

### **X-Man Rules for Midget level:**

Any player who weighs over the maximum weight, but less than 200lbs maximum including equipment, will be an XMan. No X-man may weigh more than 200 lbs at any point during the season or they will not be allowed on the field.

The "X-man" must play as an offensive "interior lineman". Center, guard or tackle. A team cannot exceed 1 total "X-Man" players on the field at any time.

An X-man may only play during Varsity games. No X-man player is allowed to participate in JV games.

The "X-Man" cannot advance the ball. Should the "X-man" gain possession of the ball, the whistle is blown and play is ruled dead.

The X-Man is prohibited from pulling on running plays.

The "X-Man" will have his jersey number noted on the weigh-in sheet as such and will get an "X" placed on both sides of their helmet in a conspicuously colored athletic tape. It is the responsibility of "X-Man" player's weigh-in rep to have athletic tape at each weigh-in. Failure to do so will result in the player not being able to play that game.

Coaches from each team meet with ref before the game together to identify the X-men and how they'll be deployed in the game. That gives the opponent a chance to adjust to where the bigger players are playing, and also create accountability in how the coaches are using them.

Any tampering with the player's "X" will result in a 15-yard "Unsportsmanlike Conduct" penalty against the Head Coach. As per OCYFL By-laws that coach will then be suspended a minimum of 1 game.

### **X-Man Rules for Pee Wee level:**

Any player who weighs over the maximum weight, but less than 163 lbs maximum including equipment, will be an XMan. No X-man may weigh more than 163 lbs at any point during the season or they will not be allowed on the field.

The "X-man" must play as an offensive "interior lineman". Center, guard or tackle. A team cannot exceed 1 total "X-Man" players on the field at any time.

An X-man may only play during Varsity games. No X-man player is allowed to participate in JV games.

The "X-Man" cannot advance the ball. Should the "X-man" gain possession of the ball, the whistle is blown and play is ruled dead.

The X-Man is prohibited from pulling on running plays.

The "X-Man" will have his jersey number noted on the weigh-in sheet as such and will get an "X" placed on both sides of their helmet in a conspicuously colored athletic tape. It is the responsibility of "X-Man" player's weigh-in rep to have athletic tape at each weigh-in. Failure to do so will result in the player not being able to play that game.

Coaches from each team meet with ref before the game together to identify the X-men and how they'll be deployed in the game. That gives the opponent a chance to adjust to where the bigger players are playing, and also create accountability in how the coaches are using them.

Any tampering with the player's "X" will result in a 15-yard "Unsportsmanlike Conduct" penalty against the Head Coach. As per OCYFL By-laws that coach will then be suspended a minimum of 1 game.

### **X-Man Rules for MITE level:**

Any player who weighs over the maximum weight, but less than 138 lbs maximum including equipment, will be an XMan. No X-man may weigh more than 138 lbs at any point during the season or they will not be allowed on the field.

The "X-man" must play as an offensive "interior lineman". Center, guard or tackle. A team cannot exceed 1 total "X-Man" players on the field at any time.

An X-man may only play during Varsity games. No X-man player is allowed to participate in JV games.

The "X-Man" cannot advance the ball. Should the "X-man" gain possession of the ball, the whistle is blown and play is ruled dead.

The X-Man is prohibited from pulling on running plays.

The "X-Man" will have his jersey number noted on the weigh-in sheet as such and will get an "X" placed on both sides of their helmet in a conspicuously colored athletic tape. It is the responsibility of "X-Man" player's weigh-in rep to have athletic tape at each weigh-in. Failure to do so will result in the player not being able to play that game.

Coaches from each team meet with ref before the game together to identify the X-men and how they'll be deployed in the game. That gives the opponent a chance to adjust to where the bigger players are playing, and also create accountability in how the coaches are using them.

Any tampering with the player's "X" will result in a 15-yard "Unsportsmanlike Conduct" penalty against the Head Coach. As per OCYFL By-laws that coach will then be suspended a minimum of 1 game.