



Oregon School Activities Association

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Oregon-Only Rule/Mechanics Modifications, Clarifications, & Reminders

Oregon HS Football games shall be played under NFHS rules with the following modifications and reminders:

FOOTBALL- CLEATS

NFHS Rule **1-5-1(f)1&2** is modified as follows: When illegal cleats are discovered, the Head Coach is charged with an Unsportsmanlike Conduct penalty **and the offending player is disqualified by rule**.

SCORE DIFFERENTIAL – FOOTBALL (35-Point Rule – Running Clock Procedures)

NFHS Football Rules 1-7-10 and 3-1-2 allow individual states to establish guidelines to use a running clock when an established point differential is reached. The following procedures shall apply for all classifications:

When a margin of 35-points is achieved at halftime or thereafter, the following timing modifications shall take effect; NFHS timing rules (3-4-1, 2, 3, 4, and 5) shall be replaced with the following: **The game clock shall start with the ready-for-play signal for the ensuing kickoff and shall continue to run until one of the following occurs:**

- a) For measurement of a possible first down
- b) For a player who appears to be injured
- c) For unusual heat or humidity which may create a health risk to players
- d) For a coach-referee conference concerning the misapplication of a rule
- e) When a TV/radio time-out is granted
- f) For a one-minute intermission between the third and fourth periods and following a try**, successful field goal, or a safety
- g) A team time-out is granted
- h) When a team attempts to conserve or consume time
- i) Any unusual circumstances (dog on field, etc.)

Following any of the above listed clock stoppages, the game clock shall start on the next ready-for-play signal.

- **Once the 35-point rule is invoked, it shall not be rescinded for any reason including when the 35-point margin is reduced.**
- **For clarification purposes, when a team scores a touchdown causing the point margin to exceed 35, the 35-point rule is immediately invoked, and the game clock shall continue to run until the completion of the try. At the completion of the try, the game clock shall be stopped. The game clock will then restart on the ready-for play for the ensuing kickoff. If the game clock operator erroneously stops the game clock the Referee shall promptly restart it.**
- **For clarification purposes, after the 35-point rule has been invoked and either team scores a touchdown, the game clock shall continue to run until the completion of the try. At the completion of the try, the game clock shall be stopped. The game clock will then restart on the ready-for play for the ensuing kickoff.**
- **For all other scoring plays the game clock shall stop with the score and restart on the ready-for-play for the ensuing kickoff.**

OVERTIME PROCEDURES – Rule 3-1-1 Note

Note 1: Resolving Tied Games Procedures (2025 NFHS Football Rules Book pages 87-90) will be used with the following modifications:

1st Overtime:

Each team shall have one series beginning w/1st and 10 on the 25-yard line

2nd Overtime:

Each team shall have one series beginning w/1st and 10 on the 25-yard line

3rd Overtime:

Each team shall have one series beginning w/1st and goal on the 10-yard line

Subsequent Overtimes:

Each team shall have one series beginning w/1st and goal on the 10-yard line

Note 2: Starting with the 3rd overtime, it shall always be the goal to go to include when the offense is awarded a 1st

down Note 3: OT for tie games below the varsity level remains conference option

25/40 SECOND PLAY CLOCK

If a visible play clock is not in use the **BJ** shall raise his/her hand with 5 seconds remaining in the 25 or 40 second count and there shall be no visible countdown of the last 5 seconds. In contests officiated with less than 5 officials, no signal is given.

Visible play clocks shall be turned off when a running game clock is invoked.

OREGON FOOTBALL EQUIPMENT RULES

NFHS Football Rules 1-5-1 (mandatory equipment) and 1-5-2 (auxiliary equipment) are modified as follows:

For violations of 1-5-1 and 1-5-2, the offending player is removed for one play and the offending team is charged with a delay of game foul under Oregon strengthened Rule 3-6-2e.

Examples include, but are not limited to:

- Knee pads not completely covering the knee
- Pants not completely covering the knee pads
- Jerseys shall reach the top of the pants, and shall be tucked in if longer
- T-shirts shall be tucked in and shall not be exposed prior to the snap
 - Players not numbered 50 thru 79 – Zero tolerance
 - Players numbered 50 thru 79 and some defensive lineman – Some tolerance is needed, please work with them.
 - **Effective with the 2027 season, any T-Shirts or under garments shall be the same color as the pants**
- More than one mouthpiece, no mouthpiece at all, or any attachments which do not serve a purpose in protecting the teeth
- Shoulder pads not fully covered by the jersey

NFHS Football Rules 1-5-3 (illegal equipment) is modified as follows:

For violations of 1-5-3

- First event - The offending player is removed for one play and the Head Coach is issued their one and only warning.
- Subsequent events -The offending player is removed for one play and the Head Coach of the offending team is charged with Unsportsmanlike Conduct under Rule 9-8-1h.

Examples shall always be included, but shall not be limited to:

- Eye shade more than a single stroke (stickers are OK but must have no writing or symbols)
- Eye shields that are not completely clear without the presence of any tint
- Wrist bands (sweat bands) worn anywhere other than on the wrist
- Bandanas when exposed from under the helmet
- Balaclavas, ski masks, hoodies and any other head covering when exposed from under the helmet
- Play cards not worn on the wrist or arm
- Rib pads or back pads not fully covered by the jersey
- Towels that don't meet the size requirements
- Jewelry (Medic Alert and Religious Medals are not considered jewelry and must be taped to the body if worn)

Additionally, (Oregon only) violations of 1-5-3c(2) audio or video electronic communication (e.g. headsets or microphones used to communicate with players) or audio or video recording devices (worn by players), functional or not, SHALL result in the immediate disqualification of BOTH the offending player and the offending players' Head Coach for a Flagrant Unsportsmanlike Conduct violation of Rule 9-8-1e. Under the NFHS 2025 Rules changes, electronic signage on the sideline may be used to communicate plays or other information to players.

ONE VOICE from the BENCH

NFHS Rules 9-8-1a-d are supplemented by the following:

- **Only the Head Coach (or their designee) may communicate with the game officials**
- Inappropriate communication by assistant coaches, non-players, or other team members with the game officials:
 - The first offense by an assistant coach is a UNS charged to that assistant coach and a warning to the Head Coach
 - The first offense by a different assistant coach is a UNS charged to that assistant coach and a UNS to the Head Coach. Only one 15yd penalty is enforced.
 - The second offense by an assistant coach is a second UNS and disqualification of that coach. In addition, the Head Coach is charged with a second UNS and is therefore also disqualified. Only one 15yd penalty is enforced.

COIN FLIP MECHANICS

The pre-game coin flip will be conducted 3-min prior to the scheduled game time. A recommended timeline is listed below: *(Adjust as necessary for various start times)*. Failure by a team to have captains present and ready for the coin flip 3-min prior to scheduled kick-off will result in an Unsportsmanlike penalty charged to the Head Coach.

5:30pm - Field open for pre-game warm-up.
6:25pm - Officials, head coaches, and medical staff should meet to go over the Emergency Action Plan and Medical time-out procedures.
6:30pm - Officials should meet the head coaches to cover any issues before the game, provide a list of officials for the game, cover any unusual plays, ensure all players are legally equipped, discuss halftime length, etc.
6:50pm - National Anthem and teams should be introduced.
6:57pm - With 3-min on the game clock, the field must be cleared, and no more than four (4) team members in uniform meet with the officials for the coin toss and sportsmanship message.
7:00pm – Kick-off

Try after TD on the Last Play of the Game

Regarding NFHS Rule 3-3-3d, Oregon does not use points scored in any manner to determine league champions or qualifying for post-season play. Therefore, if a TD is scored on the last play of the fourth period, the try is only attempted if it could affect the outcome of the game.

Field Goal Mechanics

OSAA recommends two officials under the uprights on scoring kick attempts.

Please follow this recommendation when the kicker has a reasonable chance of achieving a goal or any time the scoring attempt may directly affect the outcome of the game.

Oregon Sub-Varsity Kicking Rules Modifications

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

- **Sub-varsity games will be played using these Oregon sub-varsity kicking game modifications unless both coaches agree not to use them, and to instead, use NFHS kicking game rules.**
- The kicking game modifications outlined below apply to both kickoffs and 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.
- While it is recommended that these modifications be discussed and agreed upon by Athletic Directors and coaches prior to the game date, agreement between the coaches prior to kickoff is sufficient.

Free Kick (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 anywhere 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.

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 B 20-yard line. This does not eliminate Team A's option of "going for" a first down on 4th down.
- **During the interval between the time the officials start to advance the ball 25 yards from the previous spot to the time they arrive at that spot, the game clock shall be running. Once the officials arrive 25 yards from the previous spot, the game clock shall be stopped on the game officials' signal. The game clock shall re-start on the snap.**
- 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.

Field Goal / Kick Try Modifications

- NOTE: Field goal attempts and PAT's by placekick will be conducted under normal NFHS Football Rules. These are always considered scoring plays; rushing by the defense and normal play is allowed. Blocked or errant Field Goal attempts are live balls.