

RIVER VALLEY REFEREE GAME GUIDE – 2014

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Level	Clock Per Quarter	Time-Outs
Super Lightweight	12 min. Running Clock - 5 th Qtr– 24Min. (Running Clock Never Stops)	4 per half
Lightweight	12 min. Running Clock - 5 th Qtr– 20Min. (Running Clock Never Stops)	4 per half
Junior Varsity	10 min. - 5 th Qtr– 20Min. (Running Clock Never Stops)	3 per half
Varsity	10 min. - 5 th Qtr– 20Min. (Running Clock Never Stops)	3 per half

SCORING: Touchdown = 6 ; Kick conversion = 2 ; Run/Pass conversion = 1; Field Goal = 3 ; Safety = 2

Extra Points: 1. SLW & LW – Punting team must inform the referee if they are going to punt. If they are punting, the defensive team cannot rush the kicker, and they must attempt the punt (No fake punts). The punter cannot move more than five yards from the right or left of the center to punt. Punting teams are required to have a minimum of 7 players on the LOS, and they must be within one yard of one another to facilitate the spirit of a punt formation. Receiving team is required to have a minimum of 5 players on the LOS within the span of the punting teams ends. They are able to initiate contact after the ball is kicked. 2. Extra Points and Field Goals - Ball is placed on true 3 yard line for SLW Extra Points

STOP clock SLW/LW for: Time-Out, Injury, End of Period, Any Score, or if otherwise signaled by a referee (arms-crossing motion over head). In final 2 minutes of each half, refer to JV/V rules below, as well as IHSA rules.

STOP clock JV/V for: First Downs, Penalty, Time-Out, End of Period, Out of Bounds, Incomplete Pass, Score, Fair Catch, Inadvertent Whistle, or if otherwise signaled by a referee (arms-crossing motion over head).

The delay of game penalty will be administered in accordance with the NFHS rules. If there is a delay of game called the clock will continue to run unless it is apparent during the second or fourth quarter that a team is intentionally trying to run time off. The referee has the discretion as to when the clock starts either on the ready for play or the snap in accordance with the NFHS rules. If there is repeated violations to run time off the clock by delay or other penalties the head coach will be flagged for unsportsmanlike conduct for making a travesty of the game.

At the Superlightweight and Lightweight levels during kickoffs, at the time the ball is kicked, there must be at least four players positioned to the left or right of the kicker.

Punting: at the SLW / LW level the offense must inform the referee if they intend to punt. When punting, neither team can move (other than the punter) until the ball is kicked.

Penalties: At the SLW level, all major penalties are 10 yards. For a free kick out of bounds, the ball may be placed 25 yards from the free kick spot (if the kick was from the usual spot of the 30-yard line on the 80-yard field, this would result in the ball being placed on the 25-yard line).

Hard Cast: No player will be allowed to compete while wearing a hard cast.

Initial Contact: On offense, all initial contact below the waist is illegal.

STARTING BACKFIELD RULE: Prior to the start of each game, the names of the STARTING backfield line-up will be exchanged between head coaches and provided to the referees. The STARTING backfield will consist of the four (4) backs and the two (2) ends that will participate in a majority of the offensive plays. To avoid confusion, the five (5) positions not listed will be the two (2) tackles, two (2) guards and center.

The starting backfield of the leading team must be substituted and may not handle the ball on offense until the score is below twenty (20) points for the SLW and LW levels; and twenty-four (24) points for the JV and V levels. If positions of players are not available as substitutes, positions of players must be changed.

NO KICK-OFF RULE:

(1.) SLW & LW - when a team leads by 20 or more points, the trailing team shall receive the ball on their opponent's 30 yard line, until the difference is below 20 points.

(2.) JV & V - when a team is up by 24 or more points, the team that has the 24 or more point lead will kick off from the 20 yard line, until the difference is below 24 points.

(3) JV & V - If a team has a scoring advantage of 24 or more points to begin or at any point in the second half of a game, then the game clock shall thereafter be a running clock except during timeouts, following a touchdown, during an extra point or during an injury. Once a clock is a "running clock" it will continue as a running clock even if the disadvantaged team closes the point differential to less than twenty-eight (24) points.

TIEBREAKER: All tie ball games will be played off per IHSA Rules. At the Super Light and Light Weight Divisions, the ball will be placed at the five (5) yard line in the event of a third over time. Overtimes continue until there is a winner.

On-Field Coaching SLW & LW: Both coaches must be at least (5) yards behind the deepest player on their team at the snap of the ball. There will be no coaching towards the players or sideline, or moving players for either coach on the field after the break of the OFFENSIVE huddle. The play can not be changed and no audible can be called by either field coach. A violation of this rule will be considered an “unsportsmanlike conduct” penalty. If the offense does not huddle, neither coach make speak to their team following the ready for play. The referees will ensure all players have returned to their respective sides of the line of scrimmage prior to marking the ball ready.

THREE YARD RULE FOR TWO POINT STANCE:

1. At the Super Light level, players are not allowed to line up on the line of scrimmage in a two point stance within what is commonly referred to as the A, B or C gaps in other words inside the defensive end position. Defensive ends can line up in a two point stance. All other players must be in a three or four point stance. Any player in a two point stance in the box (positions from C gap on the defensive right to C gap on the defensive left) must be at least three yards off of the line of scrimmage. No player in a two point stance can advance to less than three yards of the line of scrimmage prior to the snap of the ball. Violation of these rules is punishable by a ten yard penalty.
2. The above rule applies at the Light Weight level after a team is leading by twenty (20) or more points. Violation of these rules will result in a fifteen (15) yard penalty.

STRIPER RULES:

1. Only three (3) striper players on the playing field at a time. A double striper counts as one of the three (3) stripers allowed on the field at any time.
2. Single striper players must have a single team color stripe on helmet, front to back. The stripe must be clearly noticeable and can/should be an opposite color of the helmet. The exception will be – any team with a pre-stripped helmet must stripe their helmets in a manner perpendicular to the existing stripe. Double stripers must have 2 distinguishable color stripes on the helmet, front to back.
3. All striper players may not be on the kick-off or kick-off receiving team.
4. All stripers cannot handle the ball on offense and can only handle the ball if there is a turnover on defense. In the course of play, if a striper, either on defense or offense, recovers a fumble or intercepts a pass, he may not advance the ball.
5. Offensive stripers may line up within three positions of the snapper. However, if a striper is lined up in the third position from the snapper, he may not be uncovered, that is another offensive player must be on the line, within one yard and outside of the striper. A striper may only be uncovered on the line of scrimmage if he is lined up within two positions of the snapper. At no time may 3 stripers line up next to each other anywhere on the line. Double stripers can only line up within two positions of the snapper. Under no circumstances may a striper line up more than 5 yards from the snapper.
6. Defensive single stripers must be nose-to-nose inside or equal to (two positions from the snapper) the offensive tackle position. A single striper may be lined up over an offensive striper, if the offensive striper is lined up within three positions of the snapper. Initial contact must be made on the line of scrimmage, with the player moving in a forward motion.
7. All striper positions on offense are down linemen. All stripers cannot be eligible receivers if on the end of the line. All stripers may not pull.
8. If any striper plays out of position, an automatic ten (10) yard penalty will be assessed against offending team.
9. A striper may only kick the ball on a punt, extra point, or field goal. An extra point, field goal, or punt cannot involve a striper handling the ball or blocking from the kicking or punting position.
10. The double striper counts as one of the three (3) stripers allowed on the field. The double striper plays on the offensive line only (except when rule 12 applies) as a covered offensive lineman and not at the end of a line. Double stripers cannot pull.
11. No more than one double striper on the field at a time. Unless, if a team has 4 or more double stripers, 2 double stripers may be on the line at the same time. (See rule 10) They must line up at the 2 offensive tackle positions only. There can be no more than 3 total stripers on the line at one time. The double stripers will be put in at the start of the game and play 5 plays in a row. The next double striper will then be put in until all have received their 5 plays. At that time, the original double striper rule will be observed (only 1 double striper on the field at a time).
12. On the Varsity level only, teams are allowed to line up a double striper on defense only when the offense is utilizing a double striper. The defensive double striper must line up directly across from the offensive double striper. All defensive single striper rules apply to the double striper in this case. If a double striper plays out of position, an automatic ten (10) yard penalty will be assessed against offending team.

OLDER / LIGHTER RULES:

1. Older / Lighter players must have an “X” (4” x 4” minimum) on their helmet. The X must be clearly noticeable and should be an opposite color of the helmet.
2. Only (3) Older / Lighter players on the playing field at a time.
3. Older / Lighter players must get their minimum plays in the 4 quarters of the regular game. To be clear. Older / Lighters may play in the 5th quarter but they must still get 5 plays in the regular game.
4. The penalty for exceeding the number of allowed older/lighter players on the field, after the huddle breaks, will be 10 Yards and replay the down.