

# Tackle Team Comparison Grid

Rule/Category	Delaware			Raritan	
	9u Peewee	11U JV	14U Varsity	11U JV	14U Varsity
<b>Team Colors Designation</b>	Red, White or Blue			Gold	
<b>Officials</b>	Day games: Schedule 3 (Minimum 2)   Night Schedule 5 (Minimum 4)			Night Schedule 5 (Minimum 4)	
<b>EMT/Trainer</b>	At least one certified EMT or certified Trainer must be on-site for each field, provided by host site, covering both teams.				
<b>Penalty Warnings</b>	2 Allowed	1 Allowed		None Allowed	
<b>Warnings Guidelines</b>	Allowed on false starts, off sides and alignment issues. If is blatant and affects outcome of play or is a safety risk, it is enforced without warning.			High School Rules.	
<b>Coaches On Field</b>	Not allowed (Exception for PW Offense vs GS teams)				
<b>Game Duration</b>	TIPS Clock: Stops on Timeout, Injuries, Penalties; Scores   4 x 15-minute quarters			4 x 10-minute quarters HS Stop Clock	
<b>Overtime</b>	Regular Season: NO Playoffs: HS Rules			Reg Seas: 1 Rd then Tie Playoffs: HS Rules	
<b>Timeouts</b>	2 total per half.	3 total per half., 1 per OT Period		HS Rules	
<b>Scoring</b>	TD=6 pts; PAT Run = 1 pt, PAT Kick = 2 pts.				
<b>Lopsided Score Trigger</b>	15+ Points	24+ points in 1 <sup>st</sup> half, 17+ points in 2 <sup>nd</sup> half			
<b>Lopsided Score Rules</b>	Winning must switch out their 1st string (primary) backfield. Make an effort to get backups in for both offense and defense. No Blitzing from either team				
<b>Kickoffs</b>	NO – Offense starts on 35 yd line for normal KO		YES – High School Rules	YES to Start Game and to Start 2nd half   all other times = same as Delaware 11U	YES – High School Rules
<b>Onside Kicks</b>	Not Allowed		Yes – HS Rules	Not Allowed <20yd kick goes to receiving team.	Yes- HS Rules
<b>Punts</b>	NO - Ball is moved 20 yards downfield but not inside 20 yard line.	YES - High School Rules			
<b>Field Goals/Pat Kicks</b>	YES - free kicks/no rush. 7 second time limit	YES - High School Rules			
<b>Safety</b>	2 pts. Ball is placed at mid-field	2 pts. Ball is placed at Midfield.	2 pts. HS Rules	2 pts. Ball is placed at Midfield	2 pts. HS Rules
<b>Offense Formations</b>	No unbalanced lines, and OT must be covered by TE/WR 2 Backs required in backfield with QB	No Limitations			

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<b>Offense Plays</b>	Can only hand ball off once. No reverses. No halfback passes. QB cannot run the ball between the tackles if under center. (NO QB sneaks).	No Limitations			
<b>Defense: Formations (Normal Zone)</b>	Must run 4-3. Cover 2 Only 4 men in the box DL heads up – no NG	No Limitations			
<b>Defense: Formations (Goal Line Situation)</b>	4 or 5 man front and no more than 5 players in the “Box” DL Heads up – NG OK	No Limitations			
<b>Defense: Gap Alignment Allowed?</b>	None, but DE can be on outside shoulder of LMOS	No Limitations			
<b>Defense: Blitz</b>	NOT Allowed	No Limitations			
<b>Defense: Player Depth</b>	LBs outside box and 5 yds deep, Corners 3 yds deep and 3 yd outside LMOS, Safeties 10 yds deep	No Limitations			
<b>Defense: Goal Line player depth</b>	Same, no changes Box remains 5 yds deep	No Limitations			
<b>Football Type</b>	Wilson K2	Wilson TDJ	Wilson TDY	Wilson TDJ	Wilson TDY
<b>Playing Time</b>	Must start on O or D and play approx. half of game unless roster greater than 22, if >22 then strive for equal time for all players			AYF Minimum Play Rules	
<b>Ball Carrier Weight Restrictions</b>	115 (123 allowance)	130 (138 allowance)	155 (163 allowance)	No Weight Limited	
<b>Weight Restrictions Rules</b>	If over limit, on Offense, can't be eligible position, On Defense play D-line Only Any kids limited to line play will be identified in roster books Spot check weigh-ins allowed by opposing coaches prior to game - Allowance with <b>all</b> pads, no helmet.			No Weight Limited	
<b>Post Season</b>	Post season Tournament No seeding	Post-season Playoffs			
<b>Coin Toss</b>	Cannot defer – Swap Off/Def 2 <sup>nd</sup> half	Winner can make choice or defer to 2nd half.			