

Any time a team goes up by 28 points or more, the following will occur:



1. The official clock will become **a running clock** immediately when the 28th point is scored and once started can only be *stopped for injury of a player or at the discretion of a referee*. (In other words, a time out by either team may not be recognized). It cannot revert to a game clock operation for the remainder of the game.
 - a. If at any point during the remainder of the game the point difference drops below 28, the clock will continue running however regular rules would apply.
2. There will be **No Blitzing** by either team
3. There shall be **No Kickoffs** by either team.
 - a. The losing team is awarded the ball at the 40-yard line of the winning team, and normal play resumes, *with no restrictions, (i.e. not required to run inside the tackles)* 1st and 10.
 - b. If the losing team scores, the ball is placed on the 20-yard line of the winning team, and normal play resumes, *with no restrictions, (i.e. not required to run inside the tackles)* 1st and 10.
4. The **winning defense team cannot advance a fumble or pass interception**. The ball is blown dead immediately. The winning offense starts play from this point.
5. The **winning team shall make every effort to replace starting players with reserves**.
6. Any coach who employs types of plays without the intent to maximize the action of play or to avoid scoring shall be in violation of this rule (such as kneeling other than to end the game, running out of bounds, running the opposite direction).
7. The teams are still required to complete the mandatory play rule
8. If either Head Coach has a complaint/issue—remind them to document on the MPR form which they sign after the game