

Moncton Football Association

Timbit Rules

2011

Timbits League

This league is an 8 man league with playoffs. All teams will make the playoffs and will also play the Fairplay rule.

1) NUMBER OF PLAYERS ON THE FIELD

- a. Teams will have a roster of 20 players
- b. Teams will play 8 man Football with 3 down lineman
- c. Team will consist of 3 on the line of scrimmage G, C, G,
- d. back field will be QB and 2 RB's and 2 Rec's
- e. Teams are to supply a team roster to the Announcer and Timer, 15 minutes before game time. Any team unable to meet this requirement will forfeit.

2) GAME LENGHT

- a. Kick Off will start the game the game and the 2nd half and will be from the 45 yard line
- b. Games will consist of 4 quarters of 10 minutes each for a total of 40 minutes of playing time.
- c. Except for the last 2 minutes of each half, the timing of games will be 'straight time'. The time clock will run continuously and only stop in the following situations:
 - i. A team time out. Each team will have 2 timeouts per half.

d. TIME WILL STOP

- (1) an official's timeout.
- (2) A prolonged injury where a player is on the ground for more than 30 seconds.
- (3) A prolonged officials conference or delay of more than 30 seconds.
- (4) After each Touchdown

e. TIME WILL START

- (1) When the receiving team touches the ball on the kick offs
- (2) On the snap of the ball after a touchdown.

During the last 2 minutes of each half, the game will be timed in accordance with Rule 1 Section 5 Article 1 of the Canadian Rulebook for Amateur Tackle Football.

3) **NUMBER OF DOWNS**

For all games teams will play 4 down football with the one yard neutral zone. The offence must throw a legal forward pass on at least one of the first three downs in each series of downs.

Failure to do so will result in an 'Illegal Procedure' penalty. Officials will not stop play until the ball is dead. Attempting to pass and getting sacked or being forced to run will not satisfy this rule. The ball must be thrown as a legal overhand forward pass. A underhand lateral, shovel, or screen pass will not satisfy this rule. A five yard penalty will be applied and the down repeated. The offensive team will still be obligated to pass the ball again after the penalty has been applied.

The defensive team has the option to decline the penalty, let the play stand and bring up fourth down.

The offensive team can run the ball on fourth down.

The offence is not required to pass the ball in any set of downs that starts inside their own 15 yard line.

4) **BLOCKING RESTRICTIONS**

Initiating blocks below the waist is not permitted. Illegal blocks below the waist are a 10 yard penalty. Any player penalized twice for this infraction in the same game will not be permitted to play the remainder of the game.

5) **PRESSURE DEFENCE RESTRICTIONS**

The defense can have as many defensive lineman as the offense has interior offensive lineman (i.e. C, G, TE).

Linebackers and defensive backs are not allowed to blitz.

Defensive ends cannot line up wider than an 'outside shade' on the most outside interior offensive lineman, (i.e. G, TE). The defensive ends inside foot cannot be outside of the offensive lineman's outside foot.

There is no restriction on where linebackers or defensive backs can line up. Linebackers and defensive backs cannot cross the line of scrimmage until the quarterback no longer has the ball or has left the pocket.

If this rule is violated the defense will be penalized 5 yards for 'illegal defense'.

6) **FIELD SIZE**

Playing surface length will be from the 20 yd. line to the 20 yd. line with 10 yd. end zones. The width will be from the out of bounds to mid field (30 yds. wide).

7) MINIMUM NUMBER OF PLAYERS

Teams with 15 - 12 players will play 8 man football

Teams with 20 – 16 players will play 10 man football unless playing a team that can only field a team for 8 man

8) EXTRA POINTS

No PAT's, Field Goals or Extra Points

9) PUNTING

No Punting, on 4th down Offense team can request to move ball 25 yds. This would be consisted their Punt.

10) SCORING

A run into the end zone is worth 6 points and a pass into the end zone is worth 7 points