

2017 MEYFL Referee Card- 3rd & 4th Grade

Minnesota High School Rules apply with the following exceptions:

MEYFL Exceptions

- 1) Game = 56 plays. (14 plays = 1 Qtr.). Teams only switch field position at halftime. To be considered a play in the MEYFL, the ball must be snapped and a play completed. In the event of a penalty by the offense and the penalty accepted by the defense, then the play is not counted. *Offensive team has 35 seconds to call and execute a play.* Refs to count plays.
- 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). No placekicking.
- 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 80 yards by 40 yards.** All penalties are assessed 100% (Offsides= 5 yards)
- 5) One coach is allowed on field, in huddle- all season. Coach on field must stay 15 yards behind the LOS and remain silent once offensive line is set until ball is snapped.
- 6) Kickoffs w/ the kicking teams 40 yard line and must have 5 players on each side of the kicker. **No Onside Kicks.** Referees will have final decision whether a kick was "on-sides". Special teams don't count as a play.
- 7) **Blue Stripe Players** (3rd-Over 95lbs/ 4th- Over 105lbs) 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. **Offensive Positions:** Center, Guard, Tackle, or end (RB on XP only). **Defensive Positions:** Nose Guard, Tackle, Defensive End.

- 8) Fumbles on kicks, runs, catches if recovered by the defensive team can be advanced by any player.
- 9) Quarterback shall not attempt to draw defense offside via the use of a hard, irregular count or bobbing of head (5 yd penalty).
- 10) Quarterback can only run the ball outside the tackles. (5 yd penalty)
- 11) The **Offensive center** must be uncovered at all times.
- 12) A player shall not clip and there is **no free blocking zone.** All lines must match up head to head or double team block and **be above the waist.**
- 13) **6-2 defenses only.** Defensive Guards and Tackles must line up "head to head" (no gaps).
- 14) **Linebackers must be a minimum of 4 yards back and not be moving forward until the ball is snapped.** 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.
- 15) After a safety is scored, the ball shall be put on the 35 yard line of the team the safety was scored against and they shall become the defense.

Referees Area of Emphasis

- 1) Defensive line players (guards/tackles) are lining up "head to head."
- 2) Be sure ball is being snapped on the correct count.
- 3) Be sure that offensive ends and backs are not holding defensive players.
- 4) Be sure to call penalties for holding, face-masking, clipping and blocking in the back, no matter where they occur on the field. **Watch behind the play.**
- 5) 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.

Fold In Half- certified as of 8/10/2017, supersedes any versions prior to that date.

All coaches are required to submit a list of skilled players in the 1st half and 2nd half, prior to the start of the game.

"Skilled" Positions

- Quarterbacks, Running Backs, and Ends.
Ends may only handle the ball if it is a forward pass that is completed past the line of scrimmage. If blue striper is playing end, they are not able to run the ball. If they catch a pass, the ball is down where caught.
- Players may **ONLY** be eligible to play in a skilled position for the equivalent of one half of any regulation game.
- One Half means either the two quarters before halftime or the two quarters after halftime **ONLY.**

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 assessed from the original line of scrimmage. Repeat the down.

1st Half Skilled Players

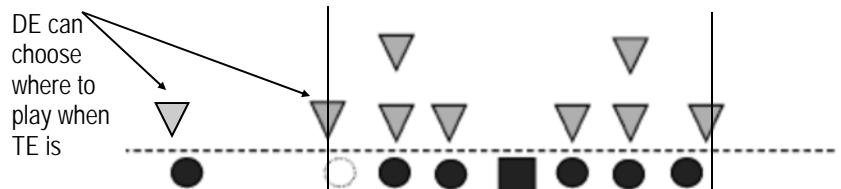
Team: _____

Team: _____

2nd Half Skilled Players

Team: _____

Team: _____



This is a legal 6-2.

LB must be inside DE at all times when the ball is snapped. Unless Offense has an overloaded back field.