

Notes from 6/28 SMURF Breakout Session at Coaches' Clinic

1. Reviewed game rules and pointed out change that each Club must provide 1 official for each game, both home and away teams.
2. Reminded that only flagrant safety issues should be called.
3. Coaches were in agreement that SMURF level play is instructional and to use the scrimmages as a learning tool. Coaches were in agreement that all players should get more playing time not just 6 plays. They agreed to attempt to use Fayetteville's recommendation of players getting a maximum of 45 plays (75% play time) & a minimum of 15 plays (25% play time). Each team agreed to manage the best they could.
4. Discussion was held concerning nose guard over center. Suggestions were to:
 - Move smaller NG into gap
 - No red strip at nose guardCoaches wanted to make sure it is a learning opportunity for the center and that player is not flattened every play
Head coach of each team to discuss how they are handling ahead of each scrimmage.
5. Discussion was held on how to handle large teams playing small teams. Numbers will be sent out ahead of time so head coaches know what to expect each weekend. Head coaches are to meet prior to scrimmage start to discuss how to handle, i.e., only playing 2 series each or sharing players between teams. Coaches were concerned for smaller team safety if they do not have anyone to sub in, not to wear them out.
6. Problems from last year were discussed:
 - a. If there is a loss of yardage from the line of scrimmage (30 yd line), ball will be brought back to the 30 yd line for next play.
 - b. If there is a penalty when the ball is snapped, it counts as one play.
 - c. If there is a penalty before ball is snapped, it does not count as a play.
 - d. There will be no extra point attempts. Go back to line of scrimmage (30 yd line) for next play
 - e. Set game clock at 37 ½ minutes for each half. If unable to complete 3rd series, adjust at beginning of 2nd half. Do not eliminate 10 min half time.
 - f. Head coaches agreed to meet 15 minutes ahead of scrimmage to work out any unusual circumstances.
 - g. Concern expressed about blitzing. Coaches agreed to follow the rule of no more than 6 rushers and again coaches will discuss ahead of scrimmage time and discuss how to resolve if any issue arises.

7. The overall tone of meeting was to make this fun for the SMURF age players so that they want to return. To use this venue as a teaching tool to prepare them for competition once they move on to JV.