

**Note: Print out cut and laminate, they will fit in the Honig's wallet**  
**CHANGES ARE SHADED IN GREY**

**XTREME RULES DIFFERENCES**  
NFHS RULES APPLY UNLESS STATED

- ✓ LINE NUMBERING **WILL BE ENFORCED!**
  - EXCEPTION: SCRIMMAGE KICK FORMATION
  - EXCEPTION: MERCY RULE
- ✓ MERCY RULE (24 POINTS)
  - NO KICKOFFS, BALL AT 50 YD. LINE
  - RUNNING CLOCK, EXCEPT INJURIES
    - *RUNS DURING TIME-OUTS*
  - WINNING TEAM MUST REMOVE SKILL PLAYERS (QB, RB, LB, ETC.)
    - *IF **NO SUBSTITUTES ARE AVAILABLE** MAY MOVE TO NON-SKILL POSITION*
  - NO PASSING BY WINNING TEAM
  - NO BLITZING BY WINNING TEAM
  - **PENALTY: 5 YDS. PLUS LOSS OF DOWN**
- ✓ TIME-OUTS
  - NO RESTRICTION ON THE NUMBER OF COACHES FROM THEIR RESPECTIVE **HASH** MARKS TO THEIR SIDELINE

**XTREME RULES DIFFERENCES**  
NFHS RULES APPLY UNLESS STATED

- ✓ FOOTBALL SIZE (WILSON, NIKE, RIDDELL, SPALDING)
  - PW, 75 & 90 LBS. – **ANY K SIZE BALL**
  - 105, 115, & 125 LBS. – **ANY J SIZE BALL**
  - 140 & 160, & 170 LBS. – **ANY Y SIZE BALL**
- ✓ TIMING
  - PW, 75 & 90 LBS. – **8 MIN. QUARTERS**
  - ALL OTHERS – **10 MIN. QUARTERS**
- ✓ TRY FOR POINT
  - KICK – **2 POINTS**
  - RUN OR PASS – **1 POINT**
- ✓ EQUIPMET
  - **NO CASTS OR SPLINTS**, EVEN WITH A DOCTOR'S PRESCRIPTION OR NOTE
- ✓ TIE-BRAKER
  - IF TIED AT THE END OF REGULATION, GAME WILL BE DECIDED USING NFHS PROCEDURE (KANSAS TIE-BRAKER)
  - *NO LIMIT TO THE NUMBER OF OVERTIMES*
- ✓ REFEREE'S REMINDERS
  - YOU **MUST** BE SUPPLIED A COPY OF EACH TEAM'S MPR SHEET
  - RECORD & REPORT FINAL SCORE
  - RECORD & REPORT **ALL** EJECTIONS