THE ST. JAMES FALL 2020 PASSING LEAGUE RULES

1. FIELD DIMENSIONS
	1. Fields will be regulation sized width and ½ field length
		1. Field Length- 50 yards plus 10-yard end zone (60 yards total)
		2. Field Width- 53 yards
		3. End Zone- 10 yards deep
2. GAME SHIFT SCHEDULE AND TIMEKEEPING
	1. All game shifts will follow the central clock on the East wall of the Field House. Games start promptly on the hour and at the half hour from 5:30pm (start time) to 10:00pm (last game start time)
	2. There will be up to 2 games running simultaneously, one on each half of the field. Each game will have its own separate scoreboard
	3. Each game will have a timekeeper/referee operating a 25-minute running clock. The timekeeper will announce the time remaining at the 10-, 5-, and 2- minute mark. The clock will not stop at any of these warnings.
	4. Once a game has finished, teams must promptly exit/enter the field for the start of the next game every 30 minutes on the hour or half hour.
	5. The 25-minute running game clock will only stop in the event of injury.
3. GAMEPLAY
	1. Teams are encouraged to arrive at least 30 minutes prior to their scheduled game to begin warmup on the sidelines, away from any games occurring on the field of play. Games begin promptly every 30 minutes on the hour or half hour.
	2. We recommend each team fill out health assessment prior to arrival and teams enter the facility together.
	3. Teams must wear their game/practice jerseys that all look alike. No shirtless players will be allowed. Shorts must be worn over tights/compression shorts.
	4. All players must wear a mouthpiece and cleats/turf shoes. Softshell helmets are encouraged, though not required.
	5. Each team will send a captain or coach for a coin toss to determine first possession.
	6. All offensive possessions begin at center field (between the hashes) on the 45-yard line, going towards the end zone. Each offensive possession must wait for the referee’s whistle/signal to begin play.
	7. There is a 30-second play clock between plays, which the referee will enforce.
	8. Defensive players must start 5 yards of the line of scrimmage. We are trying to limit contact and face-to-face interaction.
	9. Ballcarriers are downed on first touch/contact by a defender; “one hand touch.”
	10. Offenses have 3 downs to gain 15 yards. First down increments are at the 30-yard line and 15- yard line.
	11. No punting, kicking, or offensive blocking allowed. Offensive players may place themselves between a defender and ballcarrier, but arms must remain at their sides.
	12. No trick plays allowed, including double passes, hitch-and-pitch, hook-and-ladder, etc.
	13. Quarterbacks have 4 seconds to get rid of the football. Referee will count out loud and give a hand signal of “1-one thousand, 2- one thousand, 3-one thousand, 4-one thousand,” and will blow the whistle upon ending their count, thus resulting in a “sack”/loss of down.
	14. Offensive team is responsible for returning the ball to the referee to spot and begin the next play (retrieve incompletions that go out of bounds, give the ball to the ref after a catch, etc.).
	15. Shotgun snaps must be snapped by a bench player or coach. If this snapper is a coach, they cannot call plays or give instruction; their sole responsibility is to snap the ball.
	16. Coaches must remain on the sideline and keep their team back behind the blue line (4-yard buffer from the sideline). Only exceptions are for coin toss or injury to assist player off the field.
	17. The running game clock will only stop in the event of injury.
4. SCORING AND TURNOVERS
	1. Touchdowns result in 6 points, with option for 1- or 2-point conversions. One-point conversions begin from 5-yard line; 2-point conversions begin from 10-yard line.
	2. Interceptions result in the defense’s choice of possession starting at the 45-yard line, or 3 points. An interception on any PAT is a dead ball, no points awarded.
	3. Fumbles result in a dead ball at the spot of the fumble, offense retains possession. A muffed snap is not a fumble, and the 4-second count remains in effect. A muffed snap that rolls beyond the line of scrimmage or into the zone results in loss of down.
	4. OVERTIME: the winner of a coin flip will be given the choice of offense or defense for 1 play from the 10-yard line. If the offense scores, they win. If no score, the defense wins. Only 1 play.
5. PENALTIES
	1. ***False Start*** or ***Offsides*** result in a 5-yard penalty, or loss of down if committed by the offense at the 45-yard line.
	2. ***Defensive Pass Interference*** results in a spot foul if offense is inside the 15-yard line, or an automatic 1st down with ball placed at the next 15-yard increment (the 15- or 30-yard line). If committed on 3rd down with line of scrimmage at or inside the 15-yard line, penalty results in automatic 1st down.
	3. ***Holding*** or ***Offensive Pass Interference*** results in a 10-yard penalty, or loss of down.
	4. Any penalty committed by the offense while the line of scrimmage is behind the 35-yard line (36 - 45-yard line) results in a loss of down.
	5. No blocking or intentional contact allowed. ***Blocking*** or ***unnecessary roughness*** will result in 10- yard penalty or loss of down.
	6. Any ***Unsportsmanlike Conduct*** penalty results in the player(s) being ejected from the game and further discipline at the Coach’s discretion. The St. James has a strict no tolerance policy for taunting, trash talking, profanity, or fighting. Repeat offenses by the same player will result in the player being banned for the remainder of the season without refund. If a team fight occurs, the teams involved will be sent home immediately and evaluated for further discipline from coaches and the league.
6. LEAGUE RULES AND POLICIES
	1. Teams must complete registration (roster forms, signed waivers, and invoice/payment)
	2. 2020 Fall Passing League Season begins Friday, Oct. 2 at 5:30pm, culminating in a playoff in week 8.
	3. Any questions or comments about The St. James, The St. James Passing League please reach out to David.Driscoll@thestjames.com