2024 NJ-SYFL Rule Cards

 2024 NJ-SYFL Rule Card – 3rd & 4th Grade – "F" & "E" Level Ball Type: K2 or Equivalent. Time: Two, 40 min halves; Half Time: 5 mins; Timeouts: No Timeouts Line of Scrimmage: To begin halves, after scoring & all Change of Possession inside 35, place ball at 35; there are no kickoffs or punts. Turnovers: All Fumbles and Interceptions are live plays. If live turnover does not result in ball reaching at least the 35-yard line, it must be moved to the 35. Mulligans Resulting in Free Do-Overs: one Fumble per Center/QB exchange each half, one offsides per defense each half and one offsides per offense each half. Dead Ball/Loss of Down: Any fumble resulting from an exchange other than center/QB is an immediate dead ball and loss of down. 	 Offensive Downs: Offense has 4 downs w/chains; on 4th down offense may "Punt" (i.e. referee places ball 25 yards down field). Blitzing: No blitzing (only the defensive line may attempt to sack the quarterback behind the line of scrimmage). Defensive Linemen: six (6) man max defensive line, outer most lineman must be heads up against outer most offensive lineman. Additional defensive lineman must drop four yards back into a linebacker position. Two-Point Stance: 2-Point stance only, 3-point stances are not permitted. A Gap: Other than when Offense is inside the 20-yard line, no Defensive Player is permitted inside the A Gap, and no Offensive player may carry the ball inside the A Gap. On Field Coaches: 2 per offense 2 per defense, all 10 yards behind deepest player. Scores: No scores boarded; Huddles: 30 second huddles.
Scores are not Boarded E and F Side 1 of 2	E and F Side 2 of 2
 2024 NJ-SYFL Rule Card – 5th Grade – "D" Level Ball Type: K2 or Equivalent. Time: Four, 10-minute quarters (alternate sides); Half Time: 10 minutes; Timeouts: 3 per half (timeouts do not carry over). Line of Scrimmage: To begin halves, after scoring and all touchbacks ball is placed on 35; there are no kickoffs or punts. Safety: Ball placed on 50-yard line after Safety Turnovers: All Fumbles and INTs are "live" possession changes. Offensive Downs: Offense has 4 downs w/chains; on 4th down offense may "Punt" (i.e. referee places ball 25 yards down field). Blitzing: No blitzing (only the defensive line may attempt to 	 Bull Rushing: No bull rushing the Center on any kicking play. Defensive Linemen: six (6) man max defensive line, outer most lineman must be heads up against outer most offensive lineman. Additional defensive lineman must drop four yards back into a linebacker position. Three-Point Stance: 3-point stance optional for all plays. Extra Point(s): After each touchdown the offense has three Options: Option 1) Ball Placed on 2.5 Yard Line = 1 Point for the Offense, Option 2) Ball Placed on 5 Yard Line = 2 Points for the Offense, Option 3) Extra Point Kick from 3 Yard Line = 2 Points for the Offense (no fakes, d-line is frozen). Field Goals = 3 Points; Offense and Defense is Frozen until ball is kicked, No Fakes or Rugby Kicks Permitted On Field Coaches: 2 per offense, 1 per defense, all 10 yards
sack the quarterback behind the line of scrimmage).	behind deepest player. Scores : Boarded and kept by

All HS/SYFL Rules apply; Scores are Boarded and Kept by Refs,

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Referees; Huddles: 30 second huddles.

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2024 NJ-SYFL Rule Card – 6th Grade – "C" Level

- General Rules: All HS/SYFL Rules apply, and all equipment
- Ball Type: TDJ Game Ball or Equivalent is Required
- Time: Four, 10-minute quarters (alternate sides after each);
- Half Time: 10 minutes; Timeouts: 3 per half (timeouts do not carryover).
- Line of Scrimmage: There are no kickoffs, to begin halves, after scoring and touchbacks, place ball at 35.
- Safety: Ball placed on 50-yard line after Safety
- Offensive Downs: Offense has 4 downs w/chains; on 4th down offense may Punt.
- **Punts**: Offense and defense is frozen until ball is punted, no fakes, or rugby kicks permitted.
- Extra Points and Field Goals: Live for entire offense and defense

All HS/SYFL Rules apply; Scores are Boarded and Kept by Refs,

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2024- NJ-SYFL Rule Card - 7th & 8th Grade - "B" & "A" Level

- **General Rules**: All HS/SYFL Rules apply, and all equipment must conform to State tackle regs.
- Ball Type: TDY Game Ball or Equivalent Required
- Time: Four, 10-minute quarters (alternate sides after each);
- Half Time: 10 minutes; Timeouts: 3 per half (timeouts do not carry over).
- Line of Scrimmage: There are no kickoffs, to begin halves, after scoring and touchbacks, place ball at 35.
- Offensive Downs: Offense has 4 downs w/chains; on 4th down offense may Punt
- **Bull Rushing**: No bull rushing the Center on any kicking play or fake kicking play.

All HS/SYFL Rules apply; Scores are Boarded and Kept by Refs, A and B Side 1 of 2

- **Bull Rushing**: No bull rushing the Center on any kicking play or fake kicking play.
- Turnovers: All Fumbles and INTs are "live" possession changes.
- Extra Point(s): After each touchdown the offense has three Options:
 - **Option 1)** Ball Placed on 2.5 Yard Line = 1 Point for the Offense,
 - **Option 2)** Ball Placed on 5 Yard Line = 2 Points for the Offense,
 - **Option 3)** Extra Point Kick from 3 Yard Line = 2 Points for the Offense.
- Field Goals = 3 points.
- On Field Coaches: None; Scores: Boarded and kept by Referees;
- **Referees:** Three per game; **Huddles**: 30 second huddles.

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- **Punts, Extra Points and Field Goals:** All kicks are live, the defense is live and all kicks may be faked, however, <u>no bull</u> *rushing of centers on kicks.*
- Extra Point(s)/Field Goals: After each touchdown the offense has three Options: Option 1) Ball Placed on 2.5 Yard Line = 1 Point for the Offense, Option 2: Ball Placed on 5 Yard Line = 2 Points for the Offense, Option 3) Extra Point Kick from 3 Yard Line = 2 Points for the Offense.
 - Field Goals = 3 points.
- **On Field Coaches**: None; **Scores**: Boarded and kept by Referees;
- **Referees**: Three per game; **Huddles**: 30 second huddles.

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