

# 2024 MEYFL Referee Card- 5th/6th Grade

## Minnesota High School Rules apply with the following exceptions:

- 1) Game Clock - Consists of four 12-minute running time quarters. The clock will stop on scoring drive until the ball is set unless in the last 2 minutes. Clock will stop for injuries or timeouts (1 min) otherwise the clock will run. The last 2 minutes of each half are stop-time. If one team has a 24-point or better lead running time will continue during the final 2 minutes of the fourth quarter. "Stop Time" is for normal game circumstances that would stop the clock (ie: Out of bounds, incomplete pass) etc. Referees will maintain a 35 second clock from the referee's 'set of the ball' to the snap of the ball. **Over 35 seconds= delay of game penalty. Time-outs stop the clock anytime they are called.**
- 2) Scoring: **Touchdown**= 6 Points, **Extra Points** :1 point = from 3 yard line (Run or Pass), \* 2 points = from 6 yard line. (Run or Pass) 2 point = Extra point via place kicking. There are no restrictions on "blue strippers" on extra point attempts, anyone can play anywhere on offense and defense and all players can run/pass/catch the ball regardless of weight. \* If a team is up by 24 or more points, only 1-point conversions are allowed.
- 3) All players must have rubber **non-removable** cleats as well as an attached mouth guard (unless a special dental mouth guard is used)
- 4) **Playing field dimensions must be a regulation 100 yard field.**
- 5) Kickoffs will be from the kicking teams 40 yard line and must have 5 players on each side of the kicker. On side kicks are allowed. **No forward motion by line prior to the ball being kicked. No running starts!**
- 6) **Blue Stripe Players** (5th-Over 125lbs/ 6th over 135 must wear contrasting color tape on their helmets. Blue Stripe players may kick as well as advance the ball on a turnover and run the ball on extra points. Can be used to advance the ball inside the 10 yard lines, if declared as skilled player. **Offensive Positions:** Center, Guard, Tackle, or End (RB/ QB on XP only). **Defensive Positions:** Nose Guard, Guard, Tackle, Defensive End.

- 7) Fumbles on kicks, runs, catches if recovered by the defensive team can be advanced by any player.
- 8) Quarterback shall not attempt to draw defense offside by head bobbing (5 yd penalty).
- 9) If there is a man over the Center (Nose Guard). He must be head up. He may not swat at the ball at anytime. (5 yd penalty). A center is in a vulnerable position. A defense targeting (ie: headhunting" ) a center by a defensive player is NOT acceptable and will be dealt with by the league severely.
- 10) **Balanced Defensive Line- 4, 5 or 6 man Defensive fronts ONLY.** Max. 8 "Men-in-the-Box" No simulated movements to draw off sides (5 yd penalty)
- 11) **BLITZING** is allowed -**LB must be 4 yards off the LOS and can't be moving forward at or before the snap of the ball. Lateral or backwards movement before snap ONLY.** (5 yard penalty) **All cornerbacks must be at least 4 yds from the LOS and 4 yds outside the Defensive end (when in tight formation) at time of the snap. Safeties must be 7 yards. DE can play outside shoulder of TE regardless of where the TE lines up.**
- 12) The team whose goal line was involved shall put the ball in play on the 20-yard line by a free kick after a safety.

### Referees Area of Emphasis

- 1) Be sure ball is being snapped on the correct count.
- 2) Be sure that offensive ends and running backs are not holding defensive players. Penalties for holding, face-masking, clipping and blocking in the back, no matter where they occur on the field. **Watch behind the play.**
- 3) Failure to wear mouth guard at the time of the snap is a 5 yard penalty. Whistle blown and play stopped at the snap of the ball).
- 4) If nose guard is covered, the defender is min of 1 yard off the LOS.
- 5) If player is ejected, it must be reported to MEYFL. Jersey number, penalty, and previous warnings to be reported at that time.

Fold In Half- certified as of 8/22/2024 supersedes any versions prior to that date.

## All coaches are required to submit a list of players that will play the skilled positions, prior to the start of the game.

### "Skilled" Positions

- \* Any position other than Center, Guards, or Tackles are skilled. Blue stripped ends may only handle the ball if it is a forward pass that is completed past the line of scrimmage. A reverse cannot be done with a blue striker playing end.
- \* Players may ONLY be eligible to play in a skilled position in the equivalent of One Half of any regulation game.

**The coaches are responsible for tracking the numbers of the players.** The coach from the opposing team is allowed to tell the referee of an infraction, the referee is responsible for confirming the infraction by referring to this card.

### How to access an infraction:

The play doesn't count and a 10 yard penalty is accessed from the original line of scrimmage. Repeat the down.

## Skilled Players- First Half

Team: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Team: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

## Skilled Players- Second Half

Team: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Team: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

**PLACE KICKING - Extra Points-** \* Any player may place kick, including Blue Strippers.

\* Ball is Placed at the 3 yard line and holder may not set up closer than 3 yards from the Line of Scrimmage.

\* Place Holder - must field a long snap from the center. One knee must remain in contact with the ground at all times. If the knee comes up, the attempt is failed.

\* Kicking Blocks or the ground are the only platform that the ball may be kicked from. NO Kicking Tees.

\* **This is a Freeze Kick. with no Defensive Rush.** Once ball is Snapped Offense and Defense must Freeze until the ball is kicked. (Exception of Center-Holder-Kicker).

\* Defense may not try to distract Offensive team by yelling, jumping or waving arms until AFTER Ball is kicked. (Unsportsmanlike - 1/2 the distance and redo attempt)

\*Field goal is 3 points.

PUNTS are live "Freeze Punts" with no defensive rush.

Once ball is snapped - all players must freeze until the ball is kicked.

\*Punter must be at least 7 yards behind the LOS and receive the ball via a long snap. **If snap is muffed, punter kicks from the point where the ball is recovered (as long as punt is no closer than 7 yards from the LOS and between the Tackles).** Blue Strippers may punt.

\*Punts must be clearly communicated to referee. **No Fakes allowed.**

\*Punt formation - Intent is to simulate a true, tight balanced punt formation. Max of two wide outs - one on each side of formation. Players in formation are to be in a "breakdown" 2 or a standard 3-point stance.

\* Punt return - min of 6 men on the LOS across from the tight punt formation - Players in formation are to be in a "breakdown" 2 or a standard 3-point stance. Max of two players deep. All others are to be on or within 2 yards of the LOS.

# 2022 MEYFL Referee Card- 5th Grade