



# Kentuckiana Football Officials Association



## JCMS Condensed Rules

Rules regarding conference play will be consistent with those established by the Kentucky High School Athletic Association (KHSAA) with the following clarifications and modifications.

1. Varsity Games shall consist of four (4) eight (8) minutes quarters.
  - a. JV games will play 6-minute quarters.
  - b. Half time may be extended due to half time performances for dance teams, cheerleading squads, 8th Grade Recognition Nights, etc..
2. Running clock will be used when the point deficit reaches twenty-four points (24) after the first half.
3. Half time shall be not less than eight (8) eight minutes.
  - a. One six (6) minute half can be requested per team per season
4. Overtime will follow KHSAA procedures with the ball being placed at the ten (10) yard line and each team given four (4) downs to score.
  - a. After the second attempt by both teams with the score tied...teams are required to go for two point
  - b. Each team will have one time out per overtime, no carry over.
5. There will be no set weight limit for offensive positions of quarterback, running back, tight end or receiver.
6. Points after Attempts (PAT's) will count as one
  - a. (1) point if kicked and
  - b. (2) points if scored on an offensive play.
7. Teams cannot start the game until the coach from that school is present and in the stadium to supervise their team. The players can undertake stretching and similar warm-up activities.
8. Follow the safety plan provided by your Site Director.