

## Major Rule Discrepancies

FlagPlus Football	FPF Jr.
Teams are responsible for their own jerseys and footballs.	Jerseys and footballs are provided to the teams by FPF.
Shorts/pants with pockets may not be worn	Pockets may be taped shut
The mercy rule (35 point + differential) allows the losing team to call the game. Also, and 18 point + differential heading into five plays left (end of 2 <sup>nd</sup> half) ends the game	The mercy rule (18 point + differential) allows the losing team to end the game, and play out the rest of the game as a scrimmage
The rusher lines up seven-yards behind the line of scrimmage	The rusher lines up ten-yards behind the line of scrimmage
The quarterback must be at least five yards back from his snapper when receiving the snap	The quarterback has the option to receive the snap from directly under center
Underhand passes are not permitted in the redzone	Underhand passes are legal at all times
The offense has four tries to gain ten yards and a new set of downs. This repeats all the way to the opposing team's end zone.	The offense has four attempts to pass midfield, and another four attempts to score once midfield has been crossed.
An offensive team may not run the ball on two straight plays.	An offensive team may only carry the ball once per set of downs (a maximum of twice per possession)
The offense has the option to punt on fourth down, otherwise the opposing team will take over possession of the ball where it was last spotted on fourth down.	There are no punts. Should a team fail to gain the necessary yardage on fourth down, the opposing team will regain possession at their own ten-yard line. An Interception is the only opportunity for an offense to gain possession where their defense last stopped the opposing team.
The no-rush 'redzone' starts at the opposing team's five-yard line and extends to the goal line.	There is a second redzone on the FPF Jr. field, covering the five yards behind midfield.
An intercepted convert attempt is live, and can be returned by the defense.	An intercepted convert attempt cannot be returned by the defense.
A missed snap that lands in the end zone will result in a safety.	A missed snap landing in the offensive team's end-zone will not result in a safety. The ball will be placed on the one-yard line, downs continued.
A safety is scored when a defensive player who makes an interception in the field of play before returning into his own end zone and being deflagged.	A touchback is granted when a defensive player who makes an interception in the field of play before returning into his own end zone and being deflagged.