



Oregon School Activities Association

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Oregon Sub-Varsity Rules Modifications

These 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 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.

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 B 20-yard line. This does not eliminate Team A's option of "going for" a first down on 4th down. The game clock will start on the snap.
- **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 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.