

Note: Print out cut and laminate, they will fit in the Honig's wallet

<u>2016 XTREME RULES DIFFERENCES</u>	2016 XTREME MERCY RULE (24 POINTS)
<p>NFHS Rules Apply Unless Stated</p> <p>GAME CLOCK PW, 7u- 8 min QTRS; All others, 10 min QTRS Football-Leather (Wilson, Nike, Riddell, Spalding) SPW, 7u, 8u & 9u – K Size Ball 10u & 11u – J Size 12u & 13u – Y Size</p> <p>EQUIPMENT No Casts or Splints (NO EXCEPTIONS) NEW – Tethered mouthpiece (NO CLR/WH)</p> <p>TIME-OUT CONFERENCE Any # of coaches from hash to sideline</p> <p>TRY FOR POINT KICK – 2 Points RUN or PASS – 1 Point</p> <p>KICKS for 7u & 8u NO RUSH on declared FG or try by kick Missed FG Team B ball at previous spot or; 20 YL if a touchback results</p> <p>COACH EJECTION Ejection of coach that enters field w/o TO</p>	<p>GENERAL 24 point differential at any time Running clock, except injuries/R Discretion NFHS numbering not enforced If less than 24 points, return to regular game but clock still <u>RUNS</u>. NO M P R</p> <p>WINNING TEAM Must remove skill players (QB, RB, LB, etc.) If no substitutes, then move to non-skill pos. No passing No blitzing Penalty for above mercy rule fouls: 5 yards No kickoff to trailing team</p> <p>TRAILING TEAM Drives start at 50YL after leader scores Still Kickoff to winning team if they score All fouls against trailing team: 5 yds.</p> <p>GAME REPORT DUE BY NOON SUNDAY</p>