

LOP SIDED SCORE RULE (TACKLE - All Levels)

- A. Any time a team goes up by 28 points or more, the following will occur:
 - 1. Game Clock
 - a. The official clock will become a running clock.
 - b. The official clock will remain a running clock for the remainder of the game.
 - c. No change in the score of the game will change the running clock.
 - d. The clock will stop for the following reasons only.
 - 1. Player injury.
 - 2. Discretion of the referee.
 - 2. Playing Rule Changes
 - a. Offensive Team
 - 1. The winning team cannot pass the ball
 - 2. The winning team cannot run sweeps outside of tackles
 - 3. Violation will be a loss of down and a 5-yard penalty
 - 4. Violation is at the discretion of the referee.
 - b. Special Teams
 - 1. There will be no on sides kicks at kickoff.
 - c. Defensive Teams
 - 1. The winning team cannot advance a fumble.
 - 2. The winning team cannot advance a pass interception.
 - 3. The ball is blown dead immediately.
 - 4. The winning team will start play at this point.
 - d. The playing rules will revert back to standard rules once the game score 28 point differential is lowered.
- B. The winning team shall make every effort to replace starting players with reserves. Failure to do so will call for an immediate investigation and possible one game suspension if found guilty.
- C. Any coach who employs types of plays without the intent to maximize the action of play shall be in violation of this rule.
- D. The teams are still required to complete the mandatory play rule.
- E. An investigation will be conducted by the VP of Football Operations if a game ends with a score differential of 28 points or more. The investigation may or may not lead to a suspension of the Head Coach, but there will be no automatic suspension.