

2024 Pop Warner Little Panthers Special Rules for Officials & Coaches

A minimum of 16 players must be dressed and eligible to start each game. If you start a game with 16 players, you can finish a game with 15 players. If you drop below 15 eligible players, the game is over and declared a forfeit.

Special Notes for 6U and 7U

No Kickoffs: To start the game, half, after a TD, field goal or safety the ball will be placed on the 35 yard line.

Field Length: 80 or 100 yard field.

Coaches: Two coaches from each team are permitted to be on the field with the team. Once the team breaks from huddle, coaches must stay back 10 yards from the line of scrimmage.

No punting. On 4th down, a team has the option of (a) running or passing the ball from scrimmage, or (b) move the ball back to opponents 35 yard line, and start offensive play from there.

Penalties: Major penalty 10 yards. Minor penalty 5 yards.

Game Time and Time Outs: Each quarter is 8 minutes. Game will consist of four (4) quarters. Half time will be 10 minutes. Each team is allowed two (2) time outs per half.

Scores may be displayed on scoreboard. **No tiebreaker unless in playoffs/League Championship game or bowl/game.**

Ball will be blown dead if fumbled behind the line of scrimmage. However, **ball will be live if fumbled beyond the line of scrimmage.**

Offense: All offensive backs must be lined up behind the offensive line in some type of formation. You will be allowed, however, to split one offensive back no more than five (5) yards outside the tight end. Offensive line must be in a two-point stance.

Defense: No defensive player can be placed directly over the center. Player must be three (3) yards off the center. Defensive line must be one (1) yard back from the offensive line and in a two-point stance. Defense must run a 6,4,1 set. No more than six (6) defensive players can rush the ball. No blitzing. **(NO BLITZING = No LB's or DB's can cross the line of scrimmage until QB has handed off or thrown the ball)**

SPECIAL NOTES FOR 8U & 9U

No Kickoffs: To start the game, half, after a TD, field goal or safety the ball will be placed on the 35 yard line.

Punts are live. The defense can't rush or block the punt. On punts, the defense/receiving team must be in either a 6-4 formation with one player back to return or a 5-4 formation with two players back to return.

Coaches (8U only): A maximum of one (1) coach per team is permitted on the field except during punts. **No coaches on the field for 9U.**

There shall be:

- 1.) **No blitzing on defense. (NO BLITZING = No LB's or DB's can cross the line of scrimmage until QB has handed off or thrown the ball)**
- 2.) **No rushing of punts, field goals or point after touchdown (while attempting a kick) in 8U & 9U play.**
- 3.) **No more than six (6) defensive players can be on the line of scrimmage or rush the ball. Linebackers must be 3 yards off the line of scrimmage, corners must be 5 yards off the line of scrimmage, and safeties must be 7 yards off the line of scrimmage.**
- 4.) **Offensive & Defensive players on the line of scrimmage must be in a two-point stance and the defense may not line up over center.** Penalty for violation of the above: First violation: Warning; Additional violations: 15 yards unsportsmanlike conduct.

NFHS Rules apply to 10U, 11U, 12U, 13U, & 14U Divisions

Local Rule for 8U thru 14U – Regular season games that end in a tie will be extended to **ONE overtime.** High School overtime rules will be followed (Each team receives a possession from the 10 yd line). **If the score remains tied after one overtime, the game ends in a tie.**

Ball Size:	<u>7U, 8U, 9U</u>	<u>10U, 11U</u>	<u>12U, 13U, 14U</u>
Wilson	K2	TDJ	TDY
Spalding	Rookie	Junior	Youth
Nike	Peewee	Junior	Youth
Rawlings	R2CFBPW-B	R2CFB-J-B	R2CFB-Y-B

LOPSIDED/INTENTIONALLY RUN UP SCORES

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

- Once a 28-point difference is obtained between the two opponents, the winning team cannot pass the ball or run sweeps outside the tackle. If the winning team fails to abide by this rule, each violation will be a loss of down and a 5-yard penalty. This is at the discretion of the game referee. If at any point during the remainder of the game the point difference drops below 28 the clock will continue running; however regular rules would apply, i.e. teams would not be required to run between the tackles etc. If a 28 point difference is reached again, PW Rule 22 stipulations i.e. running between the tackles etc. would take effect.**
- There will be no Blitzing by either team** once the clock becomes a running clock and the lopsided rule is in effect.
- There will be no inside kicks at kickoff by the winning team.**
- The winning defensive team cannot advance a fumble or pass interception.** The ball is blown dead immediately. The winning offense may start play from the spot of the turnover.
- The winning team must make every effort to replace starting players with reserves. Failure to do so will call for an immediate investigation and possible one game suspension if found guilty.
- Both defenses must run a 4-3-4 set with linebackers set at least 5 yds off the line of scrimmage and defensive backs must be at least 10 yds of the line of scrimmage.**
- Any coach who employs types of plays without the intent to maximize the action of play shall be in violation of this rule.
- The teams are still required to complete the mandatory play rule.