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## 2018 Oregon Sub-Varsity Rules Modifications

In the interest of player safety, based on recommendations from the 2018 OSAA Football Ad Hoc Committee, the following modifications to the kicking game will be implemented during the 2018 season **only at the sub-varsity level** for all classifications, 1A - 6A.

Mutual agreement to use the following NFHS kicking rules deviations at the sub-varsity level **is required** of the participating schools prior to the coin flip. Failure to have mutual agreement prior to the coin flip results in the game being played by NFHS rules.

Once an option is selected it can't be modified during the game for any reason. However, as noted below, teams will have some choices to make during the game.

**It is recommended that these modifications be discussed and agreed upon by Athletic Directors and coaches well before game time, preferably in the week leading up to the game.**

### **Kickoff Modifications**

**Teams can mutually agree not to use kickoffs.** If this choice is made prior to the coin toss:

- Options for the team that wins the coin toss will be to defer choices **OR** choose to go on either offense or defense **OR** choose the goal that team will defend. The team on offense will start 1<sup>st</sup> and 10 at their 35-yard line anywhere between the hash marks. The game clock will start on the snap.
- Following a score, the non-scoring team will have the option to start 1<sup>st</sup> and 10 at their 35-yard line after their opponents PAT. The ball will be spotted on the 35-yard line anywhere between the hash marks. The game clock will start on the snap.
- In the 4th quarter only, if the scoring team is still behind in the score, instead of kicking the ball to their opponents, they may choose to have the ball placed 4<sup>th</sup> and 10 at their own 40-yard line, anywhere between the hash marks. The game clock will start on the snap.

If successful in reaching a first down, possession continues until a first down is not made. If a first down is not made, possession is turned over at the succeeding spot.

**Teams can mutually agree to use kickoffs with the following modifications.** Again, this choice must be made prior to the coin toss.

- In the first 3 quarters, following a score and PAT, the receiving/non-scoring team has the option to receive the kick and advance **OR** to start 1<sup>st</sup> and 10 at their 35-yard line with the ball placed anywhere between the hash marks. The game clock will start on the snap.
- In the 4th quarter, the kicking/scoring team has the option to kick the ball to their opponent **OR** allow their opponent to start 1<sup>st</sup> and 10 from their own 35-yard line, the ball placed anywhere between the hash marks. The game clock will start on the snap.

## Scrimmage Kick (Punt) Modifications

**Teams can mutually agree not to punt the ball at any point during the game.**

- If the ball is not punted, the receiving team will put the ball in play 1<sup>st</sup> and 10 at the succeeding spot 35-yards from the line of scrimmage anywhere between the hash marks. The game clock will start on the snap.

**If the ball is punted, “rushing” the punter is not allowed.**

- Defensive players must remain on their side of the Neutral Zone.
- The player receiving the ball may not advance. The ball is dead and will be put in play at the succeeding spot. The game clock will start on the snap.

**If a dead ball foul occurs prior to the down, or a foul or inadvertent whistle occurs during the down and the down is replayed, the choice to punt or not to punt remains.**