

Warren County Midget Football League, Inc.

**PEEWEE RULEBOOK
2022**



**WCMFL
PEEWEE RULEBOOK
2023**

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PRE-GAME CONFIRMATION:

The officials will be at the game site one-half (1/2) hour prior to kickoff. A coach from each team **must** meet with the officials at this time to confirm kickoff time since both teams must be at each end of the field for introductions fifteen (15) minutes prior to kickoff.

MINIMUM PLAY TIME RULES:

There will be a minimum of 8 plays per player at the PeeWee Level.

PLAYING TIME:

Two (2) 30-minute halves with a 45-second ready to play. This will be a 30-minute running clock with 10 minutes between halves. Clock will stop for injury(s) when time exceeds one (1) minute and will start on ready for play when injured player is off the field.

(*EXCEPTION: In the 2nd & 4th quarters only , stop the clock immediately when there are two(2) minutes and less. Start/wind the clock when the injured player is removed from the field of play.

The clock will also stop after a touchdown and will not run during the try for point. Teams will automatically switch ends of field from first half to start second half, which will not be an option for the team who has the second half option. Therefore, the team who has the second half option can only to either go on offense or defense.

COIN TOSS:

Four (4) players along with two (2) coaches are allowed in middle of field for coin toss.

GAME CONDITIONS:

1. Kickoffs:

None! The winner of the coin toss will have the option to go on offense, defense, defend a goal or defer their option to the second half. The ball will be placed on the 25-yard line of the team on offense (1st and 10) and the clock will start on the ready for play.

NOTE: If there is a safety, the ball will be placed on the offensive teams own 35-yard, 1st & 10. The clock will start on the ready for play.

2. Punting:

On 4th down the coach has two (2) options and he **must** advise the officials if he intends to:

A. Go for the 1st down or;

B. Automatically have the ball moved twenty (25) yards from the present line of scrimmage.

Note: If the line of scrimmage is less than the twenty-five yards of the opponent twenty yard line, the ball cannot be placed inside the opponent's twenty (20) yard line.

3. Offense:

Once the offense breaks the huddle, it must run the play that is called. It **cannot** change the play at the line of scrimmage by calling an audible. The whistle will be blown immediately before the ball is snapped. A warning will be given the first time, and then it will be an unsportsmanlike foul every time after that which will be administered before the ball is legally snapped.

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4. Defense:

- A. Defensive Line - all players inside the defensive ends will be in the down position.
- B. Max number of defenders on the Line of Scrimmage is limited to SIX (6), this includes defensive ends.
 - a. Remaining players must remain two yards off the ball.
- C. Linebackers and Defensive Backfield - players must stay 2 yards off the ball until the quarterback has possession of the ball and turns to either hand off or run.
- D. THERE ARE NO GOAL LINE OR SHORT YARDAGE SITUATIONS that allow for more players to be on the line of scrimmage; or closer than two yards on the line of scrimmage.
- E. **NO BLITZING!** – “Blitzing” will be considered a **DEAD BALL FOUL** resulting in a 10-yard penalty.
- F. **ILLEGAL DEFENSIVE FORMATIONS-** Will result in one warning and then a 5-yard penalty.

5. Try for point:

The coach must tell the officials if he intends to:

- A. Run or;
- B. Kick. Remember, K can advance on a muff.
Note: The clock will not run during the try for point. After the try for point is completed, the ball will be placed on the 25-yard line of the opponent who was scored upon (1st and 10) and the clock will start on the ready for play.

6. Fumbles/Interceptions:

- A. The play will be blown dead immediately when the ball is recovered after a fumble and/or when a defensive player steals the ball away from the offensive ball carrier.
EXCEPTION: When the quarterback **does not** get immediate possession of the ball at the snap.
- B. The play will **not** be blown dead when the ball is intercepted.

7. Touchback:

- A. When an offensive player fumbles the ball into the opponent’s end zone and is either recovered by the defense and/or ruled dead, it will be ruled a touchback. It will be B’s ball, 1st and 10 on its 15-yard line. If A recovers the ball in the End zone, it will be ruled a touchdown.

TIME-OUTS:

Each team will have three (3) one (1) minute time outs per half. There will be an Official’s time-out at approximately the fifteen (15) minute mark of each half. An Official’s time-out can occur (**water only!**) for unusual heat or humidity that may create a health risk to the players.

COACHES:

(*)Only one (1) Offensive coach is allowed on the field during the game. The offensive coach must stay five (5) yards behind the deepest back and between the hash marks when the offense breaks the huddle. No Defensive Coaches are allowed on the field during the game, except during a team or official’s time out.

CHEERLEADERS/ DRILL TEAM (S):

The following must be adhered to due to a ten (10) minute time limit at half time:

- A. The cheerleaders of the visiting team **will** perform prior to the start of the game and the home team **will** perform at half time of the game.
- B. If there is a drill team, it can perform prior to the game or at halftime. The home team shall make the final decision before game day on when it will perform.

(*) 2013 Change