



## **STRONGSVILLE FOOTBALL LEAGUE**

### **2010 Pee Wee Rules**

#### **PLAYER ELIGIBILITY**

1. Players' ages will be determined by their age as of September 1<sup>st</sup>.
2. Seven and Eight year olds may play at the Pee Wee level.
  - a. Players who are 7 years old and want to play flag football may petition the board to play down at the Flag level.
3. A valid birth certificate for each player must be on file with the SFL.

#### **ROSTERS & WEIGHT RESTRICTIONS**

1. A copy of each team's roster must be turned in by 5:00pm on 9/10/2010 to the Pee Wee Commissioner.
  - a. Rosters to include at minimum; Players Name, Player's #, Player's Age
2. There are no weight restrictions at the Pee Wee level.

#### **EQUIPMENT:**

1. Players are prohibited from wearing metal spikes.
2. Players must wear all issued equipment.
3. All players MUST provide and wear their own COLORED Mouthpieces. Players are strictly prohibited from sharing mouthpieces.
4. All players must wear athletic supporters.
5. Protective wear including tape, bandages, splints or support wrap is permitted to protect an injury, providing pregame inspection by the referees.
6. Players may not wear jewelry of any type.
7. Athletic gloves may be worn as long as they have an interior label securely attached indicating voluntary compliance (NFL/NCAA specifications).

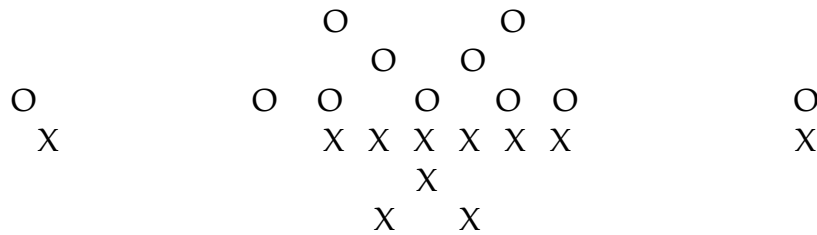
### PRACTICE:

1. Practice is permitted up to 3 times per week prior to the start of school and 3 times per week after school begins. Practices are defined as any time a coach meets with at least ½ of the team.
2. Practices are not to exceed 90 minutes.

### GAME RULES:

1. Ohio High School Athletic Association Rules will govern play except where noted in the Pee Wee SFL Rules.
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. The Coin Toss will occur at midfield with the team captains and the Referees. One coach from each team may be present with the team captains. Home team will call the coin side and the winner of the toss will have the following options:
  - a. **Offense** (defense to start the second half)
  - b. **Defense** (offense to start the second half)
  - c. The loser of the coin toss will then chose which end zone they will defend.
4. There are no kickoffs. Teams will start drives at the beginning of each half and after touchdowns at the 35-yard line.
5. There will be 4, 8 minute quarters with a one-minute break between quarters. There will be a 10 minute break for halftime.
6. The clock will run according to Ohio High School Rules.
7. A team will have 30 seconds on the play-clock to run a play.
8. Each team is permitted three time-outs per half.
9. Each team is responsible for providing their game ball at every game.
  - a. Approved game balls include Wilson K2 Pee Wee, Nike 1000 Pee Wee, MacGregor MXP, or other similarly Pee Wee size ball of a brand not mentioned.

10. Player mouthpieces must be colored and inserted into the player's mouth prior to the start of the play. A five-yard penalty will be invoked for violation of this rule.
11. Each Pee Wee player must be given a starting position on either offense or defense to begin the game. In addition, a player must play a minimum of 10 plays per game.
  - a. A one game suspension will be enforced for coaches that fail to comply.
  - b. A coach's decision to bench a player for disciplinary reasons must be brought to the attention of a league official before the start the game.
  - c. Substitutions may be made for an injured player but once the injured player is ready to return to the game he must re-enter in the same position he vacated. An injured player must leave game for 2 consecutive plays.
12. Following a safety, the team will be awarded the ball on the 35 yard line.
13. Pee Wee coaches (1 only) will be permitted on the field of play during the game to assist/guide their respective offensive or defensive huddles.
14. Fumbles and interceptions are live ball situations and can be advanced.
15. On fourth down, teams must declare within 10 seconds if they will punt or "go for it". Team's that fail to announce their 4<sup>th</sup> down intentions within 10 seconds will be charged with a 15 yard unsportsmanlike penalty. If punting is elected the referee will mark off 25 yards from the line of scrimmage and the ball will turn over. 10 seconds will be run off the game clock.
16. All extra point attempts will occur from the 2.5 yard-line and have the following options:
  - a. Run = 1 point
  - b. Pass = 2 points
17. The Offense must line up with an Offensive Line that consists of a Tackle-Guard-Center-Guard-Tackle setup. An offensive team may only have 3 players on the line on either side of the Center. That 3<sup>rd</sup> player can either be a TE or a Wide Receiver. Wide Receiver must be split out at least 5 yards from Tackles outside shoulder. Each team must have a minimum of seven (7) on the line of scrimmage.
18. There will be NO unbalanced offensive line formations allowed.
19. Other than the offensive line formation requirements, there are no restrictions for the type of offensive plays run by a team.
20. It is MANDATORY that 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 Tackles** - Head up over Center, 3 or 4pt. stance

**Defensive Tackles** - Head up over Offensive Tackles, 3 or 4pt. stance

**Middle Linebackers** - Only 2 allowed and must lineup between both Guards. Must be 3 Yards or more off ball. No Blitzing allowed!!

**Defensive Ends** - 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 also cover some part or all of the 3rd 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. Can pinch if lined up over player, no pinching if over air. 2, 3 or 4pt. stance.

**Safeties** - Anywhere Right or Left but MUST be 8 yards off ball

**Corners** - Anywhere

21. There will be no Defensive Line stunting or shifting.
22. 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.
23. There are no restrictions on stance or alignment for a goal line defense (defending from the ten-yard line or within).
24. Overtime will occur if a game is tied at the end of regulation play. The winner of a coin toss will determine who will start on offense and defense in the first over time. The loser of the coin toss will determine which end zone the overtime will take place in. If a team begins the 1<sup>st</sup> overtime on offense, they will begin the second overtime on defense. The ball will be placed at the ten-yard line and the OHSSA rules will apply. In the first series, a team that scores will have the opportunity to choose the extra point option. If the game is tied after one series, teams must go for a two-point conversion. If the game is still tied after two series, the team that scored their TD in least amount of plays will be determined the winner. There will be no ties in Pee Wee.
25. Games scores and Standings will be maintained during the season with playoffs held at the end of the season. A knockdown tournament will be held at the end of the regular season to determine final standings and the Pee Wee League Champion. For the purpose of the knockdown tournament, teams will be ranked based on season records. In the event of a tie, the following tiebreaker rules will be utilized:

- a. Head to head record
- b. Record against common opponents
- c. Fewest points allowed
- d. Points scored
- e. Coin toss

## CONDUCT RULES

1. All coaches and players not involved in live play must remain in the players' box, within the 30-yard lines.
2. Only players, coaches and cheerleaders will be permitted on the field sidelines during a game.
3. Volunteer Down Marker Officials will be recruited by the home team and they will remain on the home team side of play for the entire game.
4. Coaches are not permitted to come onto the field of play to dispute a play or for any other unsportsmanlike behavior including the use of foul language. If they do so, they will be assessed a 15-yard unsportsmanlike penalty for violating this rule.
5. Referees will have the authority to eject any coach that cannot maintain appropriate behavior. Any coach that receives a game ejection will be ineligible for the remainder of that game, the following week of practice and the subsequent game.
6. Trash talk and taunting is prohibited and will result in an unsportsmanlike penalty.
  - a. **1<sup>ST</sup> Penalty** - Players who receive an unsportsmanlike penalty must be removed from the game for a minimum of three consecutive plays.
  - b. **2<sup>nd</sup> Penalty (same game)** - will result in an ejection for the remainder of that game and the subsequent game.
  - c. Any additional unsportsmanlike penalties during the season will result in an indefinite suspension until the player appears in front of the board for a hearing on future eligibility. This hearing will occur within 30 days of the infraction and at a time specified by the Executive Board. The executive board will rule on the player's suspension and provide the player with a ruling of that will be either a four game suspension or a full season suspension.
7. A "mercy rule" is in effect if a team takes a lead of eighteen points. Play will continue and the leading team must remove the starting backfield. The leading team may retain the starting quarterback providing he does not advance the ball by run or pass. A five-yard penalty will be called for a violation of this rule. If the other team scores and reducing the lead to less than 18 points, the starting lineup may return.