

**Bux-Mont Pop Warner Youth Football League
Standard Operating Procedures
Tackle Playing Rules
June 11, 2009**

Bux-Mont Pop Warner Youth Football League Tackle Playing Rules

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ARTICLE I - PARTICIPANT REGISTRATION

SECTION 1 Associations will register all players to establish participant Eligibility.

SECTION 2 Registration will include the following:

- A. Proof of Age
 - 1. Government issued documents only.
 - 2. If proof of age is a passport, the passport cannot be Expired.
- B. Scholastic Eligibility
 - 1. A complete copy of last years final report card.
 - 2. If final GPA is below 70 percent
 - a. Completed copy of the National Scholastics Eligibility Form is required.
 - b. School progress report must be attached and dated before October 15th of the current season.
 - 3. If the participant is 12 years old or has completed the 5th grade and has a GPA of 96% or higher, that participant must complete a National Scholastics Form, which is to be turned into the League.
 - 4. If participant report card is from a school district in another Association's recruiting area
 - a. Participant must have a completed Association waiver.
 - b. If participant has moved to another school district, some proof from that new school district is required.
 - c. Participant will not be eligible unless Section 2.B.3.a or Section 2.B.3.b is met.
- C. Completed National Medical/Physical form.
- D. Completed National Participant Contract form.
- E. Completed League Participant Registration Card.
- F. Participant Photograph
 - 1. Photograph cannot be older than two years.
 - 2. Photograph must be attached to League Participant Registration Card.

ARTICLE II - PARTICIPANT ELIGIBILITY

- SECTION 1 No participant shall be eligible unless that participant has presented all required registration documents as outlined in Article I Section 2 of these playing rules.
- SECTION 2 A participant shall participate only with the association located within the school district boundaries in which that participant resides, unless a waiver is signed by the Association from where the participant lives.
- SECTION 3 A player cannot participate if under weight or over weight, according to the National Pop Warner weight standards.
- SECTION 4 A participant cannot, simultaneously, participate in any other School, Church or community-sponsored football program.
- A. Anyone participating in such program shall be ineligible to participate in any association in the Bux-Mont Youth Football League until that simultaneous participation ends.
 - B. If any participant has been rostered on any other program, that individual shall be ineligible for that year.
- SECTION 5 Violations of any of the above rules pertaining to eligibility shall, as a minimum, result in the forfeiture of all games in which the ineligible participant participated.

ARTICLE III - COACHES

- SECTION 1 All head coaches, assistant coaches and other team staff in the Bux-Mont Pop Warner Youth Football League shall annually be selected to coach for their association as determined by each member association's Rules and/or By-Laws.
- SECTION 2 Minimum age for coaches
- A. Head Coaches must be at least 21 years old.
 - B. Assistant Coaches must be at least 18 year old.
 - C. Coach Trainees must be at least 16 years old.
 - 1. Must have a completed league card.
 - 2. Must have required proof of age.
 - 3. Must have same required scholastic documents as the participants.
 - 4. Must have a completed medical/physical form
 - 5. Must have a signed parental consent form.
- SECTION 3 Coaches are automatically terminated at the close of each season. To coach the following year, the above selection process must again be followed.

- SECTION 4 All head coaches, assistant coaches and team staff selected by their respective member associations shall annually be subject to confirmation or denial by the League Board of Directors.
- SECTION 5 All head and assistant coaches must be certified as per National Pop Warner standards.
- SECTION 6 All head and assistant coaches must sign a coach's rules acknowledgement form.
- SECTION 7 All head coaches, assistant coaches and team staff must have a League approved background check completed annually.
- SECTION 8 All rostered head coaches from each team shall attend the coaches & officials meeting.
- A. Association will be fined \$50.00 if the Head coach is not in attendance.
 - B. Head Coach will be suspended for one League scheduled game.

ARTICLE IV - ROSTERS

- SECTION 1 All rosters will be on League and National Pop Warner approved forms.
- SECTION 2 Maximum roster size
- A. All rosters will have a maximum of 35 players, except for the Tiny Mite Teams.
 - B. Tiny Mites will have a maximum roster size of 22 players.
- SECTION 3 All team rosters will be turned into the League no later than the third Thursday of August.
- SECTION 4 Association shall have the following number of rosters turned into the League.
- A. 3 copies for the League President
 - 1. One copy for Regional Book
 - 2. One copy for National Book
 - 3. One copy for the League President
 - B. 1 copy for the Vice President of Football Operations
 - C. 1 copy for the Vice President of Scholastics
 - D. 1 copy for each member Association.

- SECTION 5 Associations adding new participants after rosters have been turned into the League shall:
- A. Present an updated team roster with a completed League Registration Card with all required registration documents, as outlined in Article I Section 2 of these playing rules, for the new participant to a League Executive Officer, League Football Commissioner, opposing Head Coach prior to weigh-in.
 - B. Provide updated rosters for all scheduled opposing teams at the next scheduled League Board of Directors Meeting.

SECTION 6 No participant will be added to any roster after September 15 of the current season.

ARTICLE V - TEAM BOOKS

SECTION 1 All Associations shall create and maintain a team book for every team in the Association.

SECTION 2 All team books shall be 3-ring type binders.

SECTION 3 All team books shall include all registration documents as outlined in Article I, Section 2 of these Playing Rules.

- SECTION 4 All team books shall be organized in the following format.
- A. Documents Required.
 - 1. Team Roster - Jersey number order
 - 2. A completed team coach rules acknowledgement form.
 - 3. Team Scholastics Worksheet (competitive teams)
 - 4. A completed participant League Registration Card.
 - 5. Participant birth certificate or proof of age.
 - 5. Completed participant National Medical/Physical form.
 - 6. Completed participant National Participant Contract form.
 - 7. Complete final participant school report card.
 - 8. Association waiver form, if required for participant.
 - B. Participant documentation to be in roster order.
 - C. Dividers are to separate participant documents from other participants.
 - D. Participants documents are to arranged in a fashion that does not require removal of any documents from a sleeve or folder.

SECTION 5 Participants will be considered ineligible if there is any missing or incomplete documents.

SECTION 6 Team books are to be turned into the league 2 weeks prior to the first league scheduled game.

SECTION 7 Team books will be reviewed by the League prior to the first game.

ARTICLE VI - INSURANCE

SECTION 1 All associations must purchase League approved accident, excess medical and liability with the following minimum limits:

- A: \$100,000 Medical
- B: \$1,000,000 General Liability
- C: \$1,000,000 Sexual Abuse/Molestation Liability

SECTION 2 Each Association shall meet or exceed all current National Pop Warner Medical and Insurance requirements.

ARTICLE VII - EMERGENCY MEDICAL AND INJURY TREATMENT

SECTION 1 The home association shall be responsible for the availability of trained medical personnel and ambulance etc., for the treatment of injured participants at all games and competitions.

SECTION 2 All coaches shall have signed medical release forms for all participants.

ARTICLE VIII - HOME ASSOCIATION RESPONSIBILITY

SECTION 1 The home association shall be responsible for:

- A. Field condition
- B. Marking and lining of field.
- C. At least one goal post at either end of the field.
- D. Yard markers.
- E. Benches for the visiting team.
- F. Game Ball.
 - 1. Visiting team may use their game ball.
 - 2. Game ball will be used for offensive use only.
- G. Availability of medical treatment.
- H. Security to ensure safety of all participants.
- I. Drinking water for all participants, does not include containers.

SECTION 2 The home association shall retain all gate receipts, unless otherwise mutually agreed to or specified (i.e. bowl games, etc.)

ARTICLE IX - PRACTICES, SCRIMMAGES AND PRE-SEASON GAMES

- SECTION 1 Practices shall not begin before August 1 of any year unless approved by the National Pop Warner office.
- SECTION 2 The first week of practice is strictly conditioning, no wearing of pads and/or hitting or blocking drills.
- SECTION 3 Practices shall not last longer than two and one-half (2 1/2) hours at each session.
- SECTION 4 Practices shall be limited to not more than ten (10) hours per week or two and one-half (2 1/2) hours per session prior to Labor Day and six (6) hours per week or two (2) hours per session after Labor Day.
- SECTION 5 Scrimmage practices may be scheduled for all teams in accordance with each team's needs. Scrimmage practices shall constitute one of the allowed practice sessions per week. These must be controlled 10 and 10 type scrimmages.
- SECTION 6 Preseason and regular season games do not count toward practice hours.
- SECTION 7 One pre-season game per year may be scheduled for all tackle teams.
- SECTION 8 The Vice President of Football Operations must approve all pre-season games.
- SECTION 9 The Vice President of Football Operations must approve any practice, scrimmage or pre-season game with any team not within the League.
- SECTION 10 The Vice President of Football Operations must approve any assignment of game officials for any practice, scrimmage or pre-season game.
- SECTION 11 Under no circumstances will a team be allowed to play a game, scrimmage, or practice against a team of another division, i.e., Midget vs. Jr. Midget, Jr. Midget vs. Pee Wee, Jr. Pee Wee vs. Mitey Mite, Jr. Mitey Mite vs. Tiny Mites, etc..
- SECTION 12 No team may schedule a game, scrimmage or practice against a team whose ages and weights are not FULLY in conformance with its own ages and weights

ARTICLE X - LEAGUE DIVISIONS

SECTION 1 Number of teams.

- A. 9 teams or less there will be (1) one division.
- B. 10-17 teams there can be (2) divisions.
 - 1. Minimum of 6 teams per division.
 - 2. There will be cross over games to complete the league schedule.
- C. 18 or more teams there can be (3) divisions.
 - 1. Minimum of 6 teams per division.
 - 2. There will be cross over games to complete the league schedule, if required.

SECTION 2 Associations with multiple teams

- A. Associations with 2 teams of the same age/weight class will be placed in separate divisions
- B. Associations with 3 teams of the same age/weight class will have one team in each division.
- C. Associations with more than 3 teams of the same age/weight class will have at least 1 in each division and the others may be placed in any division.

SECTION 3 Preliminary rosters will be due at the July league meeting (Not official rosters, but must be submitted in writing)

- A. This will be used for team placement.
- B. League will need to approve any changes made to the preliminary rosters.
- C. Teams that do not turn in preliminary rosters lose their right to appeals.

SECTION 4 Assignment of teams in divisions.

- A. League will place teams in divisions based on the following criteria, which will include but not limited to:
 - 1. Past season records.
 - 2. Team make up based on players and/or coaches.
 - 3. Association can request teams to be placed in any division.
 - 4. League scheduling needs.
- B. Team placements will be done by the League V.P. of Football and assisted by the League football commissioners.
- C. Team placements shall be submitted to the associations no later than 5 days after the July League meeting.

SECTION 5 Appeals of divisional placements

- A. Any appeals need to put into writing no later than 5 days after placement of teams is submitted to the League Representatives.
- B. All appeals to be made by the League Representative to the League President.
- C. League President will make final determination after reviewing the written appeals.
- D. All team placements will be subject to approval by the Eastern Region.

ARTICLE XI - SCHEDULING

SECTION 1 Scheduling Committee

- A. To be appointed by the League Vice President of Football Operations and approved by the League President.
- B. Shall have the responsibility for the drawing up of an Equitable schedule for all games.
- C. Schedule shall be submitted to the League Board of Directors not later than the August meeting.

SECTION 2 Final team counts shall be reported, in writing, to the league at the July League meeting.

- A. Any change in the team count prior to the completion of a prepared schedule will result in a 500.00 Dollar fine.
- B. Any change in the team count after the schedule has been prepared will result in a \$1000.00 fine.

SECTION 3 Under no circumstances will a team be allowed to play a game against a team of another division, I.e., Midget vs. Jr. Midget, Jr. Midget vs. Pee Wee, Jr. Pee Wee vs. Mitey Mite, Jr. Mitey Mite vs. Tiny Mites, etc..

SECTION 4 No team will be scheduled against a team whose ages and weights Are not fully in conformance with its own ages and weights

ARTICLE XII - POSTPONEMENTS AND CANCELLATIONS

SECTION 1 In inclement weather, the home association shall decide no later than two and one-half (2 1/2) hours prior to kickoff time whether a scheduled game shall be postponed.

- A. The visiting association must be notified at least two and one-half (2 1/2) hours in advance.
- B. The game officials must be notified at least two (2) hours in advance, if a game is to be postponed.

SECTION 2 In the event of illness involving a number of players or other emergency situations, an association may petition the League Vice President of Football Operations for postponement of a scheduled game.

SECTION 3 Postponed games will be rescheduled by the League.

SECTION 4 Calling the game at half time or any time thereafter due to inclement weather or other valid reasons shall constitute a full League game. The team with the highest score at that time shall be declared the winner of the game.

SECTION 5 Games called prior to halftime do not constitute a full League game and must be replayed as a new game.

- A. All scores and time from the previous game are considered void.
- B. Teams will be required to weigh-in prior to replaying the game.
 - 1. Weight for the rescheduled game will be based on the week in which the game is replayed.
 - 2. Any participant not making the required weight in the first game, will be allowed to weigh-in and participate if the required weight is made.

SECTION 6 If a team does not play a scheduled game, unless canceled because of weather or sickness, the association will be disqualified from any League honors and the game forfeited.

SECTION 7 Any association that fails to properly notify another association and the league of a game postponement shall be fined \$500.00 and the game will be considered forfeited.

SECTION 8 Any association that intentionally fails to show for a game or knowingly shows without the required number of eligible players without proper notification will be fined \$500.00 and the game will be considered forfeited.

ARTICLE XIII - GAME OFFICIALS

SECTION 1 It shall be the responsibility of the League to furnish officials as follows:

- A. Three (3) officials for Midget, Jr. Midget, Pee Wee and Jr. Pee Wee games.
- B. Two (2) officials for Mitey Mite, Jr. Mitey Mite and Tiny Mite games.

- SECTION 2 Minimum number of officials for a game.
- A. All games can be played with at least two assigned officials.
 - B. No game can be played with only one assigned official unless a fill in official is mutually agreed upon by an authorized representative of both associations.
 - C. In the event that a non-competitive game has no assign officials, the league can authorize the game to be played with fill in officials.

SECTION 3 Officials must be dressed in P.I.A.A. type uniforms.

SECTION 4 Officials are to be paid by the home association during the regular season, at fees established by written agreement between the League and Officials Association.

SECTION 5 No forfeit or replay shall be allowed based on the conduct or action of an official.

SECTION 6 The act of berating or verbally abusing game officials by coaches or other Association personnel on matters of judgment or misinterpretation shall be prohibited.

ARTICLE XIV - VOLUNTEER GAME CREW PERSONNEL

SECTION 1 Chain Crew

- A. The visiting association shall provide one individual to handle the yard/down markers.
- B. The home association shall provide two individuals to handle the yard/down markers.
- C. The crew handling the yard/down markers is considered part of the official game staff and shall refrain from sideline coaching.
- D. The crew handling the yard/down markers will be adults, 18 years old or older.

SECTION 2 Clock Operator

- A. Associations shall provide training for volunteer clock operators.
- B. The clock operator will be adults, 18 years old or older.
- C. The officials on the field can turn off the game clock at any time for any reason, per their judgment.

ARTICLE XV - PARTICIPANT REQUIRED EQUIPMENT

- SECTION 1 The following playing uniform and equipment is required for each player at all games:
- A. NOCSAE approved helmet.
 - B. Jersey with numbers on front and back.
 - C. Football pants with thigh, knee, tail and hip pads.
 - D. Shoulder pads.
 - E. Sneakers with or without molded rubber cleats or cross bars. Leather football shoes with rubber molded soles and cleats (removable are allowed) are also approved. Football shoes with removable metal, or plastic cleats are prohibited.
 - F. Mouthpiece attached to facemask. Medically prescribed special Mouthpieces are allowed. A note from a medical doctor will need to be given to game officials.
 - G. Athletic Supporter with cup for male players.
 - H. Socks for all players.
- SECTION 2 Player must weigh-in with all required equipment. Any equipment worn during weigh-in **MUST** be worn during the game.
- SECTION 3 Any additional equipment the player needs must be put on with the supervision of the opposing coach.
- SECTION 4 Other acceptable accessory protective equipment may be worn by a player if required, and shall not be considered part of required game uniform. Considerations for it shall be allowed at weigh-ins. Examples: knee or elbow brace; hand, forearm, shin, or elbow pads; extra jersey or sweatshirt in cold or foul weather.
- SECTION 5 Eyeglasses, when worn, shall be of athletically-approved construction with non-shattering glass (safety glass) or contact lens. Accompanied upon receipt of a written statement from a physician or optometrist in which the doctor prescribes or requires the use of an eyeglasses (goggles) in football.
- SECTION 6 In case of duplicate uniform colors (especially identical color jerseys) of two (2) opposing teams, the visiting team will be required to change color , by providing different color jerseys or jerseys of a contrasting color.
- SECTION 7 Helmet face shields may be used.
- A. Shields must be clear and not shaded in any way.
 - B. Shields must be properly attached to helmet.
 - C. No doctor note to wear the shield is required.

ARTICLE XVI - PARTICIPANT AGE AND WEIGHT STANDARDS

SECTION 1 Ages and weights or divisions of play shall be in accordance with Pop Warner Rules.

- A. League may amend or restrict the age standard.
- B. The League shall distribute age & weight matrices annually.

SECTION 2 Pregame weigh-ins are mandatory.

- A. This will include all preseason, regular season and post season games.
- B. Each player shall be subject to the specified maximum weight limits when fully dressed in the required equipment, excluding helmet.
- C. The weight allowance of the uniform and equipment, excluding helmet is:
 - 1. Midgets, Jr. Midget teams - nine (9) pounds.
 - 2. Pee Wee and Jr. Pee Wee teams - eight (8) pounds.
 - 3. Mitey Mite, Jr. Mitey Mite and Tiny Mite teams - seven (7) pounds.
- D. The age and weight matrix indicates maximum weight allowed each player with uniform, excluding helmet, in accordance with Pop Warner Official Rules, method " A " which allows for a Nine (9) pound weight increase, one pound per week after Labor Day weekend.
- E. No additions or changes shall be made to the required equipment after weigh-in.
- F. Each player will be allowed only one official weigh-in per game.
 - 1. No restrictions on unofficial weigh-ins.
 - 2. Any player weighing-in over the maximum or under the minimum weight limits specified shall be ineligible to participate in that particular game, but shall be considered eligible for subsequent games if weight limits are not exceeded or met at subsequent game weigh-ins.
- G. Pregame weigh-ins will normally be conducted one hour prior to game time, or if practical, at half time of the preceding game. Late weigh-ins may be allowed at the discretion of the opposing head coach.
- H. Re-certification to a lower division of play is not permitted under any circumstances but based on the information available, shall be permitted to a higher division of play, if approved by the League in writing.

ARTICLE XVII - SCALES AND CHECK WEIGHTS

SECTION 1 Each member association shall provide an annually certified scale for weigh-ins at their home games.

- A. All scales will be of a digital type.
- B. Associations will provide to the League a letter or proof of scale certification annually.
- C. Teams weighing in will be done on the same scale.

SECTION 2 Each association shall have available, a certified fifty (50) pound check weight to zero the scale prior to weigh-ins.

ARTICLE XVIII - GENERAL GAME RULES

SECTION 1 National Federation of State High School Rules of the current year shall apply, supplemented, amended or restricted by Pennsylvania Interscholastic Athletic Association, Pop Warner Eastern Region and Pop Warner National rules, with the following exceptions and details:

- A. Quarters - (excluding time-outs) shall be ten (10) minutes.
- B. Time-outs - Three (3) time-outs shall be allowed each team per half in accordance with P.I.A.A. rules. Time-outs due to injury or equipment problems will be called by officials and not charged to a team.
- C. Substitution - Unlimited substitution during all games shall be permitted.
- D. Scoring
 - 1. A touchdown shall score six (6) points.
 - 2. A field goal shall score three (3) points.
 - 3. A safety shall score two (2) points
 - 4. The point after touchdown (by kicking) shall be two (2) points.
 - 5. The point after touchdown (by run or pass) shall be one (1) point.

SECTION 2 Game Ball

- A. The home team shall be responsible for supplying the game ball.
- B. The Midget, Jr. Midget game ball shall be the Wilson TDY or equivalent.
- C. The Pee Wee, Jr. Pee Wee game ball shall be the Wilson TDJ or equivalent.
- D. Flag Football, Tiny Mites, Jr. Mitey Mites and Mitey Mites game ball shall be the Wilson K-2 or equivalent.

SECTION 3 Playing Field

- A. Play shall be held on a P.I.A.A. standard field.
- B. Goal posts set on the back line of the end zone, minimum one end of the field.

SECTION 4 The sideline area

- A. Six feet from the playing field sidelines from goal line to goal line.
- B. A collapsible physical barrier shall be erected to mark this area.
- C. Area reserved for medical and law enforcement personnel and authorized members of the press only.

SECTION 5 The bench area

- A. Shall be between the 25-yard lines on each side of the field.
- B. Area reserved for players, coaches and authorized team personnel only.

SECTION 6 Cheerleading area

- A. All cheerleaders shall be kept at least six feet from playing field sidelines.
- B. A cheerleading area shall be reserved for all cheer squads on each sideline.

SECTION 7 No filming of the games within the sideline or bench area.

SECTION 8 Tie ball games (Games tied at end on regulation time only)

- A. In the Mitey Mite, Jr. Mitey Mite and Tiny Mite divisions, all games shall stand as ties.
- B. In the Jr. Pee Wee, Pee Wee, Jr. Midget and Midget divisions the "ten-yard" overtime procedure shall be used to determine the winner of the game.
- C. All current PIAA rules shall apply to the overtime procedure.
- D. After the second overtime you must kick your extra points.

SECTION 9 Scouting

- A. Scouting with the use of video tape, filming, or written reports is permitted.
- B. Scouting of any type of practice is strictly prohibited.

ARTICLE XIX - SPECIAL MITEY MITE AND JR MITEY MITE RULES

SECTION 1 No Blitz Rule

- A. Maximum of seven (7) defensive players on the line of scrimmage. **[Penalty 5 yd.]**
- B. Defensive players on the line of scrimmage and within the 'free blocking zone' shall be "down" in a three (3) or four (4) point stance.
- C. The 'free blocking zone', in this instance, is defined as between the outside shoulders of the offensive tackles.
- D. At no time may the defensive linemen be closer together than the closest two (2) offensive linemen. **[Penalty 5 yd.]**
- E. Any defensive player not on the line of scrimmage and is inside the outside shoulders of the offensive tackles must be at least 4 yards from the line of scrimmage. **[Penalty 5 yd.]**

SECTION 2 Free Kick Rules

- A. Punt
 - 1. Offensive coach must advise the officials and the opposing coach of the intent to punt.
 - 2. Offenses must set-up and snap the ball normally (long snap) from a legal formation.
 - 3. Punter should not take advantage of the lack of rush to take more than the normal amount of steps toward the line of scrimmage.
 - 4. All other rules apply (offside, illegally downfield, etc).
 - 5. Blocking on the line can only be initiated after the kick is away. **[Penalty 5 yd.]**
 - 6. The 'free blocking zone' does not exist.
 - 7. This Free Kick rule does not apply to quick-kicks (Quick punts on first, second or third downs).
- B. Kicked Extra Points
 - 1. Head coach must advise the officials and the opposing coach of the intent to try kicked extra point.
 - 2. Offense must set-up, snap, hold and kick legally from a legal offensive formation.
 - 3. No rushing is allowed and there should be no contact between offense and defense. **[Penalty 5 yd.]**
 - 4. All other rules apply.

SECTION 3 Coaches

- A. Once the offensive team breaks from the huddle the coaches on the field must be back 10 yards, from the deepest player on the field.
- B. Once the offensive team breaks from the huddle the coaches on the field must stay silent at all times during the play. **[Penalty 15 yd.]**
- C. For the Mitey Mite teams only, the coaches are not to be on the field after completion of week 5 of the League schedule.

SECTION 4 Game Clock

- A. The play clock will be 35 seconds.
- B. Standard half time will be 10 minutes
 - 1. Half time period can be reduced to 5 minutes at the discretion of both Head Coaches if games are behind schedule or inclement weather is threatening.
 - 2. The League Vice President of Football Operation or League President has the discretion to shorten the half time period or end the game to maintain the League schedule for competitive level games.

SECTION 5 Mandatory Play

- A. Number of Plays

MANDATORY PLAY REQUIREMENTS		
Number of Eligible Players	JMM	MM
16-25 Players	12 (6 Per Half)	
26-30 Players	10 (5 Per Half)	
31-35 Players	8 (4 Per Half)	

- B. 22 different players will start each half (unless the number of eligible rostered players is less than 22 on a given team all players on team will start each half).
- C. Any player who does not start the first half on offense or defense must start the 2nd half at offense or defense (applies to teams who have more than 22 players).
- D. No player may go "both ways" until all players have received their minimum plays (unless a roster is less than 22) or unless he hasn't met his minimum play counts or if there are less than 11 who need plays.
- E. Play counts should be split by half; if the Pop Warner requirement is 12 then it should be 6 per half to keep kids involved in both halves.

- F. If a player exceeds his play counts in the first half, they do not carry over into the 2nd half.
- G. If a player does not receive his minimum plays in the first half, he will start the 2nd half and remain in the game until he receives the balance of his 1st half plays and all of his 2nd half plays.

ARTICLE XX - TINY MITE RULES

SECTION 1 Age

- A. Participants must be League age of 5 years old, Minimum.
- B. Participants must be League age of 7 years old, Maximum.
- C. League age will be as of July 31st.
- D. No older lighter will be allowed.

SECTION 2 Weight

- A. Maximum weight without equipment will be 70 pounds.
- B. Minimum weight without equipment will be 35 pounds.
- C. Standard weight allowance of 7 pounds will be allowed for equipment.
- D. In season weight allowance will be 1 pound per week.
- E. Weight increase will begin after the first game.

SECTION 3 Roster Size

- A. Maximum roster size will be 22 players.
- B. Minimum roster size will be 16 players.

SECTION 4 Mandatory Play

- A. The head coach is responsible for making sure that each player is assigned as an offensive or defensive starter prior to the start of the game.
- B. Prior to each game the head coach will have completed a League mandated play sheet listing the starting offensive and defensive units.
- C. Head Coaches may make changes to this list at half time. The Play monitor will be notified of changes prior to the start of the second half.
- D. Teams with less than 22 players will only list a player once on the play sheet. Open positions can be fill by anyone on the team.
- E. Head coach may remove a player only for injury related or safety related reasons only. Once the player has been cleared to return, the player will return to their designated starting unit.
- F. Each team will provide one play monitor, who will located on the opponent's sideline.

SECTION 5 Required player equipment will be the same as outlined in Article XV these tackle playing rules and under no condition will any rule conflict with a National Pop Warner rule.

SECTION 6 Playing field will be an 80 or 100-yard playing field. The Home Association shall determine field length.

SECTION 7 Special Playing Rules

- A. Playing rules, except for the following will be the same as used for the Mitey Mite and Jr. Mitey Mite divisions.
 1. Game Time
 - a. The game will consist of 4 quarters.
 - b. Each quarter will be 8 minutes in length.
 - c. Each team will be allowed 3 time outs per half.
 - d. There will be a 10-minute half time period.
 - e. Play clock will be 35 seconds.
 2. Kick offs
There will be no kick offs.
Ball will be placed on the team's 30 yard line.
 3. Punts
 - a. There will be no punts.
 - b. On 4th down a team will have 2 options.
 1. Running or passing the ball from the line of scrimmage.
 2. Moving the ball to the opponent' 30 yard line (Change of Possession)
 4. Offensive Alignments
 - a. All offensive backs will be behind the offensive line.
 - b. One split back may be lined up no more than 5 yard outside the ends.
 - c. If the quarterback opts to run with the ball after taking a snap, while under center, the quarterback must run outside of the guards.
 1. Violations of rule - **[Penalty 5 yd.]**
 2. This does not apply if ball is taken from a shotgun snap.
 5. Defensive Alignments
 - a. No defensive player will be lined up over the center.
 - b. Any defensive player in front of the center must be 3 yards off the center.
 - c. Defense must be in a 6-4-1 formation.
 - d. Only the six players on the line can rush the ball at the snap.
 - e. No Blitzing.

- 6. Scoring
 - a. Touchdowns will be 6 points.
 - b. Safety will be 2 points.
 - c. Try for point after touchdown will be 1 point.
 - 1. Run or Pass
 - 2. No Kick is allowed
 - d. No score displayed on the scoreboard.
 - e. No tie breakers.
 - 7. Fumbles
 - a. The ball will be blown dead for all fumbles behind the line of scrimmage.
 - b. The ball is live if fumbled beyond the line of scrimmage.
 - c. A fumble by an offensive player behind the line of scrimmage that crosses the line of scrimmage is a dead ball and will be spotted at the spot where the ball was fumbled.
 - 8. Coaches
 - a. One coach is permitted on the field.
 - b. Once the offensive team breaks from the huddle, coaches must be 10 yard from line of scrimmage.
 - c. Coaches during the play must remain silent at all times.
 - 9. Penalties
 - a. Major Violations - 10 yards.
 - b. Minor Violations - 5 yards.
- B. Number of Games
- 1. Maximum number of preseason games will be 1.
 - 2. Maximum number of League scheduled games will be 8.
 - 3. There will be no post-season games.

ARTICLE XXI - MANDATORY PLAY

SECTION 1 There shall be minimum mandatory player participation in scheduled League Jr. Mitey Mite, Mitey Mite, Jr. Pee Wee, Pee Wee, Jr. Midget and Midget games in accordance with the following matrix:

MANDATORY PLAY REQUIREMENTS						
Number of Eligible Players	JMM	MM	JPW	PW	JM	MG
16-25 Players	12		10			
26-30 Players	10		8			
31-35 Players	8		6			

SECTION 2 All mandatory plays must be from the line of scrimmage.

SECTION 3 Kick-off, points after touchdown, intentionally spiking the ball, free kicks and penalties do not count as a mandatory play.

SECTION 4 At the conclusion of the third quarter

- A. The game shall be stopped.
- B. All players not satisfying the above mandatory playing time shall be placed in the game.
- C. Players shall remain on the field until their mandatory playing time has been completed.
 1. It does not matter if the team is on offense or defense.
 2. Players remain on the field regardless if the playing time counts or not, such as special teams.

SECTION 5 Member associations may restrict playing time in games for disciplinary or medical reasons only, and with the following conditions:

1. Child's parents/guardians are notified in advance.
2. League Vice-President of Football Operations is informed in writing as soon as practicable.
3. The restriction must be no playing time only.
4. If the player is placed in the game, that player must receive their required number of plays.

SECTION 6 To ensure conformance to the mandatory play rule, each Association shall assign two play counters per game.

- A. One play counter shall be on the opposing team's sideline to count the opposing team players. This player counter will record the number of plays.
- B. One play counter will remain on their own association's sideline to assist the opposing team's play counter.
- C. Play counters will remain on sideline until all players have received their mandatory plays.
- D. Mandatory play sheets will be signed by both play counters and turned over to the Head Coach of the home team.
- E. Home team Head Coach shall turn over the mandatory play sheets to the association League Representative.
- F. League Representative will review each mandatory play sheet and report any problems to the League Vice President of Football Operations immediately.
- G. League Representative will forward all mandatory play sheets to the League Vice President of Football Operations.

SECTION 7 Failure to comply with the mandatory play rule:

- A. It is the responsibility of the head coach to make sure that the mandatory play requirements are met. Any head coach who fails in this responsibility will receive at least a 2 game suspension.

- B. The player or players that fail to get their required number of plays will start the next scheduled game and must remain in the game until they have received doubled the required number of plays.
- C. If the player or players does not attend or are unable to play in the next scheduled game, then this rule will apply to the next game in which they can fulfill this requirement.

ARTICLE XXII- LOPSIDED SCORES

SECTION 1 Any time a team goes up by 28 points or more, the following will occur:

- A. Game Clock
 - 1. The official clock will become a running clock.
 - 2. The official clock will remain a running clock for the remainder of the game.
 - 3. No change in the score of the game will change the running clock.
 - 4. The clock will stop for the following reasons only.
 - a. Player injury.
 - b. Discretion of the referee.
 - 5. Time-outs called by any team will stop the play clock only; however the game clock does not stop.
- B. Playing Rule Changes
 - 1. Offensive Team
 - a. The winning team cannot pass the ball.
 - b. The winning team cannot run sweeps outside of tackles.
 - c. Violation will be a loss of down and a 5-yard penalty.
 - d. Violation is at the discretion of the referee.
 - 2. Special Teams
 - a. There will be no on sides kicks at kickoff.
 - b. Violation will be a 5-yard penalty and the ball will be re-kicked.
 - 3. Defensive Teams
 - a. The winning team cannot advance a fumble.
 - b. The winning team cannot advance a pass interception.
 - c. The ball is blown dead immediately.
 - d. The winning team will start play at this point.

SECTION 2 The playing rules will revert back to standard rules once the game score 28 point differential is lowered.

SECTION 3 The winning team shall make every effort to replace starting players with reserves.

- A. Failure to do so will call for an immediate investigation.
- B. Possible one game suspension of the Head Coach, if found guilty.

- SECTION 4 Any coach who employs types of plays without the intent to maximize the action of play shall be in violation of this rule.
- SECTION 5 The teams are still required to complete the mandatory play rule.
- SECTION 6 The Vice President of Football Operations will conduct an investigation if a game ends with a score differential of 29 points or more.
- SECTION 7 Any competitive game score ending with a 29-point differential will result in the following penalties:
- A. One game suspension of the Head Coach of the winning team.
 - B. If the losing team Head Coach or coaches intentionally allows or instructs their players to allow the score to end in a 29-point differential will receive a 2 game suspension.
 - C. A second occurrence of either violation will result in the suspension of the Head Coach for the remainder of the season.
 1. Examples of the above rule:
 - a. The Head Coach is in violation of Section 7,A or 7,B for two games; the Head Coach is suspended for the remainder of the season.
 - b. The Head coach is in violation of Section 7,A for one game and in violation of Section 7,B for another game; the Head Coach is suspended for the remainder of the season.
 2. The coach suspended under Section 7,C will be required to appear before the League Board of Directors to explain how that coach will prevent any further violations of this rule before being approved to coach again within this League.
 3. Another violation of Section 7,A or 7,B of this rule after Section 7,C,2 has been enforced will result in a life time suspension from coaching within this League.
- SECTION 8 Any non-competitive game score ending with a 24-point differential will result in the following penalties:
- A. One game suspension of the Head Coach of the winning team.
 - B. If the losing team Head Coach or coaches intentionally allows or instructs their players to allow the score to end in a 24-point differential will receive a 2 game suspension.

- C. A second occurrence of either violation will result in the suspension of the Head Coach for the remainder of the season.
 - 1. Examples of the above rule:
 - a. The Head Coach is in violation of Section 8,A or 8,B for two games; the Head Coach is suspended for the remainder of the season.
 - b. The Head coach is in violation of Section 8,A for one game and in violation of Section 8,B for another game; the Head Coach is suspended for the remainder of the season.
 - 2. The coach suspended under Section 8,C will be required to appear before the League Board of Directors to explain how that coach will prevent any further violations of this rule before being approved to coach again within this League.
 - 3. Another violation of Section 8,A or 8,B of this rule after Section 8,C,2 has been enforced will result in a life time suspension from coaching within this League.

ARTICLE XXIII - GAME PROTESTS

SECTION 1 Protests on matters of judgment or misinterpretation of the rules as rendered by an official will not be considered.

SECTION 2 Only protests of playersqeligibility infractions will be heard.

SECTION 3 Protests must be submitted to the League, in writing, and submitted not later than twenty-four (24) hours after the termination of the game.

- A. The protest must be in writing
- B. A one hundred dollar (\$100.00) protest fee must be with the written protest.
- C. The full name and jersey number of the player involved in the infraction must be included or the protest will be disallowed.

SECTION 4 It will be up to the accused association to furnish proof of the player's eligibility.

SECTION 5 Eligibility Determination

- A. The League Vice President of Football Operations will determine player's eligibility based on facts provided.
- B. In the event the protest is disallowed, the one hundred dollar (\$100.00) protest fee shall be forfeited to the League treasury.
- C. If the protest is allowed, the one hundred dollar (\$100.00) fee shall be returned to the protesting association.

SECTION 6 The League has the authority to assess a fine against the erring association.

SECTION 7 A member association found guilty of deliberately using an ineligible player shall be subject to the recommendations of a League Board of Review.

SECTION 8 Appeals

- A. All appeals need to be made in writing to the League President.
- B. All appeals need to be made with 48 hours after notification of eligibility determination.
- C. The League President has the option of accepting the eligibility determination and rejecting the appeal or accepting the appeal and will review the fact to make a final decision.
- D. There will be no appeals made beyond the League President.

ARTICLE XXIV - LEAGUE GAME SCORES

SECTION 1 By 9:00 PM Sunday evening following the League scheduled games, Associations are to report all games scores of their home games.

SECTION 2 Scores of all League games and League standings of each competitive weight class shall be distributed weekly to the all member Associations after all scores have been reported.

ARTICLE XXV - LEAGUE STANDINGS

SECTION 1 To determine the teams that will play for a division championship.

- A. Two (2) points will be given for a win.
- B. One (1) point for a tie.
- C. Zero (0) points for a loss.

SECTION 2 Tiebreakers for League standings

- A. Head to head competition during the regular season.
- B. Playoff game with winner advancing to championship game.
(If Section 4,A is unfeasible)
- C. The PIAA 10-yard line overtime procedure (Cornell Rule).
(if Section 4,A or 4,B are unfeasible or inconclusive)
 - 1. Double elimination.
 - 2. This is not a game, MPR is not in effect.
 - 3. Teams will weigh-in prior to play.
- D. To be decided by the League Board of Directors.
(if Section 4,A ;4,B or 4,C are unfeasible or inconclusive)

ARTICLE XXVI - LEAGUE PLAYOFFS

SECTION 1 League playoffs are for competitive level age groups only.

SECTION 2 Semi-Final games between the four teams with the highest amount of points in the League standings for each division.

- A. The seeding for the semi-final games will be as follows:
 - 1. Number 1 Seed will be the team with the highest number of points, plus any additional tiebreakers for that division.
 - 2. Number 2 Seed will be the team with the second highest.
 - 3. Number 3 Seed will be the team with the third highest.
 - 4. Number 4 Seed will be the team with the fourth highest.
- B. The number 1 seed will play the number 4 seed. The number 2 seed will play the number 3 seed.
- C. The number 1 and 2 seed will host the semi-final games. Any conflict with game locations will be settled by the Vice President of Football Operations and the game will be played at any location as assigned by the V.P. of Football Operations.

SECTION 3 The winners of the semi-final games will play in the League Championship at a location and time as assigned by the Vice President of Football Operations.

SECTION 4 No league championship game will be played for weight classes having less than five (5) teams.

SECTION 5 League champion for weight classes not eligible for divisional play will be determined on best record according to league standings.

ARTICLE XXVII - LEAGUE CHAMPIONSHIP AWARDS

SECTION 1 Bux-Mont League Championship Awards will be awarded to the winners of the Midget, Jr. Midget, Pee Wee, and Jr. Pee Wee Divisions.

SECTION 2 The members of the Championship teams will receive individual awards in the form of certificates or equivalent designating them as Bux-Mont League champions.

ARTICLE XXVIII - COMPLAINTS

SECTION 1 Complaints concerning rules violations, sportsmanship or conduct against member associations or personnel will be considered provided;

- A. A League incident report must be completed and given to the Association League Representative and;
- B. Association League Representative must review and sign the incident report and;
- C. Association League Representative shall forward the incident report to the League Vice President of Football Operation.

SECTION 2 The complaint is specific in nature.

SECTION 3 Verbal complaints will not be considered.

SECTION 4 The League shall review the complaint and take whatever action is deemed in the best interest of the league.

ARTICLE XXIX - RULE CHANGES

SECTION 1 The Bux-Mont Playing Rules may be amended by National Pop Warner rules & regulations policies and procedures.

- A. League President will notify the League Board of Directors at the next scheduled league meeting.
- B. A vote of confirmation of the new rule will be taken, though not required to amend playing rules due to National Pop Warner requirements.

SECTION 2 By the affirmative vote of a majority of the League Board of Directors at a League meeting prior to or after the playing season, these playing rules may be amended or repealed.

SECTION 3 Changes cannot be in conflict with National Pop Warner rules & regulations, policies and procedures.