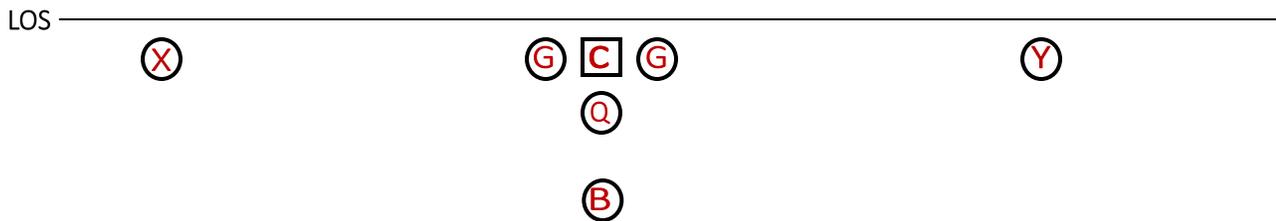


7 ON 7 YOUTH TACKLE RULES - OFFENSE

1. The Offense must field 7 players:
 - a. (3) Interior Lineman (Center and 2 Guards).
 - b. (4) Skill Players (Quarterback, Running Back and 2 Receivers).

It is at the discretion of the Offensive Coordinator how these players are positioned. Although, there must always be at least 3 interior lineman on the "Line of Scrimmage" (LOS), And no more than 1 running back in the back field.



2. Ball will be spotted at the 15 yd. line to start the game. (Note: There will be *NO SPECIAL TEAMS*). The Offense will have 4 plays to reach the "Line To Gain" (LTG) for a 1st down. Each 1st down following, will be at the next "Line To Gain".
Note: Following the initial first down (crossing the 'Line To Gain'), Each 1st down afterwards, will be "LTG" which may or may not be 10 yds.
3. **Running and Passing Plays are legal throughout the game, with the exception of the "NO RUN ZONE"**
 - a. On 1st, 2nd, 3rd down, and the ball is spotted inside the "NO RUN ZONE", the Offense MUST PASS until they advance out of the 'NO RUN ZONE' ... Or, until they reach 4th down.
 - b. On 4th down, inside the "NO RUN ZONE", the Offense has the option to Pass or Run.
4. **PUNT** - Although there is No Special Teams, the Offense may choose to "Punt" on 4th down. If the Offense has failed to successfully move the ball, or gain a 1st down. They may choose to "Punt" . Once declaring the "Punt" ... The Referee will move the ball and spot it at the opposing teams 10 - yd line. The opposing teams Offense will take over... But, must advance the ball 15 yds (instead of 10 yds) for their first 1st down.
5. **SCORE** - If the Offense scores a Touchdown, the scoring team will have the option for a "PAT" .
 - 1 Point - From the 5-Yd line.
 - 2 Points - From the 10-Yd line.Following a touchdown and "PAT " try... The opposing team will get the ball on their 15 yd line... 1st and 10.