



Oregon School Activities Association
25200 SW Parkway Avenue, Suite 1
Wilsonville, OR 97070
503.682.6722 <http://www.osaa.org>



Oregon Sub-Varsity Rules Modifications

These modifications will be implemented **only at the sub-varsity level** for all classifications, 1A - 6A.

Mutual agreement to use the following NFHS kicking rules deviations at the sub-varsity level **is required** of the participating schools prior to the coin flip. Failure to have mutual agreement prior to the coin flip results in the game being played with the Kickoff Modifications outlined below.

If modifications are agreed upon, the kicking game modifications outlined below apply to **both** kickoffs and scrimmage kicks (punts.) Teams cannot agree to modify one and not the other.

Once an option is selected it can't be modified during the game for any reason.

It is recommended that these modifications be discussed and agreed upon by Athletic Directors and coaches well before game time, preferably in the week leading up to the game.

Kickoff Modifications

- Options for the team that wins the coin toss will be to defer choices **OR** choose to go on either offense or defense **OR** choose the goal that team will defend. The team on offense will start 1st and 10 at their 35-yard line anywhere between the hash marks. The game clock will start on the snap.
- Following a score, the non-scoring team will put the ball in play 1st and 10 at their 35-yard line after their opponents PAT. The ball will be placed on the 35-yard line any where between the hash marks. The game clock will start on the snap.
- Following a safety, the ball will be placed on the Team B 45-yard line, 35 yards from the Team A 20-yard line, anywhere between the hash marks. The game clock will start on the snap.
- Following a touchback, the ball will be placed on the Team B 20-yard line anywhere between the hash marks. The game clock will start on the snap.



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Scrimmage Kick (Punt) Modifications

- The receiving team will put the ball in play 1st and 10 at the succeeding spot 25- yards from the previous spot anywhere between the hash marks. If the previous spot is on or inside the Team B 45-yard line, the ball will be placed at the Team B20-yard line. The game clock will start on the snap.

This does not eliminate Team A's option of "going for" a first down on 4th down.

- **NOTE:** Field goal attempts and PAT's by placekick will be conducted under NFHS Football Rules. These are considered scoring plays; rushing by the defense is allowed and blocked or errant field goal attempts may be advanced by either team.
- **NOTE:** Team A may "quick-kick" the ball at any time during their offensive series. However, the defense may not advance the ball. The ball becomes dead where the defense catches or recovers the ball or the ball otherwise becomes dead by rule.