

APPROVED 2019 RISMA RULES

Rhode Island South Eastern Massachusetts Football and Spirit Conference Coach and Referee Rule Reminder Sheet

Note that this Sheet Summarizes the Pop Warner Rules AND Contains RISMA-specific Modifications

1. NFHS rules for all RISMA games (see below for rule adjustments).
2. There are no jersey number restrictions for offensive positions.
3. PAT's – a kicked PAT is worth 2 points, and a successful rushing or passing PAT is worth 1 point.
4. Periods are 10 minutes each.
5. ANYTIME a team goes up by 28+ points:
 - a. Clock becomes running clock for remainder of game, regardless of point differential.
 - b. Referee can stop the clock for an injury or at his discretion for some other good reason that delays play.
 - c. The winning team cannot pass or run outside the tackles if the point differential is 28+ (5 yard penalty).
 - d. There are no blitzes by either team once the lopsided rule is instituted.
 - e. While Pop Warner Rules allow onside kicks by the losing team, RISMA does not allow onside kicks by either team.
6. Regular season competitive level games, play-down and play-off games NFHS tie-breaker rules will be used.
7. Referee shall stop play at the end of the third quarter and confirm that MPR has been satisfied.
8. **Kick Offs: Ball placed on 35 yard-line for the Tiny Mite through Pee Wee level or 6U through 10U. Also TM through PW or 6U through 10U is now a 2 point stance for both offensive and defensive lineman. All players must start in a 2 point stance.**
9. **RULE DIFFERENCES THAT APPLY TO THE MIGHTY MITE LEVEL AND TINY MITE LEVEL ONLY (6U and 8U).**
 - a. While Pop Warner rule books states that at the Mighty Mite Level you can have “up to” six defenders on the line of scrimmage. **RISMA requires six defenders on the line of scrimmage in a 2 point stance, including the defensive ends for Mighty Mites(8U).** Teams do not need to rush all six defenders (for example on the snap of the ball, defensive ends can play off the LOS like an outside linebacker if a team prefers this strategy).
 - b. No blitzing. Only defenders on the line of scrimmage may rush (i.e. they may cross the line of scrimmage (off the line of scrimmage may not cross the immediately upon the snap of the ball). A player in a two point stance line of scrimmage until the QB hands off, pitches or throws the ball, or carries the ball towards the line of scrimmage or outside of the tackles.
 - c. No player may line up over the offensive center.
 - d. Once the huddle is broken any coach on the field must remain 10 yards from line of scrimmage and cannot adjust a player (discretion for instructional and safety purposes is allowed, for example helping to ensure players are not encroaching on the LOS). First violation is a warning; Second violation is 15 yard unsportsmanlike conduct penalty.
10. **RULE DIFFERENCES THAT APPLY TO MIGHTY MITE LEVEL ONLY (8U).**
 - a. No rushing of punts, field goals, or PAT's while a kick is being attempted.
 - b. 2 coaches on the field for first 2 games. 1 Coach for next two games, and no coaches for the remainder of season.
 - c. .80 yard or 100 Yard field at discretion of the home team is allowed.
 - d. **Other than not placing a defender directly over the center, the six lineman defenders may line up in any position on the LOS.**
11. **RULE DIFFERENCES THAT APPLY TO TINY MITE LEVEL ONLY (6U). RISMA will be using an 8 vs. 8 for the 2019 season.**
 - a. No score is displayed.
 - b. 80 yard field. Slight variations in field size are allowable based on field availability at game locations.
 - c. **25 minute running halves; clock is only stopped for injuries, time outs, and change of possessions.**
 - d. A fumble behind the LOS is a dead ball (ball is brought back to the LOS). A fumble beyond the LOS is live.
 - e. No punts, kicks, or PATs; Instead of kick-offs, play starts on your own 35 yard line.
 - f. On 4th down offensive team may either go for the 1st down or move ball to the opponent's 35 yard line.
 - g. **Defense must run a 4-3-1, linemen may not line up in the gaps. No one may line up on the center; a linebacker over the center must be at least 3 yards back, and the down defensive linemen must be about 1 yard off the line of scrimmage. Offense will use 5 lineman, 2 backs and a quarterback. Direct runs are allowed.**
 - h. Only 1 back may line up no more than 5 yards outside the tight end. No “twins” or “pro” (multi-split receivers) formations allowed.
 - i. Two coaches allowed on the field for each team for each game.

8 MAN RULE DIFFERENCES - Pop Warner 2019 Rule Book, pages 50-51

ROSTER SIZE

minimum maximum

8-Man Football 12 18

POST-SEASON PLAY

Post-season play is allowed in 6, 8, 9-man Pop Warner Football. Post-season play must be against chartered Pop Warner League 6, 8, 9-man football teams of similar ages and weights.

Under no circumstances may 6, 8, 9-man Pop Warner teams be merged to play against 11-man teams at any time. Further, 11-man teams may not drop players to permit playing a game with 6, 8, 9-man Pop Warner teams.

“SLAUGHTER” RULE

When one team is 36 or more points ahead at the end of the first half or it takes this lead during the second half, the game is ended at that point.

8-MAN RULE DIFFERENCES

If available, the 80-yard field should be used for 8-man football. If so, the same field restrictions apply to the 8-man field as for 6-man football.

11-man rules are used for 8-man football with these modifications:

Rule 1: At least 5 offensive players will be on the line at the snap.

Rule 2: Only players at the right and left ends of the line are eligible pass receivers.

Rule 3: All backs are eligible pass receivers if they are legally behind the line of scrimmage at the snap. The passer cannot catch his own pass.

Rule 4: Direct running is allowed in 8-man football.

Rule 5: On the 80-yard field, the ball is snapped after a touchback and is free kicked after a safety from the 15-yard line.