

**Modification of Rules for Prep-Schools
Presentation
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Presentation:

- ❖ Passing Game Differences
- ❖ Kicking Game Differences
- ❖ Overtime Differences
- ❖ Penalty and Enforcement Differences

Passing Game Differences:

	Federation	Modification
Forward Pass- Catchable:	Catchability is not a factor	Forward pass interference is ignored if the pass is un-catchable to an eligible receiver.
Offensive pass interference:	15 yard penalty from the previous spot and loss of down.	15 yard penalty from the previous spot and the down is repeated.
Defensive pass interference:	15 yard penalty from the previous spot and an automatic first down.	Is a spot foul if less than 15 yards from the line of scrimmage. 15 yard penalty from the previous spot if the penalty occurs more that 15 yards from the line of scrimmage. Automatic first down for both penalties.
Backward pass intentionally thrown out of bounds:	Legal	Illegal pass. The penalty is 5 yards from the previous spot and a loss of down.

Passing Game Differences Continued:

	Federation	Modification
Intentional grounding:	Is a spot foul- 5 yard penalty and loss of down.	Is a spot foul- No yardage penalty but is a loss of down. Is not a penalty if the passer is 5 or more yards towards the sideline from where the ball was snapped and he intentionally grounds the ball so that it lands beyond the neutral zone.

Kicking Game Differences:

	Federation	Modification
Illegal Kicks:	The ball remains live if illegally kicked from beyond the line of scrimmage.	Ball becomes dead immediately when the ball is kicked from beyond the line of scrimmage
Clock: Starts on Free Kick:	When the ball is legally touched in the field of play.	When the ball is kicked.
Kick entering the end zone:	A non-scoring kick or grounded scoring kick becomes dead once the ball breaks the plane of the goal line.	When any legal kick by B touches the ground in B's end zone, the ball becomes dead.
Team B Encroachment	Dead ball re-kick	Team B has the option of assessing Team A encroachment on free kick from end of Team B's run.

Overtime Differences:

	Federation	Modification
Ball put in play:	10 yard line	25 yard line
Change of possession:	Ball becomes dead immediately whenever the defensive team gains possession.	The ball remains active the same way it would during regulation. The defense can score.
Timeouts:	Timeouts carry over plus each team gets one additional timeout during each overtime period.	Each team is allowed only one charged timeout during each overtime period.

Penalty and Enforcement Differences:

	Federation	Modification
Automatic First Down Penalties:	Roughing the passer, kicker, holder or snapper and DPI.	All those plus all Personal fouls such as spearing, tripping, kicking, tackling out of bounds, chop block, hurdling etc.
Contact downfield:	If team B's foul is not DPI then there is no automatic first down.	Any contact foul by B downfield awards an automatic first down.
Failure to wear personal protective equipment	5 yard penalty if the snap is eminent.	Charged time out to offending team.
Fourth Down	Any team A player may recover and advance the football.	Only the original ball carrier may recover and advance a fumble on 4th down or try for extra point or points.