



# SPFL RULE DIFFERENCES FROM NFHS



## GAME PLAY

- Players may be numbered 0 through 99 and there are no restrictions on the number for an eligible receiver. Duplicate numbers are allowed. (SPFL Rule 1.7 (B) & (C)).
- There is no blocking below the waist in the SPFL. The 15-yard penalty is a live ball foul for illegal block and a warning to the player. A second penalty for blocking below the waist an individual player is the same yardage penalty plus disqualification. (SPFL Rule 1.7(A) - (C)).
- Hurdling is not a foul in the SPFL. (SPFL Rule 7.5).
- Players are not required to wear pads in their pants. All other NFHS mandatory equipment is required. (SPFL Rule 1.7(F) &(G)).
- Running Clock Rule-The clock will run nonstop if the point differential is 35 points or greater starting in the 4th quarter. The continuous clock continues until the deficit is 30 or below. By agreement, teams can start the continuous clock timing rules anytime after halftime. (SPFL Rule 3.3).
- A player has to be down by contact or give themselves up for the play to be over and the whistle sounded. In other words, a player that falls to the ground on their own volition can get up and continue the play. This rule mirrors the NFL Rule. (SPFL Rule 5.2(A) & (B)).
- Targeting carries a 15-yard penalty from the succeeding spot, an automatic first down for fouls committed by the Defense, and a disqualification of the targeting player. (SPFL Rule 7.1(A)).

## DEFENSE

- No more than 4 Defensive players may be on the LOS at anytime after the offense becomes set. A Defensive player is on the line of scrimmage if he is within 1 yard of the neutral zone and within 6 yards to the left or right of the ball. The 10-yard penalty is a DEAD BALL foul for illegal formation and is an immediate penalty the moment there are more than 4 Defensive players on the LOS at any time after the offense becomes set. (SPFL Rule 6.1).
- Blitzing-Defenses may rush as many players as they wish from within the Blitzing Box (12-yards wide (6-yards either side of the ball) and in front of the umpire no more than 5-yards deep) as long as the players were established inside the bracket prior to the offense initially becoming set. The 15-yard penalty is enforced as a live ball foul for illegal blitzing. A second penalty for illegal blitzing on an individual player is the same yardage penalty plus disqualification. The Blitz Eligibility Rule ends when: (1) the QB becomes a runner; (2) QB exhibits the intent to run; (3) QB hands the ball off to another player; (4) QB goes beyond the width of the blitz box; and (5) Any loose ball from the time of the snap. (SPFL Rule 6.2(A), (C), & (D)).
- Defensive Pass Interference is enforced as a spot foul and an automatic first down. Following Defensive Pass Interference in the end zone, the ball is placed at the 1-yard line and an automatic first down. (SPFL Rule 7.2(A)).
- Defensive Holding is enforced as a 10-yard penalty from the previous spot and an automatic first down. (SPFL Rule 7.3).

## OFFENSE

- The gap between the Center and the Guards can be no more than 2 yards. The 5-yard penalty is a live ball foul for illegal formation. (SPFL Rule 1.6(A)(4)).



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## SPECIAL TEAMS

- Restrictions on Defensive formations and blitzing remain in effect on special teams downs. (SPFL Rule 8(A)).
- A Kicker may bring a kicking ball (designated with a “K”) into the game for Kickoffs, Field Goal, and PAT kicking attempts. A kicking ball may not be brought in for Punts. (SPFL Rule 1.3).
- PAT Attempts-If the PAT is a kick attempt, the ball is dead at the time of the kick. If the PAT is an attempt for 2-points, the defense may gain possession during the try and return the PAT for 2-points. (SPFL Rule 2.1(A)(5) & (6)).
- An illegal defense on a PAT attempt allows the offensive team to enforce the 10-yard penalty on the subsequent kickoff or a half the distance penalty from the spot of try. (SPFL Rule 8(D)).
- Following an unsuccessful Field Goal Attempt during which the kick becomes dead beyond the neutral zone and was untouched beyond the neutral zone by the return team, the succeeding spot will be the previous spot. Otherwise, NFHS scrimmage kick enforcement rules apply. (SPFL Rule 8(B)).
- Kicking Line Formation – Teams may line up no less than 3 players on each side of the kicking formation on kickoffs. (SPFL Rule 8(C)).



## SPFL UNIQUE PENALTY TABLE



### Unsportsmanlike Conduct Warning

- First warning: No penalty
- Second warning: 5-year penalty

### 10-YARD PENALTY

- Defensive Illegal Formation (More than 4 Defensive Players on the LOS) - DEAD BALL PENALTY
- Defensive Holding (Enforced from Previous Spot and Automatic First Down)

### 15-YARD PENALTY

- Illegal Blitz (Defensive Player Outside the Blitzing Bracket blitzes) (Second Offense is a Disqualification)
- Block Below the Waist (Second Offense is a Disqualification)

### SPOT FOULS

- Defensive Pass Interference (also an Automatic First Down)

### EJECTION (In addition to normal penalty yardage enforcement)

- Second Illegal Block Below the Waist
- Second Illegal Blitz
- Targeting
- Fighting
- Intentionally Contacting a Game Official
- Striking, Kicking, Kneeing of an Opponent
- Any Act if Unduly Rough or Flagrant
- A Second Unsportsmanlike Foul By Player or Non-Player
- A Substitute Leaving Team Box During a Fight

