



PYFFL 2026 RULE CHANGES



Key changes from the 2025 PYFFL Rulebook to the 2026 PYFFL Rulebook

RULE AREA	2025	2026
Game Length & Clock	Two 20-minute halves. Clock stoppages included a two-minute warning and situational stops inside the final two minutes.	Two 24-minute halves (48 minutes total). Continuous clock; it stops only for halftime, timeouts, injuries, or at the officials' discretion.
Timeouts & Play Clock	Two 30-second timeouts per half. 25-second play clock.	One 60-second timeout per half. 40-second play clock.
35-Point Rule	A 35-point lead ended the game immediately.	The rule applies only in the second half. The official score is recorded when the lead reaches 35; teams are encouraged to continue playing, with either coach retaining the ability to end the game at any time.
Snap Rule	Center had to use a rapid and continuous snapping motion to a player in the backfield.	The snap must now be made between the center's legs with a rapid, continuous motion, and the ball must completely leave the center's hands.
4th Grade Rushing	Only Grades 5-9 could rush the passer.	Rushing the QB is now allowed in 4th Grade. The seven-yard rushing rules apply in Grades 4-9.
Ironman Rule	Ironman designations were tracked during the season toward an Ironman requirement.	Ironman is now game-by-game. There is no season limit on how often a player may serve. A player may be an Ironman in multiple games, but never in both halves of the same game.
Attendance / Playoff Eligibility	A player needed to participate in 6 of 8 regular-season games to be playoff eligible.	The requirement is reduced to 5 of 8 games . To receive credit, a player must be present, in uniform, and participate for the entire game. Arriving late or leaving early will not count as a game played.
On-Field Coaching	Grades 1-4 allowed on-field offensive coaching. 5/6 allowed it during the first two weeks.	Grades 1-3 retain on-field coaching. 4th Grade only during the first two weekends. Grades 5/6 and 7/8/9 are sideline-only for the entire season.
Playoff Overtime	Each team received a possession from midfield with three downs to score; rounds continued until a winner was determined.	NFL FLAG format has been adopted. 1st OT: one play for 1 point from the 5 or 2 points from the 10. 2nd OT: both teams must go for 2 from the 10. 3rd OT: one play from each team's own 5; most yards wins.