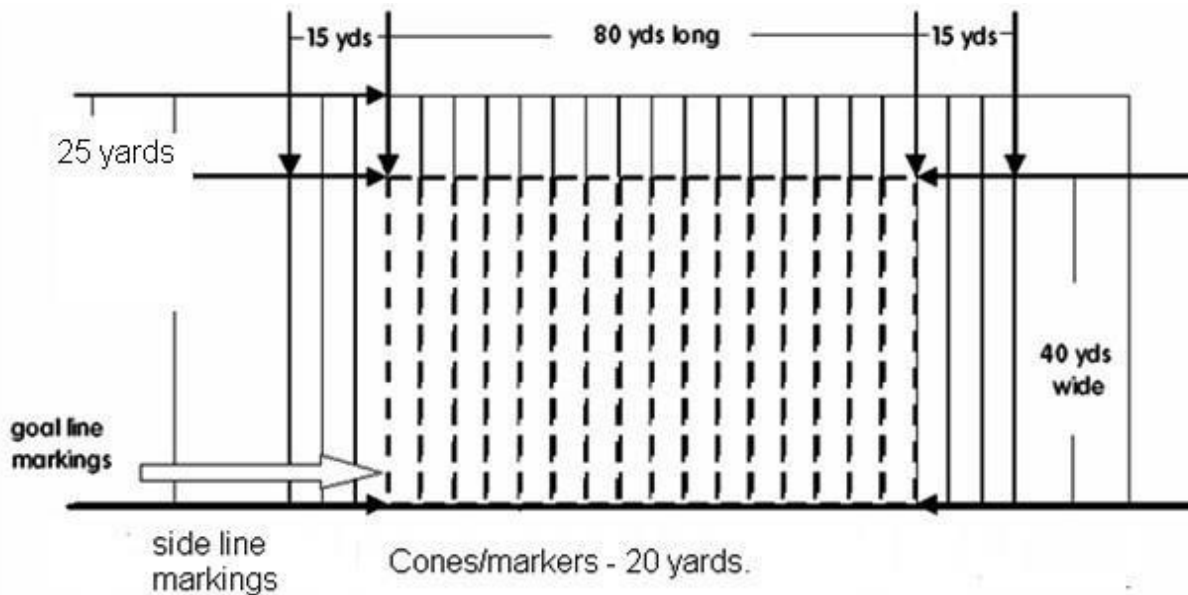


## Appendix A

## Cruncher – Specific Rules

### 1.0 Field Dimensions

The field must be adjusted to 80 yards x 40 yards, and it is recommended that the spectator side line marker be used for one side line and the further hash mark be used for the other side line. Cones or markers must be used to mark the field every 20 yards, into quarter sections.



### 2.0 The Game

The game will consist of two 25-minute halves in run time. A 5-minute intermission will be in place between halves. The first down marker will be used to mark the line of scrimmage. Each team will play with 6 players per side. They have 4 downs to move the ball to the next 20-yard quadrant for a first down.

All kickoffs are to take place from center field. The receiving team must line up 10 yards or further from center field. The kicking team must be lined up on either side of the kicker; minimum of 2 players must be on one side of the kicker.

### 3.0 Scoring

There is no scoring in Cruncher football. There must be no score posted on the scoreboard or announced by the club, coaching staff or officials.

There are no playoffs or team standings and all players simply receive recognition of participation at the end of the season.

#### **4.0 Time**

In the last two minutes of each half, the referee will declare that three more plays constitute the remaining time. It is possible through penalties to exceed 3 plays if the advantage is to the non-offending team.

Time will only stop in extreme circumstances at the discretion of the head official.

#### **5.0 30-Second Count**

If the ball is not scrimmaged within 20 seconds from the placement of the ball on the line of scrimmage, the referee will give the offensive coach a 10 second warning. Failure of an offense to put the ball in play within 30 seconds will result in the loss of down.

#### **6.0 Legal Scrimmage**

For scrimmage to be legal, at least 3 players of the offensive team must be on the line of scrimmage. One player (offensive guard) must be positioned immediately to the left of the center and one player (offensive guard) must be positioned to the right of the center. Both offensive guards must be positioned a maximum of one yard away from the center. All players are eligible receivers. The first backfield exchange must be a pass or a pitch or hand off.

The player receiving the snap is considered the quarterback and is not allowed to advance the ball across the L.O.S. This includes any situation where the quarterback later re-gains possession of the ball behind the line of scrimmage following a handoff, pitch, pass or fumble.

#### **7.0 Officials**

Games shall normally be scheduled with a minimum of 2 on-field officials. A Game may be played with 1 official. In the event that only one official is present, each team shall supply 1 assistant coach or team manager to call "out of bounds".

#### **8.0 Blitzing**

NO BLITZING IS ALLOWED

#### **9.0 Defensive Line Play**

No more than 2 defensive players are allowed to cross the line of scrimmage; these two players must be lined up directly across from the offensive guards (see definition 6.0). They must engage the offensive guard when crossing the line of scrimmage. No other defensive player shall engage the offensive guards immediately following the snap for the purpose of assisting their defensive teammate to rush across the line of scrimmage unimpeded. Any number of players may cross the line of scrimmage once the quarterback has relinquished possession of the ball (handoff, pitch, pass or fumble). This allows the opportunity for handoffs, pitches or passes to occur.

### **10.0 Centre**

No defensive player is allowed to enter the "A - gap" (the distance between the center and the offensive guard (see definition 6.0) until the quarterback has relinquished possession of the ball (handoff, pitch, pass or fumble). No defensive players are to contact the center until the center has had the opportunity to lift his/her head and assume a blocking position.

### **11.0 Game Sheets**

Game sheets, listing all active and inactive players (see MMFA bylaws) must be given to the officials at the start of the game. The game sheet will also indicate the starting offence and starting defense.

### **12.0 Coaches Participation**

One coach will be allowed in the huddle during the game. Once the players are in position (within 30 seconds of the placement of the ball) the coaches must back off at least 10 yards and have no further input verbally. If necessary, the coaches are allowed to position players. They may not cheer or shout directions once the cadence starts. Any violation of this sort will result in the coach being removed from the huddle and the team will be assessed a 10 yard penalty. A second offense will result in the ejection of the offending coach for the remainder of the half.

### **13.0 Infractions**

Offside and illegal procedure will be called but no penalty will be assessed. Officials should explain and assist coaches in correcting these mistakes. Holding should be called and again officials should explain and assist coaches in correcting these mistakes, but no penalty will be assessed.

In cases of a blatant offence; i.e. clipping, blocking from behind, punching, kicking etc. (at the complete discretion of the officials) the play will be whistled dead and forward progress will be marked no further than the point of the infraction.

### **14.0 Player Rotation**

Coaches are strongly encouraged to rotate all players in all positions throughout the season. The intent is to have each player play different positions and learn all aspects of the game. All other rules are governed by the MMFA by-laws.