

# 2024 Operational Changes

There will be no league champion crowned, no rankings, and no touch tracking. There are still minimum playing time requirements in place for all players. All teams will qualify for a bowl game finale versus a competitively similar team. This is a change for the Iowa City league; it's been this way in the Quad Cities.

The league will schedule the first 2 weeks of the season in advance. After the first week of games, the matchups for week 3 will be set. After the second week of games, the matchups for week 4 will be set, and so on. The schedule will continue to roll 2 weeks in advance. This is so that we may continue to matchup competitively similar teams.

For teams wanting a more competitive finish to the season, we are prospecting an end of season tournament in October or November that is open to teams in both the Iowa City & Quad Cities divisions of the league. This will be for 3<sup>rd</sup>-6<sup>th</sup> grade only and if we have enough teams interested. There may be a minimum number of wins required to qualify for this tournament. More info will be made available early in the season.

# 2024 Rules Changes

There are no longer lines in the middle third of the field running parallel to the sidelines that were tied to player alignments. The offense must still have at least 1 'out wide' player on each side of the formation—closer to the sideline than the ball.

ALL defensive players must align 5 yards back from the LOS, unless in a No Run Zone.

The defense may blitz only 3 times per game. They may not blitz when the offense is in the No Run Zone. Only 1 blitzer is allowed; will come from 5 yards back, can be anyone.

There is no pass clock when the defense blitzes. QB has unlimited time to pass or run.

Only 1 ball exchange is permitted per play. This means no halfback pass, flea flicker, or double reverse. The QB may do unlimited play fakes, but who gets the ball from the QB must keep the ball.