



- Any time a team goes up by 30 points or more, the following will occur:

- A. Game-Clock: The game clock shall run continuously and only stop at the discretion of a referee. **It will never revert to a stop clock, regardless of the point differential.**
- B. Play Clock: Officials shall enforce reasonable snap timing to assist with MPR compliance for both teams
- C. Restrictions: All restrictions noted below end if the score differential falls below 30 and are reinstated if it later reaches 30 points.
- D. **Winning Team**
 - **Shall make every effort to replace starting players with reserves. *Failure to do so will call for an immediate investigation and possible one game suspension if found guilty.***
 - **No onside kicks**
 - **May not advance a fumble or interceptions.** The ball is dead at the change of possession spot but possession is maintained by the winning team at that spot.
 - No pass (forward or backward) or running outside the tackles (*If game includes Non-WCC Association*)
- E. **Both Teams:**
 - Must fulfill Minimum Play Requirements
 - **No Blitzing is allowed.**
 - Only defensive lineman may move forward immediately
 - Linebackers and Defensive Backs may move toward after a read step
 - **Shall use a 4-3-4 defensive alignment**
 - 4 defensive lineman on LOC, 3 LB's 5 yards from LOS and 4 DB's 10 yards from LOS