

1. PAT – 1 from the 5, 2 from the 12, 3 from the 18.
2. PAT Interceptions are worth the value of the attempt.
3. Mercy Rule – 19 point differential at or after the 1 minute warning.
4. Time Outs – each team gets 2 30 second time outs per game.
5. Over Time – Each team will attempt an extra point value of their choosing. After the 2nd OT teams must chose 2 or 3 points only.
6. Flags- If a flag falls off inadvertently play reverts to 1 hand touch.
7. Under hand passes must be received beyond the LOS.
8. A passer that crosses the LOS may not come back and throw a pass.
9. If a rusher crosses the rush line before the snap, he may not cross the LOS before a handoff or pass.
10. Defenders are not allowed to run through the ball carrier when pulling flags.
11. The following are spot fouls:
 - a. Defensive Pass Interference
 - b. Defensive Holding
 - c. Unnecessary Roughness
 - d. Screen Blocking or Running with the Ball Carrier
 - e. Charging
 - f. Flag Guarding