



PERMIAN BASIN
YOUTH FOOTBALL LEAGUE



LEAGUE RULES FOR SPRING 2022

7U-11U

GENERAL RULES

- ALL PLAYERS MUST WEAR SOFT SHELL HELMETS. MUST BE LEAGUE ISSUED OR LEAGUE APPROVED.
- MUST WEAR VISIBLE MOUTHPIECE.
- GAMES ARE (2) 20 MIN HALVES. TEAMS GET (2) :30 SEC TIMEOUTS PER HALF.
- THE CLOCK RUNS CONTINUOUSLY. INSIDE THE LAST MINUTE OF EACH HALF IT IS A STANDARD GAME CLOCK.
- POSSESSION STARTS ON THE 40 YD LINE GOING IN. THIS APPLIES TO BEGINNING OF GAME & CHANGE OF POSSESSION. IN THE EVENT OF AN INTERCEPTION THE INTERCEPTING TEAM TAKES POSSESSION WHERE THEY WERE TOUCHED DOWN (FIELD IS FLIPPED).

- FIRST DOWNS ARE MADE BY CROSSING THE 25YD LINE AND THE 10 YD LINE. 3 DOWNS TO GET A FIRST DOWN. MUST SCORE WITHIN 3 DOWNS ONCE INSIDE THE 10.
- QUARTERBACK WILL HAVE 4.0 SECONDS TO PASS THE BALL FROM THE TIME ITS REMOVED FROM THE CRADLE. IF HE IS IN THE THROWING MOTION AT THE TIME OF THE BUZZER PLAY WILL CONTINUE. IF THE QB FAILS TO ATTEMPT A PASS WITHIN THE 4.0 SECONDS IT COUNTS AS A SACK. THE CLOCK WILL BE STOPPED ON A SACK INSIDE THE LAST MINUTE OF EACH HALF.
- POSSESSION CHANGES AFTER PAT ATTEMPT, TURNOVER ON DOWNS, OR INTERCETPTION.
- PLAY CLOCK WILL BE :25 SECONDS AND WILL BEGIN ONCE REF PLACES THE BALL ON THE CRADLE.
- ONE HAND TOUCH ANYWHERE ON THE BODY (NOTHING ABOVE THE SHOULDER) TO DOWN THE BALL CARRIER.
- NO RUNNING PLAYS ALLOWED.
- NO DOUBLE PASSES OR SHOVEL PASSES.
- NO COACHES ON THE FIELD WITH THE EXCEPTION OF THE 7U OFFENSIVE COACH. ALL OTHER COACHES MUST COACH FROM THE SIDELINE.

- ALL FORMATIONS MUST BE LEGAL SETS. 5 WR AND 1 RB OUT OF THE BACKFIELD.

OVERTIME

- CONSISTS OF 3 PLAYS FROM THE 10YD LINE. EACH TEAM HAS AN OPPORTUNITY TO SCORE IN EACH OVERTIME PERIOD. OVERTIME PERIODS ARE NOT TIMED.

SCORING

- TOUCHDOWN – 6 POINTS
- TURNOVER ON DOWNS – 1 POINT. IF THE GAME CLOCK HAS EXPIRED PRIOR TO THE CRADLE CLOCK NO POINTS WILL BE AWARDED AS THE DEFENSE CANNOT TAKE POSSESSION OF THE BALL.
- INTERCEPTION – 2 POINTS. IF BALL IS RETURNED FOR A TOUCHDOWN THEN IT WILL BE 6 POINTS INSTEAD OF 2.
- SCORING TEAM WILL HAVE THE OPTION OF ATTEMPTING A PAT FROM THE 5YD LINE FOR 1 POINT OR THE 10YD LINE FOR 2 POINTS. OFFENSE HAS CHOICE OF HASHMARK TO START FROM.
- 2 POINTS IF A TEAM RETURNS A PAT BACK ACROSS THE 45.

PENALTIES

- DEFENSIVE PASS INTERFERENCE – 5 YD PENALTY FROM ORIGINAL LINE OF SCRIMMAGE & AUTOMATIC FIRST DOWN.
- OFFENSIVE PASS INTERFERENCE – PREVIOUS SPOT AND LOSS OF DOWN.
- DEFENSIVE HOLDING – AUTOMATIC FIRST DOWN AND 5 YDS FROM ORIGINAL LINE OF SCRIMMAGE. IN THE EVENT THAT THERE IS A DEFENSIVE HOLDING AND A SACK ON THE SAME PLAY THE DEFENSE WILL BE PENALIZED AS STATED ABOVE AND THE SACK WILL BE IGNORED.
- ILLEGAL PROCEDURE OFFENSE – LOSS OF DOWN.
- DEFENSIVE OFFSIDE – 5 YD PENALTY.
- DELAY OF GAME – LOSS OF DOWN AND THE CLOCK STOPS IN THE FINAL 1:00.
- FIGHTING/ UNSPORTSMANLIKE CONDUCT (TEAM) – 1ST OFFENSE = EJECTION FROM GAME. 2ND OFFENSE SUSPENDED NEXT GAME.
- FIGHTING/ UNSPORTSMANLIKE CONDUCT (TEAM) – IF ANY PLAYER LEAVES THE SIDELINE TO PARTICIPATE IN FIGHT ON FIELD = TEAM EJECTION.

PERSONAL FOUL PENALTIES

- OFFENSE = LOSS OF DOWN AND 5YD FROM ORIGINAL LINE OF SCRIMMAGE.
- DEFENSE = 1ST DOWN AND 5YD FROM ORIGINAL LINE OF SCRIMMAGE.

7V7 UIL RULES FOR 13U & 15U

1. Moving the ball

- Offensive Plays Must All Be Passes! (No Run plays or Kicking/Punting)
- Field is marked at 15 yard intervals with cones. (3 first downs without a penalty would result in a touchdown)
- Possession always begins at the 45 yard line at the right hash mark. Hash mark placement of the ball must be enforced by officials, in accordance with NCAA rules, once the ball has been advanced.
- No penalty will be assessed in excess of the 45 yd line. On an unsuccessful or successful offensive play from the 45 yard line resulting in an offensive penalty: The ball will be returned to the 45 yard line and THE NEXT SUCCEEDING PLAY WILL BE FORFEITED. I.e. 1st down will become 2nd down; 2nd down will become 3rd down; and 3rd down will result in a turnover.
- Offenses always move in the same direction
- No “Double Passes” are allowed.
- Once a forward pass has been thrown, a backward pass (lateral) is allowed.
- Should a swing pass not cross the LOS and a defensive player tags the ball carrier behind the 45 yard line, it is a safety.
- Snapper will position the ball within 3 seconds at the next scrimmage spot. (Delay of game if not set)

2. Special Rules

- No blocking.
- Receiver/Ball carrier is legally down when touched with one or both hands. (Excessive force by shoving, pushing, or striking a blow will be penalized by automatic first down and 5 yards. Expulsion of a player(s) if ruled unsportsmanlike & flagrant).

- Fumbles are dead balls at the spot with the last team retaining possession. A muffed snap is not a fumble/dead ball. The 4.0 second count remains in effect on snaps.
- Two delay of game penalties in the same possession results in a turnover.
- Any offensive penalty on the extra point try results in a turnover.
- The QB is allowed 4.0 seconds to throw the ball. The Official timekeeper starts a stopwatch on the snap of the ball from center and stops the watch as soon as the QB releases the ball.
 1. If release is under 4.0 seconds, the play goes on.
 2. If the timekeeper sees that the clock has exceeded 4.0 seconds, he waits until the play is over (the play is not blown dead), then brings the ball back to the original line of scrimmage with loss of down. (The timekeeper will be an official or coach from a team that is not playing)
 3. All penalties will be marked off on a 4 second count EXCEPT for pass interference.
- Defensive Pass Interference is the same as NCAA rules. (automatic 1st down & spot foul up to 15 yds)
- Responsibility to avoid contact is with the defense. There will be NO chucking, deliberate bumping, or grabbing. These actions will result in a 5 yd. penalty and an automatic 1st down.
- Offensive pass interference is the same as NCAA rules. (15 yard penalty)
- Interceptions may be returned (“no blocking” rule applies). If an interception is returned beyond the 45 yard line (the offensive origination point) it is a touchdown and point after attempt should ensue. The teammates of the person who intercepted the ball may trail the runner so as to be in position to take a backwards pass. They may not block for or screen for the runner.
- Offensive team is responsible for retrieving and returning the ball to the previous spot or the new scrimmage spot in a timely fashion. Failure to do so can result in a delay of game penalty.
- The offensive center is not an eligible receiver (teams must have a center). The ball must be snapped from the ground between the snapper’s legs. (mirror the game of football)
- The center will be responsible for setting or re-positioning the Referee’s bean bag at the line of scrimmage. On change of possession, the team moving to offense will ensure the bean

bag gets to the new scrimmage line. (centers on both teams responsible).

- No taunting or “trash talking”. (5 yard penalty & expulsion if flagrant).
- The offense must gain at least 15 yards in the first 3 or less plays or the defense takes over. (There is no kicking). Four down territory occurs only after offense proceeds to or inside the 15 yard line cone (third quadrant).
- Fighting: the player(s) involved will be ejected from the game and tournament. If a team fight occurs, the teams involved will be ejected from the tournament and denied participation in any/all state qualifying tournaments! They will also be disqualified from participating in the state tournament. Throwing a punch will be disqualification for that SQT.
- Any dead ball foul on a play that results in the defense getting the ball and it is unable to be penalized back to the 50 yard line will result in a loss of down penalty. The defense, now the offense, would be starting play with 2nd down.
- There will be an area referred to as the tackle box that extends 3 yards on both sides of the center and extending 3 yards deep into the backfield. No eligible receiver may align within the tackle box.

3. Scoring

- 6 points for TD
- 1 point for PAT from 3 yard line, 2 point PAT from 10 yard line.
- 2 points if a team returns a PAT back across the 45.
- Official score is kept by field referee and game manager.

4. Tie Breaker

- After coin flip to determine first possession, teams will alternate 4 down series from the 15 yard line.
- A winner is determined when one team scores during its possession and the other does not. (Federation rules).
- If a second overtime period is necessary, each team must then go for two points on the conversion attempts.

Time

- Teams will play two 15 minute halves (continuous clock for each half - see: “starting the game”). B. No half-time (teams simply reset to 45 yd line & begin 2nd half with home team in possession)

- No time outs. (Exception: Injuries. All games will halt until player(s) can be removed as soon as safety dictates).