

Bandit and Mighty Mite Halo Rule for the Center

- 1) No player at all may rush the A Gap except the nose guard who is one yard off the ball and line of scrimmage.
- 2) The nose guard must be in a three point or four point stance. A player cannot rush from the nose position in a two point stance.
- 3) Defensive tackles only can lineup head up on the guards.
- 4) Defensive tackles CANNOT slant into the A gap at all.
- 5) Defensive tackles can bull rush or slant to the B gap. The A gap can only be rushed by the defensive nose guard from a three point stance or 4 point stance.
- 6) Violation the first two times is a 5 yard penalty, each additional penalty will result in a 15 yard penalty.

- ONLY SIX LINEMEN IN THE BOX, OR ON THE LINE OF SCRIMMAGE.
- NO BLITZING
- KICK-OFFS WILL BE KICKED FROM THE 30 YARD LINE/RECEIVING TEAM WILL LINE-UP AT THE 40 YARD LINE.
- ONCE PLAYERS ARE LINED-UP AND BALL IS SNAPPED COACHES ARE NO LONGER ALLOWED TO COACH THIER PLAYERS. (I.E. NO YELLING AT PLAYERS AND TELLING THEM WHERE TO GO.) COACHES MUST BE BACK A MINIMUM 15 YARDS FROM THE LINE OF SCRIMMAGE AT THE BEGINNING OF THE PLAY. COACHES WILL RECEIVE 1 WARNING FOR THE FIRST INFRACTION. SECOND INFRACTION WILL RESULT IN A 15 YARD PENALTY. A THIRD INFRACTION WILL RESULT IN A 15 YARD PENALTY AND REMOVAL FROM THE PLAYING FIELD TO THE SIDELINE.
- ONLY TWO COACHES PER TEAM ARE ALLOWED ON THE FIELD FOR BANDITS/ONE COACH PER TEAM FOR MIGHTY MITE.
- ON 4TH DOWN COACHES MUST DECLARE IF THEY WILL GO FOR THE 1ST DOWN OR KICK THE BALL.ONCE COACHES DECLARE TO KICK THEY CAN NOT RUN A TRICK PLAY TO TRY AND GET A 1ST DOWN.
- THE DEFENSIVE TEAM CANT RUSH THE PUNTER ON A PUNT ATTEMPT.

Chicagoland AYF Game Timing Rules

On all levels on an incomplete pass, the game clock will stop and not re-start until the next offensive snap of the football. On the spot of the football the 25 second play clock will begin to run. **At the Bandit and Mighty mite level the 45 second play clock will run.**

When a player runs out of bounds the game clock is stopped until the ball is re-spotted and the referee signals the play and game clock to run.

Change of Possession

ONLY at the Bandit and Mighty Mite level on a change of possession, once the ball is spotted and the referee signals, the play and game clock will run. **At all other levels** on a change of possession the game clock will not start until an offensive snap occurs. The 25 second play clock will run on the spot, **BUT** the game clock **will not** until an offensive snap occurs. **(Bandit & Mighty Mite is 45 second play clock)**

During the last two minutes of each half at all levels, the clock will be run identical to a high school clock.

At Bandit and Mighty Mite the play clock is 45 seconds after the spot of the ball. If you do not get the ball snapped you will be flagged for delay of game.

Slaughter Rule For 2009

1. The slaughter rule does not go into effect until the second half of a game.
2. The slaughter rule point threshold is 28 points. When a team is ahead 28 points at the start of the second half the clock will enter a running or non stop phase.
3. The team behind by 28 can call time out. The team ahead by 28 cannot call time out. EVEN if the margin falls below 28 the clock will remain a running clock.
4. **READ CAREFULLY..** At the **Bandit and Mighty Mite divisions ONLY** the team ahead by 28 can only run the football. They are no longer allowed to throw a pass. If the margin falls below 28 points the team ahead can then throw passes again. At the **CADET, JUNIOR PEEWEE, PEEWEE, JR. MIDGET, MIDGET AND ALL AMERICAN LEVEL** the team ahead by 28 points is only allowed to RUN the football. **THEY CANNOT PASS** the football as long as they remain 28 points ahead.
 - The game clock will be in a running clock phase. Again even if the lead falls below 28 points the clock remains running.
 - With incomplete passes (from the trailing team) in the slaughter rule the clock remains running.
 - If the lead falls below the 28 point threshold, the team ahead can now again run the football if they choose to.

 - CONFERENCES WITH THE REFEREES CREW... A **HEAD COACH** CAN ASK AND WILL BE GRANTED A SIDELINE CONFERENCE WITH THE CREW FOR AN EXPLANATION OF A CALL ON THE FIELD. THIS IS NOT A FORUM FOR A DEBATE BUT AN EXPLANATION TO THE HEAD COACH OF THE INFRACTION CALLED ON THE FIELD. IF THERE IS A RULES INTERPRETATION QUESTION, A RULE BOOK MAY BE NECESSARY DURING THE CONFERENCE. THIS IS A FAR BETTER WAY TO HANDLE A QUESTION THAN SCREAMING AT THE OFFICIALS WHICH IS NOT NECESSARY IF THE PROCESS IS FOLLOWED. THE CONFERENCE SHALL TAKE PLACE PRIOR TO THE PENALTY BEING WALKED OFF.

IHSA RULES ARE TO BE FOLLOWED UNLESS OTHERWISE STATED