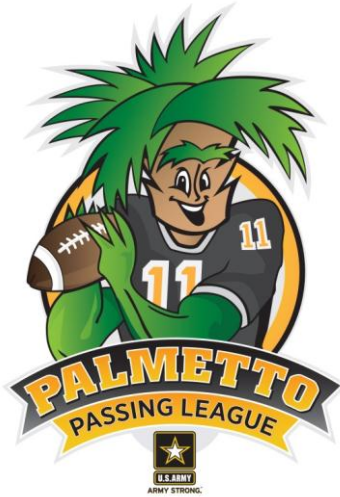


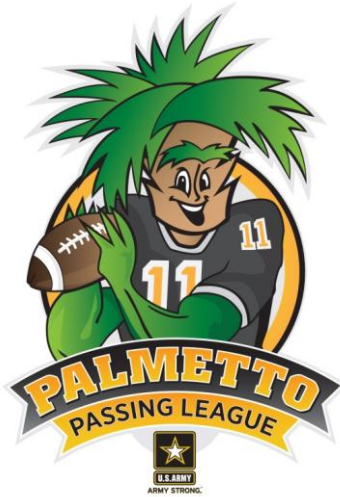


Palmetto Passing League – Rules Overview

-FIRST DRAFT- -17 MARCH 2011-

1. Field is 40-yards (1.a); a first-down is 20-yards and two first-downs without a penalty results in a touchdown for the offense (5.b).
2. All offensive plays must be forward passes. No shovel passes; no double passes; and no tailback screens (5.a). No running plays are allowed.
3. The quarterback must release the ball in four (4) seconds, or the play would be blown dead, resulting in an incomplete pass (5.f.1-5.f.2).
4. On each down, seven players per team; on offense, a center, quarterback, and five eligible receivers; on defense, seven defenders for each down. (2.f – 2.f.1b)
5. One hand or two-hand touch required to "tackle" the ball carrier. (6.a)
6. No blocking. (5.i)
7. All games are 25-minutes with a running clock. (3.a)
8. Six (6) points are scored on a touchdown. (9.a)
9. Point After Attempt is a PASSING PLAY, no kicking. (9.a) One (1) point is scored on a PAT from the 5-yard-line and two (2) points scored on a PAT from the 10-yard-line. (9.b.1-9.b.2). An intercepted pass during a PAT is a dead ball and no points are scored.
10. An interception returned by the defense beyond the 40-yard-line is a touchdown (6) with the extra-point to follow. (7.c.2 – 7.c.3) SEE ALSO (9.e – 9.d.2)
12. A safety is recorded when a legal pass is completed to an eligible receiver and the defensive player "tackles" the ball carrier behind the 40-yard-line. Two points awarded to the defensive team, and the defensive team will take possession at the 40-yard-line. (9.c)
13. Overtime is three plays from the 15-yard-line (9.f.2) and teams are required to go for two-points on all conversions in overtime (9.f.4).
14. Fumbles which hit the ground are dead balls at the spot of the fumble. (8.a) Muffed snap that hits the ground is a dead ball and a loss of down. (8.c) Fumbles may be recovered in the air before the ball hits the ground. (8.a.1)





Palmetto Passing League – Penalties

1. Defensive pass interference is an automatic first-down at the spot of the foul. (7.a)
2. Offensive pass interference is a five-yard penalty and a loss of down. (7.b)
3. Defensive holding is a 10-yard penalty and repeat the down.
4. Taunting or "trash talking" will not be tolerated. First unsportsmanlike offense is a five (5) yard penalty; second offense is 15-yards and automatic first down; and third unsportsmanlike penalty results in the automatic ejection from the game. (10.j – 10.k.2)
5. Unnecessary roughness or excessive force by shoving, pushing, or striking a blow is a penalty, resulting in an automatic first-down at the spot of the foul. (6.a.1) Officials have the discretion to eject any player from the game. Decision to eject a player is entirely at the discretion of the game official and cannot be appealed (6.a.2)
6. Illegal procedure results in a five-yard penalty (5.j)
7. No offensive foul can take the ball beyond the 40-yard-line.
8. Offense has 25 seconds to put the ball in play once it has been marked for play. Failure to snap the ball in 25-seconds is a 5-yard delay of game penalty with two delay of game penalties on the same possession resulting in a turnover with no points awarded to the defense. (3.i – 3.i.2)

