

# Pee Wee Division Rules

The following rules will apply to the Pee Wee Division:

- A valid birth certificate for each player must be on file with each organization's Directors/GM or the player cannot be on the roster. Playing age will be determined by player's age as of June 30<sup>th</sup>. (i.e. a player who turns ten (10) on or after July 1<sup>st</sup> would play as a nine (9) year old)
- Only seven (7) and eight (8) year olds may play at the Pee Wee level. There will be NO exceptions for nine (9) year olds to stay down and play in this division.
- Pee Wee Division players will have a maximum weight of 105 pounds. There is no weight restriction on the ball carrier in this division.
- All rosters must match registrations and be turned into League GM prior to the first game. Each team will get a copy of all team rosters. No registrations will be accepted after the 1st game.
- All weigh-ins must be done in the presence of a representative of the opposing team. If a player missed the team weigh-in they cannot participate in the game until they have been certified by the opposing team. A player can only be certified once for each game, they cannot be weighed again after the game has started in an effort change their eligibility. Players may weigh-in without equipment.
- Game Scores will be recorded but no Standings will be kept.
- For all rule changes each team will have one (1) voting right. A team is considered to be made up of all the squads. (Example: Jaguars Pee Wee, JV and Varsity squads are one (1) team)

## Clock

1. Pee Wee games will have four (4) eight (8) minute quarters, controlled only by the Official's clock on the field. A one (1) minute time out will occur between quarters, with a ten (10) minute half time break plus a two (2) minute warm up period.

The clock will stop during the game for the following reasons:

- ✓ Team Timeout (Three (3) per half for each team)
- ✓ First Down
- ✓ Penalty
- ✓ Player Injury
- ✓ Referee Decision
- ✓ Out of Bounds
- ✓ Incomplete Pass
- ✓ Reset the Ball
- ✓ Move the Chain Gang
- ✓ Measurement

## Games

1. All games will start on time as scheduled. Please have your team ready.

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2. If necessary, the game may be modified to fit the number of players dressed for the game. For example, if Team 1 has ten (10) players and Team 2 has nine (9) players, the game would be played under modified rules. At all times, teams on Offense must maintain a five (5) man line of scrimmage that includes a Tackle/End, Guard, Center, Guard, Tackle/End. At all times, teams on Defense must maintain the 5-2 formation. In the modified game situation, both Head Coaches and the Head Referee must approve the number of players and any modified rules. Once the game starts, the game will be played and finished under that ruling.
3. Each team is responsible for providing their own Game Ball at every game. The Game Ball in the Pee Wee Division will be:
  - ✓ Wilson K2 Pee Wee
  - ✓ Nike 1000 Pee Wee
  - ✓ MacGregor MXP Pee Wee
  - ✓ Wilson GST Pee Wee
  - ✓ A Pee Wee Size Ball of a Brand not mentioned above
4. Team Captains will meet the Head Referee on the field before the game to discuss rules, game conditions and to do the 'Coin Toss'. Home team calls the coin in the air and has the following options:
  - ✓ Offense (Defense to start 2<sup>nd</sup> Half)
  - ✓ Defense (Offense to start 2<sup>nd</sup> Half)
  - ✓ The Coin Toss loser decides on which End Zone they will defend.
5. All games will be played as scheduled by the General Manager. Games will be controlled by Ohio High School Athletic Association (OHSAA) Rules except when a Pee Wee rule is stated which modifies the OHSAA rule.
6. Pee Wee games will be played on a 100-yard field with 10-yard end zones.

One (1) coach and one (1) player allowed on the field to messenger plays, but no nearer than the hash marks to the huddle. Once the huddle breaks the coach can no longer instruct the players and must remain at a minimum distance to keep him out of the play.

One (1) coach and one (1) player will be permitted down to the 10-yard-line. All other players and coaches must not cross the 30-yard-lines (Except for the above noted). Only coaches, players, and cheerleaders are allowed along the sidelines during games, along with the chain gang.
7. The league will provide a Head Referee and one (1) other Referee for every Pee Wee game.
8. A 15-yard Unsportsmanlike penalty will be enforced for any Coach coming onto the field to dispute a situation or for the use of foul language. The Referees will have the authority to eject any coach or player who cannot maintain control during the game.

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9. Player mouth pieces will be of a solid color and must be attached to the face mask and inserted in the player's mouth during play. Teams will be penalized five (5) yards for players that do not have their mouthpiece in on plays.
10. Each team has three (3) timeouts per half.
11. The team from the community where the game is being played will recruit people to work the 'Chain Gang' during the game. Please advise your parents they can volunteer for this activity.

### **Coaches**

1. During the game, only one (1) coach per team is allowed on the field. It is the responsibility of the Head Coach to decide which Assistant Coach(s) will be on the field and to inform your Assistant Coaches of ALL rules and organization expectations.
2. Coaches must select two (2) Team Captains who will go out for the 'Coin Toss' and who will be allowed to call 'Timeout' during the game. Head Coaches can also call timeouts. One (1) coach should be present during the 'Coin Toss' and rule discussion.
3. Coaches please help control the Team Box Areas and remember to have your team clean up the area at the end of the game. Please remember to have water available for your players.

### **Offense**

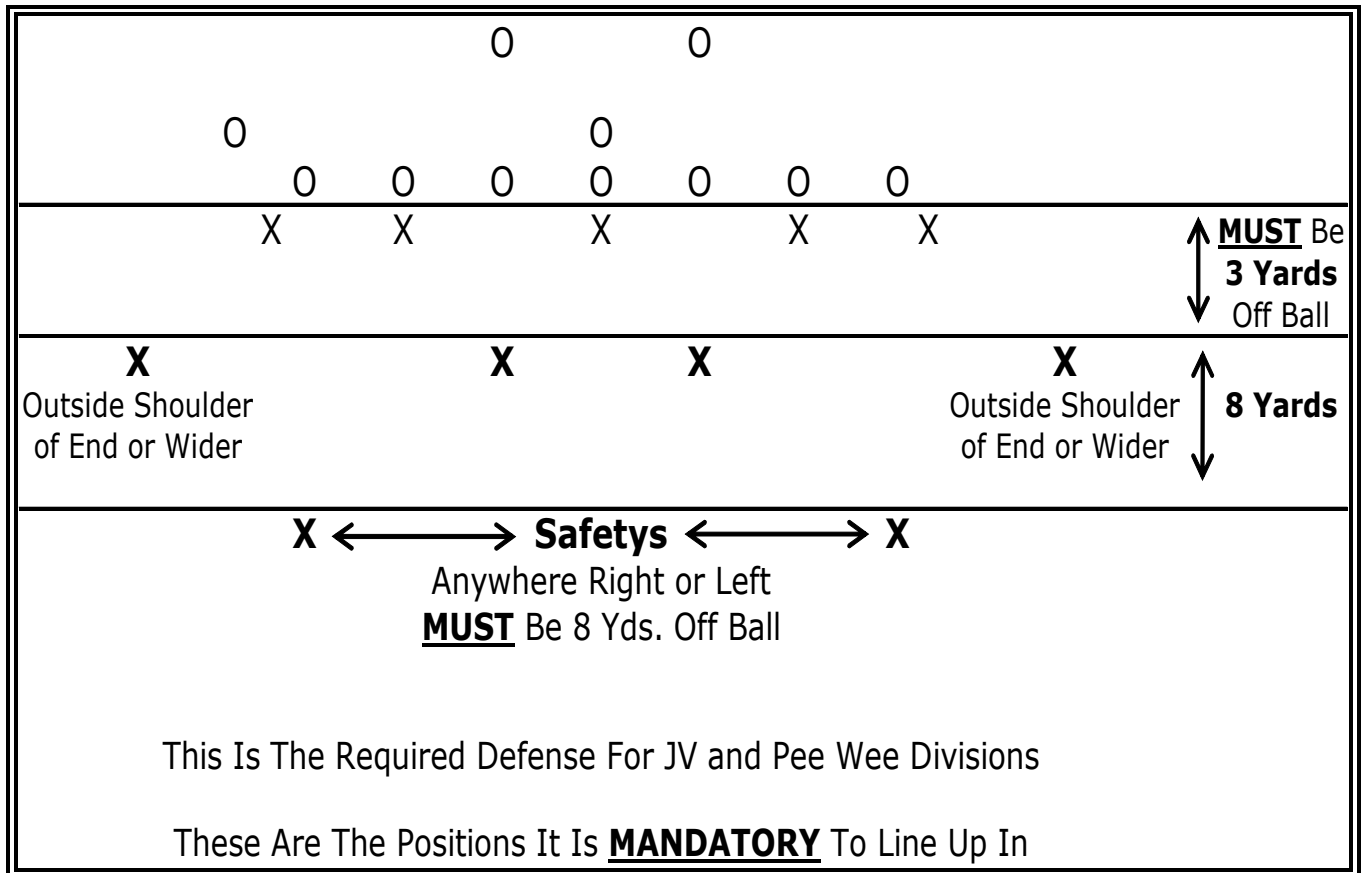
- Touchdown = 6 points
  - Conversion = 1 point from the 3 yard line (Run or Pass)
  - Conversion = 2 points from the 5 yard line (Run or Pass)
1. If the Offense takes a lead of eighteen (18) points on the opposing team, that teams entire backfield must be changed (running backs and quarterback) until such time that the goal differential is less than eighteen (18) points.
  2. There will be no Kick Offs at any time during the game. The ball will be placed on the 30-yard line to start the game, at the start of the 2<sup>nd</sup> half and after any scoring.
  3. No Punting will take place. When the 'Kicking' team declares a punt the 'Receiving' team will secure the football thirty (30) yards from the line of scrimmage as marked off by the Referee.
  4. When either team scores a safety the opposing team will be awarded the ball at the 50-yard line.
  5. The Offense must line up with a five (5) man Offensive Line (Tackle-Guard-Center-Guard-Tackle) and a minimum of seven (7) on the line of scrimmage.

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6. There are no restrictions to what offensive play calls the coaches develop.
7. Fumbled snaps and fumbles on running plays are live ball situations.
8. A player is considered down when he has possession of the football and his knee touches the ground.

### Defense

1. The Defense must be in formation with the players lining up directly across from the Offensive line positions (End over TE, WR or Air, Tackle over Tackle, Nose over Center, Tackle over Tackle, End over TE, WR or Air). Ends can be in a 2 point or 3 point stance.



Nose Guard – A three (3) or four (4)-point stance, heads up over the Center.

Defensive Tackles – A three (3) or four (4)-point stance, heads up over the Offensive Tackles.

Defensive Ends – A two (2), three (3), or four (4)-point stance, outside the Offensive Tackles if there only two (2) Offensive linemen to his side. If there are more than two (2) Offensive Linemen to his side then he must align outside the Offensive Tackles and

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also cover some part or all of the 3<sup>rd</sup> or last Offensive Lineman's body. When the last Offensive player aligns more than five (5) yards from the nearest inside offensive player he does not have to be considered in the count of Offensive Linemen.

Additional Requirements – The Offensive Guards are to be totally uncovered by any Defensive linemen. There will be NO MORE than two (2) Linebackers aligned between both Offensive Guards. Linebackers must align three (3) or more yards off of the line of scrimmage. There will be no Defensive Line stunting or shifting. Ends can pinch as long as they line up on an opposing teams player. They cannot pinch from an open air position. There is no Linebacker blitzing. Blitzing will be considered unsportsmanlike and will result in a 15 yard penalty and an automatic first down. **A second blitzing penalty will result in the ejection of the defensive coach.**

2. Interceptions and fumbles may be advanced.
  - 3. Players who receive an unsportsmanlike penalty must be removed from the game for a minimum of three (3) consecutive plays. A second such penalty will result in ejection from the game, and the player must also sit out the next game. A second game ejection during the remainder of the season will result in the player's expulsion for the remainder of the season. If a coach is ejected he must sit out the entire week of practice along with the next game.
4. If a player doesn't start on offense, he must start on defense. Each player is to participate in a minimum of ten (10) snaps of the ball. Punts do not count as a snap.

### **Scores & Standings**

1. Scores will be recorded but no standings will be published. There will be no overtime, if a game is tied at the end of regulation it will be recorded as a tie.

### **Player Rules**

1. It will be attempted for Every Pee Wee Player on the roster to have a starting spot on Offense, Defense or both. The only exception to this is if the Coach believes it is a Safety concern for one of the boys.
2. All Pee Wee Players are required to play a minimum of 10 plays during the game. Punts do not count in the calculation of the 10 plays. Coaches violating this rule may be penalized by their respective organizations.
3. All teams are responsible for having the players in full uniform to play. This includes mouthpieces, full equipment, and uniforms. Players will be asked to keep the jerseys tucked in during the game.

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## **Season Ending Tournament**

1. At the end of the season a round robin tournament will be held. Teams will be paired for the tournament by the General Manager. No trophies will be awarded for this tournament.
2. At the end of the season, teams will be ranked in order of First, Second, Third, etc. In the event of teams in a tie situation, the following will be the Tiebreaker Rules:
  - Head to Head Record
  - Common Opponents Record
  - Fewest Points Allowed on Defense
  - Most Points Scored on Offense
  - Coin Toss