

## 2024 Gold Coast Football Quick Reference

<b>Activity/Item</b>	<b>6U/7U</b>	<b>8U/9U</b>	<b>10U/11U</b>	<b>12U</b>	<b>13U</b>	<b>14U</b>
2 Point Stance	Only	Only	---	---	---	---
Kickoff	No	No	Yes	Yes	Yes	Yes
Start on	35	35	KO	KO	KO	KO
Punt	*1	*2	Yes	Yes	Yes	Yes
Blitzing	No	No	Yes	Yes	Yes	Yes
Def on Snapper	No	No	Yes	Yes	Yes	Yes
Fumble	*3	Live	Live	Live	Live	Live
Interception	Live	Live	Live	Live	Live	Live
Try	No	Yes	Yes	Yes	Yes	Yes
Over Time	*4	Yes	Yes	Yes	Yes	Yes
Field Length	80	100	100	100	100	100
Field Width	Full	Full	Full	Full	Full	Full
Min # of players	12	16	16	16	16	16
<b>*1</b> - On 4th Down, run a scrimmage play OR move the ball back to the opponent's 35-yard line						
<b>*2</b> - The punt is LIVE, but Defenders cannot rush						
<b>*3</b> - In the Offensive backfield, the ball is DEAD. On the Defensive side of LOS, the ball is LIVE						
<b>*4</b> - Tie breakers are permitted in League Championship and/or Bowl Game.						
<b>8 Man Rule Differences</b>						
11-man rules are used for 8-man with these mods:						
<b>Rule 1</b> - At least 5 offensive players will be on the line at the snap.						
<b>Rule 2</b> - Only players at the right and left ends of the line are eligible pass receivers.						
<b>Rule 3</b> - All backs are eligible pass receivers if they are legally behind the line of scrimmage at the snap. The passer cannot catch his/her own pass.						
<b>Rule 4</b> - Direct running is allowed in 8-man football.						
<b>Rule 5</b> - On the 80-yard field, the ball is snapped after a touchback and is free-kicked after a safety from the 15-yard line.						

**Badges with Lanyards must always be on display while on the field.**

## MERCY RULE/LOPSIDED/INTENTIONALLY RUN-UP SCORES (Page 44)

1. Once a team is leading by at least 28 points, the clock shall immediately become a running clock and remain as such for the duration of the game. The clock shall only stop for injured player(s) or at the REFEREE's discretion (page 44).
2. **Teams may call a timeout during the mercy rule, but the clock does not stop.**
3. The winning team shall not pass the ball or run the ball outside of the tackles. Violations of this rule are 5-yard penalties and loss of down. If at any point the score differential becomes less than 28 points, the winning team may revert back to regular football, but the clock continues to run (page 44)
4. Neither team may blitz while the mercy rules are in effect (page 44)
5. The winning team shall not onside kick (page 44)
6. **Both teams' defenses cannot have more than 4 players on the line of scrimmage. Linebackers must be set at least 5 yards off the line of scrimmage, and defensive backs must be 10 yards from the line of scrimmage.**
7. The winning team shall not advance a fumble or interception; the offense takes over at the spot (page 44). The losing defense team shall not have more than 4 players on the LOS, and linebackers shall be a minimum of 5 yards off of the LOS, and all defensive backs must be a minimum of 10 yards off of the LOS (page 44)

## Mandatory Play Rule (MPR) Procedures

1. Your MPR sheet will stay on your sideline
2. The opponent will send a "Recorder" to your sideline to hold and mark your MPR sheet.
3. Your team will provide a "Spotter" to assist by calling out numbers.
4. You will select another volunteer to be the "Recorder" on your opponent's sideline to hold and mark off the opponent's players from their sideline.
5. If a "Recorder" is not sent from the opponent, then the "Spotter" will mark the players.

