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Blue-White Spring Game Rules Released

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Georgia Southern University Athletics



Blue-White Spring Game Rules Released
Event is presented by Southern Exchange
Football
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[SOUTHERN EXCHANGE](#)

STATESBORO - The coaching staffs have been assigned, the teams will be drafted on Wednesday and it's soon to be all about the bragging rights as the Blue-White Spring Football Game, presented by Southern Exchange is set for Friday evening at Allen E. Paulson Stadium. The team will take the field for stretching and individual work and the actual spring game is set for 7:30 p.m. Admission is free.

Friday's action will mark the 15th and final practice during the spring session for head coach [Chad Lunsford](#) and his staff. This year's spring game will be an actual game with the teams divided up as equally as possible to provide one last evaluation piece for all of the players.

The roster card will be available later this week for download to your mobile device or printing to bring to the stadium. A limited number of these will also be available in the stadium.

Here are the rules for the game:

- Regular game rules; Penalties will be enforced
- Regular game clock in first half (15-minute quarters)
- Running game clock in second half (15-minute quarters)
- Three timeouts each half for each team (60-second timeouts)
- 10-minute halftime
- Guest coaches call offensive and defensive plays in the fourth quarter
- Field Goals on Air - No Formation (SN-H-K only)
- Punts on Air vs. Punt Returner Only - No Formation (SN-P-RET only). No Returns. Ball spotted on the catch or where the ball is downed
- Muffed punts will result in a 5-yard penalty or half the distance to the goal line
- No kickoffs or kickoff returns. Ball will be spotted on the -25 in those situations.
- Interceptions will be blown dead and 2 points awarded to the intercepting team
- Fumble recoveries will be blown dead and 2 points awarded to the recovering team
- In case of a tie ball game, game outcome will be determined by linemen catching punts. Three linemen from each team will attempt to catch punts from the jugs machine. The squad with the highest number of catches will be determined as the winner.
- Everyone on the team must participate in at least one play. If a player did not participate in the first half, he must participate on the first and/or second drive of the second half.
- Quarterbacks will not be live. Halo Enforced.

Much more, including team rosters, FAQs, about this weekend's events will come out later this week.