

RULE 22: SCORES (DIRECTLY FROM NATIONAL RULE BOOK)

S1-LOPSIDED/INTENTIONALLY RUN UP SCORES

Any time a team goes up by 28 points or more, the following will occur:

- A. The official clock will become a running clock and once started can only be stopped for injury of a player or at the discretion of a referee. It cannot revert to a game clock operation for the remainder of the game.
- B. Once a 28-point difference is obtained between the two opponents, the winning team cannot pass the ball or run sweeps outside the Tackle. If the winning team fails to abide by this rule, each violation **will** be a loss of down and a 5 yard penalty. This is at the discretion of the game referee.
- C. There will be no Blitzing by either team once the clock becomes a running clock and the lopsided rule is in effect.
- D. There will be no sidekicks at kickoff.
- E. The winning defense team cannot advance a fumble or pass interception. The ball is blown dead immediately. The winning offense may start play action from this point.
- F. The winning team shall make every effort to replace starting players with reserves. Failure to do so will call for an immediate investigation and possible one game suspension if found guilty.
- G. Any coach who employs types of plays without the intent to maximize the action of play shall be in violation of this rule.
- H. The teams are still required to complete the *mandatory play rule*.
- I. An investigation will be conducted if a game ends with a score differential of 28 points or more.

*****THIS RULE APPLIES TO ALL LEVELS OF PLAY*****