

# GEJFA Officials Pocket Card- Updated 2016

## Equipment

1. Jersey # has no relation to position
2. No detachable cleats
3. Gloves legal- no sticky substances
4. No hard substances or casts
5. Ball size:  
Rookies, Cubs and Sophs:  
25"-26" long circumference  
18"-19" short circumference  
JV and Varsity:  
26"-27" long circumference  
19"-20" short circumference

## Quarter Length

1. Rookies and Cubs: 8 Minutes
2. Sophs, JV and Varsity: 10 minutes
3. Halftime: 10 Minutes (all levels)

## Special Rules- Rookies Only

1. One coach allowed on-field
2. Neither coach can talk after the offense has broken its huddle.
3. No-Huddle Offense is not allowed.
4. Free scrimmage punt and PAT kick:
  - a. Notify Referee- Clock is stopped
  - b. Both teams must have minimum 8 players on LOS
  - c. No rush allowed (but may jump)

## Substitution Rules (FYI Only)

1. Change of possession: Teams must put 11 new players on field (or empty bench if fewer than 22 player roster)
2. New players must play 4 consecutive plays
3. Free substitution for PAT, kickoff, or an injured player
4. Any 11 players at start of scrimmage play after kickoff, then resume substitution rules.

## Scoring Rules- PAT

1. Run is 1 point
2. Kick is 2 points (all levels)

## Lopsided Game- Running Clock

1. Applies at or during 4<sup>th</sup> Quarter with 25 or more point differential
2. Once running clock starts, only the following stop it:
  - a. Scores (by either team)
  - b. Injuries (officials' time out)
  - c. Timeouts (called by a team)
3. **Penalties DO NOT stop the running clock**
4. Coaches may agree to a running clock earlier (both coaches must agree)

## Lopsided Game- Change of Possession

1. Applies with 25 or more point differential
2. Leading team takes possession- ball at their 20-yard line if outside their 20
3. Trailing team takes possession- ball at the 50-yard line if outside 50
4. **If leading team downs the ball inside the trailing team's 20-yard line: immediate change of possession (New 2016)**

## Lopsided Game- Kickoff

1. If 25-point differential exists after any score or at the start of 2<sup>nd</sup> half, trailing team may take possession at 50-yard line (regardless of 1<sup>st</sup>- half choice)

## Playoff Tie-Breaker Rules

1. **Regular-Season- Game remains a tie**
2. Coin Toss for possession/goal
3. Each Team- 1<sup>st</sup> and Goal from 10
4. If no winner- 1<sup>st</sup> and Goal from 5 until a winner is determined
5. PAT after TD
6. Substitution rules still apply
7. Championship Game- 2 rounds maximum, then game is declared a tie

## Miscellaneous

1. **Where appropriate: "no harm, no foul"**
2. Max 6 captains for coin toss
3. **Ejections- email Bobby Beaulac by midnight on day of game!**