

**Warren County Midget Football League, Inc.**

**PEEWEE GAME VARIATIONS**

**2025**



**WCMFL  
PEEWEE RULEBOOK  
2024**

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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. These plays may include special teams play (i.e. kickoffs, extra points). Starting with the 2024 season, the number of plays will be scaled in relation to the number of players on the roster as follows:

<b><u>Roster Size</u></b>	<b><u>Plays</u></b>
<b>25 or less</b>	<b>8 Plays</b>
<b>26 – 30</b>	<b>6 Plays</b>
<b>31 or more</b>	<b>4 Plays</b>

**PLAYING TIME:**

Four (4) 10-minute quarters with a 45 second play clock and a ten (10) minute half time. The team who has the second half option can either go on offense, defense or which goal to defend.

**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 (1<sup>st</sup> and 10) and the clock will start on the snap.

**NOTE:** If there is a safety, the ball will be placed on the offensive teams own 35-yard, 1<sup>st</sup> & 10. The clock will start on the snap.

**2. Punting:**

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

- A. Go for the 1<sup>st</sup> down or;
- B. Automatically have the ball moved twenty-five (25) yards from the present line of scrimmage and then stop the clock unless already stopped due to incomplete pass or play ends out of bounds (OOB). The clock will start on the snap.

**Note:** If the line of scrimmage is inside the forty (40) yard line (midfield) of the opponent, 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 (PAT):**

The coach must tell the officials if he intends to:

- A. Run Options:
  - 1 point – place the ball anywhere between the hash marks on the 2-yard line
  - 2 point – place the ball anywhere between the hash marks on the 10-yard line

**NOTE:** Once it is apparent the play is dead or the defense gains possession of the ball, the play is blown dead. There shall be no return by the defense.

- B. Kick Option:
  - 2 point – place the ball anywhere between hash marks on the 2-yard line
    - i. “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 (1<sup>st</sup> and 10) and the clock will start on the **snap**.

**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.

**8. Chain Crew:**

- A. The visiting team will provide three (3) adults to work the chains.

**TIME-OUTS:**

Each team will have three (3) one (1) minute time outs per half. There will be an Official’s time-out for any player injury and/or for unusual heat/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.

# WCMFL PEEWEE RULEBOOK 2024

## EXTRA PERIOD/OVERTIME SUMMARY

Same as Federation (See WCMFL Bylaws)

- The winner of a coin flip will determine who has first choice of offense, defense or of designating the end of the field to start overtime. If additional overtime periods are required, the options will be alternated with no coin toss.
- Each team shall be permitted one time-out during each overtime period.
- To start, the offensive team shall put the ball in play, first and goal, on the defensive team's 10-yard line.
- A field goal attempt is permitted during any down.
- If the defense gains possession, the ball becomes dead immediately.
- After the first team has completed its series of downs, the first team on defense will become the offensive team with the ball in its possession at the same 10-yard line.
- If the score remains tied after each team has been given one series of downs in an overtime period, then
  - **Regular Season:** A third and final overtime period will be played. Should a team score a touchdown they must perform a two-point conversion (Kick or an attempt from the **10-yard** line).
  - **Post Season:** the procedure shall be repeated until a winner is determined. After two overtime periods, any team scoring a touchdown must perform a two-point conversion (Kick or an attempt from the **10-yard** line)

## RUNNING CLOCK

- A. Upon completion of the first half of a League game, when one team gains a 24-point differential over the opponent, the clock will start on the "ready for play" when there is a change of possession.
- B. Upon completion of the first half of a League game, when one team gains a 30-point differential over the opponent, the clock shall be stopped only when there is penalty, injury, timeout or score (PITS). NOTE: After an official's time-out or score (PAT), the clock will start on the ready for play (RFP). The clock will start on the snap after a charged timeout or a period ends.
- C. In either 1 or 2, the clock will NOT revert back to the original timing process when the point differential becomes less after the opponent scores points. Once this alternate timing process is instituted, it will remain in effect for the remainder of the game.
- D. Same as 2, except that with verbal consent of both coaches, the clock will not stop at all.

## UNUSUAL SITUATIONS

If a situation arises during this game, that is not covered by these By-Laws, all officials with both head coaches will get together for a discussion and come to a mutual agreement to continue with the game. The official's crew chief will then contact the Assignor as soon as possible and provide an update as to what happened. The Assignor will then contact the League President to make him aware of it.

## MERCY PUNT

- **Definition:** Mercy Punt is a new option in the WCMFL when there is a 24-point differential or greater, that allows teams (who are losing and are completely out matched) at a competitive level to move the football out of their own territory to the opponents 20-yard line, on 4<sup>th</sup> down with no action.
- **Justification:** Mercy Punt is beneficial to both teams. 1) it allows the inferior team an opportunity to move the ball unopposed into the superior teams (own) territory; 2) it puts the superior team in a better position to manage the game with a longer drive, with the **expectation** that it is understood the game is well in hand. This is NOT an opportunity for the superior team to experiment with long distance plays, trick plays, etc.
- **Rationale:** Teams that are well ahead should be afforded the opportunity to run basic plays, without worrying about scoring as a result of taking over on a short field.
- **Ruling:** Can only be used when the point differential is 24 points or greater. **Cannot be used prior.**
- **Plain English from the League President:** If you're winning by a lot, and receive the Mercy Punt, run a basic offense, finish the game with class. If you're losing by a lot, and if you choose to utilize the Mercy Punt, the game is essentially over, THIS IS NOT AN OPPORTUNITY FOR YOUR TEAM TO GET BACK INTO THE GAME.