIS WHISTLE TO SIMULATE THE SNAP & THE HOLDER MAY PICK UP THE BALL & PLACE IT ON THE TEE TO KICK.
PEE WEE DIVISION RULES & GUIDELINES

ENHANCED GENERAL RULES (CONTINUED)

1. EIGHTEEN POINT (18) POINT SPREAD RULE: AN EIGHTEEN POINT SPREAD RULE HAS BEEN ESTABLISHED FOR USE BY ALL DIVISIONS (EXCEPT SENIORS). THE INTENT OF THIS RULE IS TO ELIMINATE THE NUMBER OF OCCASIONS ON WHICH TEAMS ARE DEFEATED BY EXCESSIVE SCORES. THE J.F.L.O.C.I. CAN NO LONGER TOLERATE COACHES WHO THINK IT IS ACCEPTABLE TO DEFEAT AN OPPONENT BY A 70 - 0 SCORE. THIS RULE IS INTENDED TO SUPPLEMENT THE FORTY TWO (42) POINT SPREAD RULE & NOT REPLACE IT. THE EIGHTEEN (18) POINT SPREAD RULE SHALL BE ADMINISTERED WITH THE FOLLOWING RULES OR GUIDELINES:

IF DURING ANY SANCTIONED J.F.L.O.C.I. GAME. A POINT DIFFERENTIAL OF EIGHTEEN (18) OR MORE POINTS HAS BEEN OBTAINED BY A TEAM:

(A) THAT TEAM WILL HAVE A “FIRST AND GOAL” ON ALL SUBSEQUENT POSSESSIONS AS LONG AS AN EIGHTEEN (18) POINT OR MORE DIFFERENTIAL CONTINUES TO EXIST BETWEEN THE TWO TEAMS.

(B) AFTER COMPLETING FOUR DOWNS WITHOUT A SCORE, THE ONLY WAY IN WHICH A TEAM WITH AN EIGHTEEN (18) POINT OR MORE LEAD MAY REGAIN POSSESSION OF THE BALL IS FOR THE TRAILING TEAM TO HAVE HAD THE BALL IN THEIR POSSESSION FOR AT LEAST ONE (1) LIVE BALL PLAY.

(C) AFTER A SCORE, THE TEAM LEADING BY EIGHTEEN (18) POINTS, MUST KICK OFF TO THE TRAILING TEAM AND ALLOW THEM AT LEAST ONE (1) LIVE BALL PLAY, IN THE EVENT THE KICKING TEAM RECOVERS THE BALL ON THE KICKOFF, THEY WILL TURN THE BALL OVER TO THE RECEIVING TEAM AT THE SPOT OF RECOVERY.

2. FORTY TWO (42) POINT SPREAD RULE: A FORTY TWO (42) POINT SPREAD RULE HAS BEEN ESTABLISHED FOR USE BY ALL DIVISIONS (EXCEPT SENIORS). THE INTENT OF THIS RULE IS TO ELIMINATE THE NUMBER OF OCCASIONS ON WHICH TEAMS ARE DEFEATED BY EXCESSIVE SCORES. THE J.F.L.O.C.I. CAN NO LONGER TOLERATE COACHES WHO THINK IT IS ACCEPTABLE TO DEFEAT AN OPPONENT BY A 70 - 0 SCORE. THIS RULE IS INTENDED TO SUPPLEMENT THE EIGHTEEN (18) POINT SPREAD RULE & NOT REPLACE IT.

3. THE FORTY TWO (42) POINT SPREAD RULE SHALL BE ADMINISTERED WITH THE FOLLOWING RULES OR GUIDELINES: (CONTINUED ON NEXT PAGE.)
1. **EIGHTEEN POINT (18) POINT SPREAD RULE:** AN EIGHTEEN POINT SPREAD RULE HAS BEEN ESTABLISHED FOR USE BY ALL DIVISIONS (EXCEPT SENIORS). THE INTENT OF THIS RULE IS TO ELIMINATE THE NUMBER OF OCCASIONS ON WHICH TEAMS ARE DEFEATED BY EXCESSIVE SCORES. THE J.F.L.O.C.I. CAN NO LONGER TOLERATE COACHES WHO THINK IT IS ACCEPTABLE TO DEFEAT AN OPPONENT BY A 70 - 0 SCORE. THIS RULE IS INTENDED TO SUPPLEMENT THE FORTY TWO (42) POINT SPREAD RULE & NOT REPLACE IT. THE EIGHTEEN (18) POINT SPREAD RULE SHALL BE ADMINISTERED WITH THE FOLLOWING RULES OR GUIDELINES:

   IF DURING ANY SANCTIONED J.F.L.O.C.I. GAME, A POINT DIFFERENTIAL OF EIGHTEEN (18) OR MORE POINTS HAS BEEN OBTAINED BY A TEAM:

   (A) THAT TEAM WILL HAVE A “FIRST AND GOAL” ON ALL SUBSEQUENT POSSESSIONS AS LONG AS AN EIGHTEEN (18) POINT OR MORE DIFFERENTIAL CONTINUES TO EXIST BETWEEN THE TWO TEAMS.

   (B) AFTER COMPLETING FOUR DOWNS WITHOUT A SCORE, THE ONLY WAY IN WHICH A TEAM WITH AN EIGHTEEN (18) POINT OR MORE LEAD MAY REGAIN POSSESSION OF THE BALL IS FOR THE TRAILING TEAM TO HAVE HAD THE BALL IN THEIR POSSESSION FOR AT LEAST ONE (1) LIVE BALL PLAY.

   (C) AFTER A SCORE, THE TEAM LEADING BY EIGHTEEN (18) POINTS, MUST KICK OFF TO THE TRAILING TEAM AND ALLOW THEM AT LEAST ONE (1) LIVE BALL PLAY, IN THE EVENT THE KICKING TEAM RECOVERS THE BALL ON THE KICKOFF, THEY WILL TURN THE BALL OVER TO THE RECEIVING TEAM AT THE SPOT OF RECOVERY.

2. **FORTY TWO (42) POINT SPREAD RULE:** A FORTY TWO (42) POINT SPREAD RULE HAS BEEN ESTABLISHED FOR USE BY ALL DIVISIONS (EXCEPT SENIORS). THE INTENT OF THIS RULE IS TO ELIMINATE THE NUMBER OF OCCASIONS ON WHICH TEAMS ARE DEFEATED BY EXCESSIVE SCORES. THE J.F.L.O.C.I. CAN NO LONGER TOLERATE COACHES WHO THINK IT IS ACCEPTABLE TO DEFEAT AN OPPONENT BY A 70 - 0 SCORE. THIS RULE IS INTENDED TO SUPPLEMENT THE EIGHTEEN (18) POINT SPREAD RULE & NOT REPLACE IT.

3. **THE FORTY TWO (42) POINT SPREAD RULE SHALL BE ADMINISTERED WITH THE FOLLOWING RULES OR GUIDELINES:** (CONTINUED ON NEXT PAGE)
(A) ANY J.F.L.O.C.I. FRANCHISED TEAM, WINNING AND/OR DEFEATING AN OPPONENT BY A MARGIN OF VICTORY OF FORTY TWO (42) POINTS OR MORE, WILL AUTOMATICALLY FORFEIT THE GAME TO ITS OPPONENT. THE GAME AUTOMATICALLY STOPS AT THIS POINT.

(B) ADDITIONALLY, THE ENTIRE COACHING STAFF OF THE OFFENDING TEAM WILL AUTOMATICALLY BE SUSPENDED FROM COACHING THAT TEAM DURING ITS NEXT REGULARLY SCHEDULED GAME.

4. ONE COACH PER TEAM WILL BE ALLOWED ON THE FIELD AT ALL TIMES TO GIVE INSTRUCTIONS TO PLAYERS IN THE GAME. ONE (1) COACH FOR OFFENSE & ONE (1) COACH FOR DEFENSE WILL BE PERMITTED. COACHES SHOULD NOT POSITION PLAYERS. CALL THE OFFENSIVE PLAY OR DEFENSIVE FORMATION IN THE HUDDLE AND LET THE PLAYERS REACT NORMALLY. AS SOON AS THE QUARTERBACK IS OVER CENTER AND CALLING THE CADENCE, THE COACHES ON THE FIELD MUST BE SILENT, NOT COMMUNICATING VERBALLY OR BY GRABBING AND/OR PHYSICALLY DIRECTING A PLAYER FROM THE TIME THAT THE OFFENSIVE TEAM BECOMES SET UNTIL THE PLAY IS WHISTLED DEAD.

COACHES, BOTH OFFENSIVE AND DEFENSIVE, MUST POSITION THEMSELVES A MINIMUM OF TEN (10) YARDS OFF THE LINE OF SCRAMMAGE.

FAILURE TO COMPLY WITH THIS POSITIONING RULE WILL RESULT IN THE FOLLOWING PENALTIES TO BE ADMINISTERED IN THE FOLLOWING MANNER:

(1) 1ST OFFENSE - VERBAL WARNING
(2) 2ND OFFENSE - DELAY OF GAME PENALTY
(4) SUBSEQUENT OFFENSES - MISCONDUCT PENALTY

5. THE LEAGUE OFFICE WILL ASSIGN ALL GAME OFFICIALS. UNDER NO CIRCUMSTANCE WILL AN OFFICIALS CREW BE RELIEVED OF THEIR SCHEDULED DUTIES BY AN AREA. (THE LEAGUE OFFICE CAN ONLY REMOVE OFFICIALS FROM A SCHEDULED GAME) AT LEAST ONE (1) "PATCHED" I.H.S.A. OFFICIAL, AND/OR AREA DIRECTORS AND/OR AREA COACHES MUST BE PRESENT IN ORDER TO START A REGULATION GAME.

(AREA DIRECTORS OR COACHES MAY BE USED AS ADDITIONAL OFFICIALS IF MUTUALLY AGREED UPON BY BOTH HEAD COACHES.)

THERE MUST BE A COMBINATION OF TWO OFFICIALS TO START A GAME.
SQUIRT DIVISION RULES & GUIDELINES

ENHANCED GENERAL RULES CONTINUED

6. RADIO and COMMUNICATION DEVICES

NO RADIOS OR OTHER COMMUNICATIVE DEVICES SHALL BE ALLOWED DURING GAME SITUATIONS TO RELAY INFORMATION TO THE COACHING STAFF ON THE FIELD OR SIDELINES.
J.F.L. ABSOLUTE RULE

EACH TEAM WILL PLAY THEIR SCHEDULED OPPONENT

NO FORFEITS!

NO HUMILIATION!

GIVE EACH TEAM A FAIR CONTEST!