

# 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 July 31<sup>st</sup> (i.e. a player who turns ten (10) on or after August 1<sup>st</sup> would play as a nine (9) year old).
- 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. Six (6) year olds may be moved up to Pee Wee upon the request of a parent and the approval of the Head Coach and Board of the respective organization. Pee Wee Division players will have a maximum weight of (105) pounds. Any Pee Wee player weighing over (90) pounds (age not a factor) cannot advance the ball and cannot be put in an Offensive position where they could advance the ball.
- 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. There will be a one (1) pound tolerance for the digital scale at weigh-ins (i.e. if a Pee Wee player weighs 106 pounds when he steps on the scale he will be deemed to have made the 105 pound weight limit). The scale used at weigh in is the official scale for game purposes. Also see GAMES Rule #1 below.
- 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' Flag, 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

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## **Games**

1. All games will start on time as scheduled. Please have your team ready. Teams will conduct weigh-ins thirty no earlier than thirty (30) minutes prior to the start of the game. ALL players must weigh in. If a player steps on the scale and is over the limit, he may reweigh once more in his underwear, girdle, etc. If the player is still over weight he is ineligible for that week's game. Any coaches who are found to have played overweight players in a game will forfeit that game.
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 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. 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. Team Captains will meet the Head Referee on the field before the game to discuss rules, game conditions and to do the 'Coin Toss'. One (1) coach should be present during the 'Coin Toss' and rule discussion. 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 will be in allowed in the huddle to call plays. Once the huddle breaks the coach can no longer instruct the players and must remain ten (10) yards behind the huddle to keep him out of the play.

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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). 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 your organization's expectations.

Only coaches, players, and cheerleaders are allowed along the sidelines during games, along with the chain gang. Parents must remain behind the cones, rope or such markings placed near the field to keep them from being right on the edge of the field. If there is a problem keeping them back the referee shall stop the game and issue a warning for them to get back on the first offense. On the second offense the team whose parents are not adhering to the rule will be penalized 15 yards for un-sportsman like conduct.

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.

7. The league will provide a Head Referee and one (1) other Referee for every Pee Wee game.
8. A 15-yard un-sportsman like 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.
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.

### **Offense**

1. Scoring:
  - 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)
2. 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.

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3. There will be no Kick Offs at any time during the game. The ball will be placed on the 35-yard line to start the game, at the start of the 2<sup>nd</sup> half and after any scoring.
4. 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.
5. When preparing to run a play the Offense will receive a warning from the referee after thirty (30) seconds have elapsed and the Offense has not snapped the ball. A 5-yard delay of game penalty will be assessed at forty-five (45) seconds.
6. When either team scores a safety the opposing team will be awarded the ball at the 50-yard line.
7. 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. There will be no unbalanced line formations. There must be two (2) backs in the backfield (i.e. inside the tackle box) in addition to the Quarterback.
8. Fumbled snaps and fumbles on running plays are live ball situations.
9. A player is considered down when he has possession of the football and his knee touches the ground.



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of scrimmage. There will be no Defensive Line stunting or shifting. Ends can pinch as long as they line up on an opposing team's 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.** When the team on Offense is between the opponent's 10 yard line and the goal line any formation may be run by both teams, the defensive lineman must line up covering an offensive lineman. (i.e. Linebackers can move up to the line as long as they get into a three point stance.

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. ALL unsportsmanlike penalties, whether on a player or a coach, are to be reported to both organizations presidents by the Head Referee of the particular game in which it occurred.
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. Coaches violating this rule may be penalized by their respective organizations. It is the intent that 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.
5. 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.

### 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. There will be no tournament or playoffs at the end of the season. The Pee Wee Division will play a schedule in line with the Flag Schedule and will end their season at the same time as Flag.