



QBF Passing League Rules

1 Officials

Referee(s) serve as the field authority and/or field judge for all games. Their calls and decisions are final regarding all game rulings, player eligibility, disqualifications, and ejections.

2 To Begin A Game

- A. Each game location will have a designated time-keeper who will solely be responsible for each game's official start and finish time. This person will also announce the 10, 5 and 2 minutes remaining marks at the end of each game.
- B. Teams must be on opposite sides of the playing field. Both teams are required to wear shirts/jerseys. Visitors will always wear white and home will always wear dark shirts/jerseys.
- C. No Public or Private School system team jerseys can be worn to compete with the QBF Passing League. T-shirts, athletic dry fit shirts with or without sleeves are permitted. All game shirts/jerseys must be numbered on the back. (Front side of jersey is optional)
- D. Standard rubber or plastic football cleats are permitted. No metal cleats are allowed.
- E. Visitors will have the 1st possession to begin the game and the home team will have the possession to begin the 2nd half.
- F. The ball is always placed at the center of the field when beginning each offensive drive.
- G. Each team is allowed to use their own football. The sizes of football used are dictated by the Division. Ninth Grade must use the official high school size football. The 8th Grade division has the option to use the youth size or the high school size football. All Divisions below will use the TDJ or K-2 sized footballs.
- H. The Referee will announce the score at the beginning of each offensive possession.

3 Field Dimensions

The length of the game field is 45 yard long for 7th to 9th Grade Divisions. The length of the game field for 6th and below will be 30 yards long. The width of the playing field will be a standard sized football field. The end zone will be a standard 10 yards deep and standard width as well.

4 Advancing the Ball

- A. The offensive possession always begins on the 45 yard line for 7th through 9th grade divisions and on the 30 yard line for 6th grade and under. The ball is placed in the center of the field to begin each offensive series. Once the offensive drive begins the ball is placed on the spot of touch when between the hash marks and on the nearest hash mark when touched in the boundary portion of the field.
- B. There are no directional changes for the offense during the game. The offense always faces into the end zone from the nearest 45 yard line starting point.



- c. The playing field for 7th grade to 9th grade teams will be marked at 15 yard intervals to receive a 1st down within three plays within Zones 1 and 2. (4 plays—zone 3) The playing field for 6th grade teams and below will be marked at 10 yard intervals. **Zone 1** is the 45 yard line to the 30 yard line. **Zone 2** is the 30 yard line to the 15 yard line. **Zone 3** is the 15 yard line to the Goal line.
- d. There are no running plays. Behind the line of scrimmage passes can take place, but the player receiving the pass has to advance the ball himself. Double pass plays are not allowed.
- e. The QB is allowed 3.8 to 4.0 seconds, (depending on level of division), to throw the ball. The **QB-Tee** is used for a beeping audio signal which determines if the ball was thrown on time or not. The referee will use a stopwatch in the event the QB Tee becomes inoperable.
 - 1. If release is under the allotted time, the play goes on.
 - 2. If the QB-Tee sounds before the ball is out of the passer's hand, the referee will blow the whistle and stop the play. The ball is then brought back to the original line of scrimmage with loss of down.
- f. Each offensive team has the choice to use a center to shotgun snap the ball to start each play. In the event a team decides to use a center to snap, an additional "Play-timer"-person will be used to start the QB-Tee each play. The "Play-timer" person must be provided by the offensive team. This person is also responsible to advance the QB-Tee to the spot of the ball for the next play. A team may also choose to snap the ball from the LOS, (QB-Tee), position.
- g. Laterals can take place, but only after the receiver has caught the ball past the LOS, or advanced the ball past the LOS after catching behind the LOS.
- h. The offense must gain at least 15 yards (10 yards for 5th grade and below) within 3 plays while the offense is in the first two thirds of the field (the first 2 15 yard segments of the field) or the defense takes over. (There is no kicking). Once the team has entered the final third of the field (the third 15-yard segment of the field), the offense must score within the first four downs.

5 Additional Rules

- A. Receiver/Ball carrier is legally down when touched below the neck with one or both hands. Excessive force by shoving, pushing, or striking a blow will be penalized by automatic first down and 5 yards. Player will be ejected if ruled unsportsmanlike and/or flagrant.
- B. There is no blocking.
- C. Fumbles are dead balls at the spot with the last team retaining possession. A muffed snap is not a fumble/dead ball. The 4.0 / 3.8 second count remains in effect on snaps.
- D. Each team will have 25 seconds to snap the ball once it has been marked ready for play. A delay of game penalty will be a 5-yard penalty.
- E. Defensive Pass Interference will be a spot foul (1st down at the spot).
- F. Responsibility to avoid contact is with the defense. There will be NO chucking, or deliberate bumping or grabbing. These actions will result in a "tack on" penalty at the end of the play (5-yard penalty).
- G. Offensive pass interference is the same as NCAA rules.



- H. Interceptions may not be returned. The play is immediately dead when a successful interception takes place. The intercepting defense is responsible to returning the ball the referee. The ball is then placed back on the starting 45 yard line starting point for the intercepting team's offense to start.
 - I. Offensive team is responsible for retrieving and returning the ball to the previous spot or the new scrimmage spot. Clock does not stop and any delay by offense in retrieving and returning the ball TO THE REFEREE will result in a delay of game and will be a 5-yard penalty from the succeeding spot.
 - J. The offensive center is not an eligible receiver (all teams must have a center – the center may be any player).
 - K. The center will be responsible for setting or re-positioning the Referee's bean bag at the line of scrimmage.
 - L. No taunting or "trash talking." (5-yard penalty & expulsion if flagrant or repeated).
 - M. Fighting: the player(s) involved will be ejected from the game and tournament. If a team fight occurs, the Teams involved will be ejected from the tournament and denied participation in any/all state qualifying Tournaments and the state tournament.
 - N. Any dead ball foul on a play that results in the defense getting the ball will result in a loss of down penalty, as the team cannot be penalized beyond the 45 yard line (30 yard line for 5th grade and below) starting position. The defense - not the offense - would be starting play with 2nd down.
 - O. For 6th grade divisions and below, one coach is allowed on the field for the team's offensive possession. The Coach must remain behind all offensive players at all times.
6. **Scoring**
6 points for TD, 1 point for PAT from 3 yard line, 2 point PAT from 10 yard line (interception on PAT is dead ball). Official score is kept by field referee and game manager.
7. **Overtime Rules**
After coin flip to determine first possession, teams will alternate 4 down series from the 15-yard line (10-yard line for 5th grade and below). A winner is determined when one team outscores the other team during an overtime session. Each team must go for two points on the conversion attempts beginning in the second overtime.
8. **Time**
A. 20-minute halves (continuous clock for each half--see: "starting the game").
B. No time outs. (EXCEPTION: Injuries. All games will halt until injured player(s) can be safely removed.
C. Half-time is 10 minutes.
9. **7 on 7 Coaches**
A. Teams may not have more than 4 coaches on the sidelines.
B. Each team must have a 7 on 7 team coach accompany it to any/all games/events to serve as a responsible team decision maker.
10. **Inclement Weather**
In the event of bad weather, every attempt will be made to move the games/tournament to an indoor facility within a 15 mile radius of the original game location. IHSA bad weather, (*lightning*), rules will be adhered to.