

**Bux-Mont Pop Warner Youth Football League  
Standard Operating Procedures  
Flag Playing Rules  
August 1, 2017**

# FLAG FOOTBALL PLAYING RULES

## ***I. GOALS, PHILOSOPHY AND PURPOSE***

- A. The general objectives of all levels in Pop Warner football are to inspire youth, regardless of sex, race, creed or national origin to practice the ideals of sportsmanship, scholarship and physical fitness.
- B. Coaches must constantly keep in mind the ages of the participants. The program stresses lessons of value far beyond the playing days of the boys and girls involved: such as self discipline, teamwork, concentration, friendship, leadership and good sportsmanship while introducing them to the basics of the game of football.
- C. The Flag Football program in the Bux-Mont Youth Football League is designed to provide an instructional level of limited contact competition. Game scores, team standings and team win/loss records will not be kept by the league. The Cub Division of play is a level of learning not unlike the Mighty Mite, Jr. Mighty Mite and Tiny Mite divisions of the tackle program.
- D. The program is intended to compliment the Bux-Mont Tackle Football program rather than be separate from it. It provides an excellent opportunity to introduce children and adults alike to the structure and benefits of Pop Warner Football and Cheerleading, the Bux-Mont Youth Football League, and the home association.

## ***II. FLAG DIVISION OF PLAY***

- A. Bux Mont Youth Football League will play in the following divisions
  - 1. Cat Division
    - a. 5 and 6 year olds only.
  - 2. Cub Division
    - a. 5, 6 and 7 year olds
- B. League age cut off date is July 31<sup>st</sup> of the current year and shall be the participant's league age for the remainder of the current season.
- C. There is no maximum weight for participants.

## ***III. REGISTRATION AND CERTIFICATION OF PLAYERS***

- A. Registration
  - 1. Each member association must have all players and cheerleaders registered with League to establish eligibility.
  - 2. Registration shall consist of furnishing proof of age of each player.
    - a. Proof of age must be a government issued document.
  - 3. Participating players and cheerleaders need register only once during their playing tenure in the Bux-Mont playing. The League Registration Form shall be filled in except for the birth date, which shall be entered and witnessed by the League assigned Representative(s).
  - 4. Player registration must be completed by all associations at the September league meeting.

5. Associations adding new players to rosters after registration at the September league meeting shall:
    - a. Present completed League Registration Card and proof of age to the opposing head coach until the next scheduled League game for witnessing.
    - b. Provide updated rosters to all teams being played before the next scheduled League meeting.
    - c. At the next League meeting, turn in completed Registration cards to the Secretary and complete distribution of updated rosters.
  6. No new player will be added to the roster after September 15.
- B. Certification of Birth Date
1. Certification of birth date of each new player/cheerleader shall be witnessed by a representative(s) of one of the other member associations, as assigned by the League.
  2. League Registration Forms shall be used for this purpose.
    - a. One copy shall be given to the Secretary for use in maintaining a League Registration File
    - b. One copy may be kept by the participating Association for their own records.
- C. Player & Cheerleader Rosters
1. At the September League meeting, member associations shall submit official player and cheerleader rosters according to the following distribution table:
    - a. League President – 3 copies (Cheer and Flag Football)
    - b. League Records – 1 copy (Cheer and Flag Football)
    - c. Eastern Region - 1 copy (Cheer and Flag Football)
    - d. National – 1 copy (Cheer and Flag Football)
    - e. League Secretary - 1 copy (Cheer and Flag Football)
    - f. League Vice President of Cheerleading - 1 copy (Cheer)
    - g. League Vice President of Football – 1 copy (Flag Football)
    - h. League Vice President of Scholastic – 1 copy (Cheer and Flag Football)
    - i. Member Associations - 1 copy (Cheer and Flag Football) for each association.
    - j. The League President shall receive 1 electronic copy of each roster.
  2. All rosters should be typewritten and submitted on official Pop Warner roster forms, and includes names, addresses, phone no's., date of birth, weights, jersey no's., and scholastic verification of all players.
    - a. Weights and jersey no's. are not required for cheerleaders.

#### IV. PLAYER ELIGIBILITY

- A. No player shall be listed on any League player roster unless that player has presented a certificate attesting to the player's birth date.
- B. Each league association shall keep on file written and/or signed permission for participation from the parents or legal guardian of each player on its roster.
- C. All players shall be scholastically eligible in accordance with the National scholastic standards.
- D. All players must have a physical form, signed by a medical doctor, stating that they are physically fit to play football.
- E. All players must have a signed parental rules acknowledgement form.
- F. A player shall play football only with the association with the school district in which that player resided, unless:
  - 1. Mutual agreements between associations involved for the transfer of the player to another association.
    - a. A player waiver must be signed by the Association from where the player lives.
  - 2. Player may play with another association by reason of moving to another geographical area or school district without release.
- G. A player or cheerleader can not, simultaneously, participate in any other School, Church or community sponsored football or cheer program. Any player or cheerleader participating in such program shall be ineligible to participate in any association in the Bux-Mont Youth Football League until that simultaneous participation ends.

*PENALTY - Violations of the above rules pertaining to eligibility shall, as a minimum, result in the forfeiture of all games in which the ineligible player played, and also the player becomes ineligible for the rest of the season.*

#### V. COACHES

- A. All head coaches and assistant coaches in the Bux-Mont Youth Football League shall annually be selected to coach for their association as determined by each member association's Rules and/or By-Laws and in accordance with National, Regional and League rules.
  - 1. Head coach must be at least 21 years of age.
  - 2. Assistant coaches must be at least 18 years of age.
  - 3. Coach Trainees must be at least 16 years of age.
- B. Coaches are automatically terminated at the close of each season. To coach the following year, the above selection process must again be followed.
- C. All head and assistant coaches selected to coach by their respective member associations shall annually be subject to confirmation or denial by the League Board of Directors.
- D. All head and assistant coaches must attend a League approved Coaches Awareness Program

- E. All head and assistant coaches must sign a coaches rules acknowledgement form.
- F. All head and assistant coaches must have a League approved background check done annually
- G. All rostered head coaches from each team shall attend the flag coaches & an official meeting (Penalty) \$50.00 fine, plus head coach is suspended for one game.
- H. Section IX applies to all rostered staff, to include but not limited to the Team Parent, Trainers, and Managers.

## **VI. OFFICIALS**

- A. Associations will assign a game official for each flag team.
- B. Game official must be at least 18 years of age.
- C. Game official may be an assistant coach; however not a head coach.
- D. Game officials must attend a League approved Coaches Awareness Program.
- E. Game officials must sign a rules acknowledgement form.
- F. Game officials must have a League approved background check done annually.
- G. Game officials must attend the flag coaches & official meeting.  
Associations will provide each game official with the following required equipment:
  - 1. Whistle
  - 2. Yellow penalty flag
  - 3. Black and white striped shirt
  - 4. Stop watch that can record game time and time between plays.
- H. Game official will be listed on the team roster.

## **VII. INJURY PREVENTION AND INSURANCE PROTECTION**

- A. All associations must purchase League approved accident and liability insurance coverage for their players, coaches, cheerleaders, etc.
- B. Each association shall be responsible for physical examinations or medical releases for their own players.
- C. 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.
- D. Each association shall meet or exceed all current National Pop Warner medical requirements.

## **VIII. PRACTICE AND SCRIMMAGE (PRACTICE) GAMES**

- A. Practices shall not begin before August 1 of any year unless approved by the National Pop Warner office and the Bux-Mont Youth Football League.
- B. Practices are limited to four days per week, not to exceed 2 hours per practice, while school is not session.
- C. Practices are limited to three days per week, not to exceed 1-1/2 hours per practice, while school is in session.
- D. Scrimmage practices may be scheduled for all teams in accordance with each team's needs.
  - 1. Scrimmage practices shall constitute one of the allowed practice sessions per week.
  - 2. These must be controlled 10 and 10 type scrimmages.
- E. No pre-season game may be scheduled for flag teams.
- F. Practices or scrimmages against teams not within the League are not allowed.

## **IX. SCHEDULING AND POSTPONEMENTS**

- A. A Scheduling Committee, to be appointed by the President, shall have the responsibility for the drawing up of for the drawing up of an equitable schedule for all games, to be submitted to the member Associations not later than the August meeting.
- B. Final team counts shall be reported to the league at the July League meeting.
- C. Any change in the Team count after the schedule has been prepared will result in a \$500.00 fine.
- D. 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. The visiting association must be notified at least two and one-half (2 1/2) hours in advance.
- E. In the event of illness involving a number of players or other emergency situations, an association may petition the League President for postponement of a scheduled game.
- G. 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.
- H. Games called prior to halftime do not constitute a full league game and the League Vice President of Football Operations will determine if the game is to be replayed and will arrange any scheduling involved.
- I. Under no circumstances will a flag team be allowed to play a game, scrimmage, or practice against a team that is not a League rostered flag team.
- J. Any association that fails to properly notify another association and the league of a game postponement shall be fined \$500.00
- K. 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

## ***X. HOME ASSOCIATION RESPONSIBILITY***

- A. The home association shall be responsible for:
  - 1. Field condition
  - 2. Marking and lining of field.
  - 3. Down Marker
  - 4. Zone marker
  - 5. Benches for the visiting team.
  - 6. Game Ball.
  - 7. Availability of medical treatment
  - 8. Security to ensure safety of all participants
- B. The home association shall retain all gate receipts, unless otherwise mutually agreed to or specified (i.e. bowl games, etc.)

## ***XI. GAME EQUIPMENT***

- A. Playing Field
  - 1. Field length
    - a. Playing field shall be a 100 yards in length
    - b. Field will be divided into 4 first down zones of 20 yards each.
    - c. Field will have 2 end zones of 10 yards each.
    - d. Midfield will be the 40-yard line.
    - e. Point after touchdown conversion line will be the 3-yard line at an equal distance from each sideline.
  - 2. Field width
    - a. The require width of the field needs to be 40 yards wide.
    - b. Do to the limited fields in use by the associations; a standard width of 53 1/3 yards may be used.
  - 3. 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.
  - 4. The bench area
    - a. Shall be between the 20 yard lines on each side of the field.
    - b. Area reserved for players, coaches and authorized team personnel only.
  - 5. 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.

6. Required field equipment
  - a. No goal post are required for flag football.
  - b. Down marker will be used to indicate the number of the down.
  - c. Zone marker will be used to indicate distance to a first down.
  - d. Scoreboards
    1. Scoreboards may be used to record game time if both officials mutually agree.
    2. If both officials do not agree, then time will be kept on the field.
    3. No game score will be kept on any scoreboard.
7. Field Restrictions
  - a. No filming of the games within the sideline or bench area.
- B. Game Ball
  1. Game ball will be the Wilson K2 or League approved equal.
  2. Home Association will provide one official game ball.
- C. Flags
  1. All players will wear a belt with at least two flags.
    - a. Flags will be attached to the belt using Velcro strips or League approve equal.
    - b. At least one flag will hang down from each players side. If three flags are used then the third will hand from the rear of the player.
  2. Flags will be at least 14" long and 2" wide.
  3. Belt must be kept tight to prevent being turned around during de-flagging.
  4. Jerseys nor any other clothing or object can cover the flags.
  5. Flags are to of contrasting colors, different from game uniform.
    - a. Definitions of uniform shall be game pants and jersey.
  6. If a player's flag is inadvertently lost or any player without at least 2 flags on the side, the player becomes ineligible to handle the ball.
- D. Game Uniforms
  1. Jerseys
    - a. All team members must wear the same color jersey.
    - b. All jerseys will be numbered, front and back.
    - c. Jerseys can be of any type; however the jersey can not be over sized or baggy if they interfere with process of de-flagging.
    - d. Jerseys must be tucked in at all times.
  2. Game Pants
    - a. Game pants can be of any type.
    - b. Game pants shall have no pads of any type.
  3. Shoes
    - a. Sneakers are the preferred type.
    - b. Non-detachable, rubber cleated shoes are allowed.
    - c. No other type of shoe is allowed.



4. Eye Glasses

- a. 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.

## **XII. GAME PARTICIPANTS**

### **A. Players**

1. Game will be played between two teams with 8 players each on the playing field.
2. Each team is to have a League approved roster and only player on that roster will be allowed to participate in the game.
  - a. Maximum roster size shall be 24 players.
  - b. Minimum roster size shall be 10 players.
  - c. Game will become a controlled scrimmage game as outlined in Section VII.E if the minimum roster size is not met at game time.
  - d. The League Vice President of Football Operations shall be informed of any game will the minimum roster size is not met.
3. The free substitution rule is always in effect and a player may enter the game any time the ball is dead.

### **B. Coaches**

1. Head Coach of each team will verify that only rostered players participate in the game.
2. Each team will be allowed to have one coach on the playing field.
3. When the offensive team breaks from the huddle, each coach will move 10 yards from the deepest player on the field.
4. The Coach on the field must stay silent at all times after the offensive team breaks from the huddle.

### **C. Game Officials**

1. League requires two officials to referee each scheduled game.
  - a. If a participating team does not provide their league approved official then the two participating head coaches can assign an individual to act as the official. Both head coaches must mutually agree to this individual.
  - b. If no mutually agreement is made then the game will be considered a scrimmage and team will conduct play as outlined in Section VII.E. No time will be kept during this scrimmage and scrimmage will end no later than 15 minutes prior to the next scheduled league game.
  - c. Game will not be rescheduled.
  - d. The League Vice President of Football Operations will be notified of any Official not present at game time.

2. Game officials are solely responsible for the interpretation and enforcement of the rules.
3. All decisions made by officials are final.
4. Officials will check field markings and field equipment.
5. Officials will obtain a game ball from the home team.
6. Officials will conduct a coin toss at midfield with team captains.
7. Officials will be placed on opposite side of the field of their home association.
8. Officials will carry a card to record time outs and game scores.
  - a. Officials will meet at each time out, after each score, half time, and at the end of the game to verify information.
  - b. Officials will write the game score on the back of the mandatory play sheet of the home team and any notes about the game.
  - c. Officials will both sign back of the mandatory play sheet.
  - d. The official of the home association will give the mandatory play sheet to the Home Association League representative.
9. Officials will return game ball to the home team.

### ***XIII.PLAYING RULES***

#### **A. Game Time**

1. Two 15 minute halves will be played
2. One 10 minute period between halves
3. Each team will have 3 time outs per half.
  - a. Time outs will last for 1 minute.
  - b. After a time out is complete the offensive team will have 35 seconds to put the ball into play.
4. Game clock operations
  - a. The clock will start once the ball has been placed at midfield to start each half. There will be no kick offs.
  - b. The clock will be stopped for the following reasons only:
    1. Change of possession
      - a. Clock will restart when the game officials set the ball into play.
    2. After a touchdown
      - a. Clock will not run during the point after attempt, however the scoring team will have 35 seconds to put the point after attempt into play.
      - b. Clock will restart when the ball has been spotted at midfield.
    3. During a time out
      - a. Clock will start once officials signal end of time out.
    4. Game officials time out
      - a. Clock will start once officials signal end of time out.
    5. The offensive team will have 35 seconds to put the ball into play, after the end of the previous play and the game official have signal the ball is set.

## B. Downs

1. Each series will begin with 1st down and zone to go.
2. Each team will have 4 consecutive downs to advance the ball into the next zone or to score a touchdown.
3. A team failing to advance the ball into the next zone will lose possession of the ball. The opposing team takes over at the point where the ball is declared dead.
4. The forward part of the ball touching any line will be the determining factor in any measurement.
5. At the conclusion of each down, the game officials will place the ball in the center of the field, equal distance from side line to side line. Ball will not be placed on the hash marks.
  - a. Game Officials will use best judgment if field conditions are bad.

## C. Scoring

1. Touchdown ( 6 POINTS)
2. Safety ( 2 POINTS )
3. Point after touchdown
  - a. Pass play ( 2 POINTS )
  - b. Running play ( 1 POINT )
4. Forfeit
  - a. Game score will be 1-0
5. Tie games will end at tied games.

## D. Kickoffs

1. Each half will begin with the ball being spotted at the 30 yard line.
2. Change of possession after a touchdown will begin with the ball being spotted at the 30 yard line.

## E. Formations

1. Offensive Team
  - a. There must be 5 players on the offensive line
  - b. Offensive linemen cannot line up farther apart than fingertip to fingertip.
  - c. There must be 3 players in the backfield.
2. Defensive Team
  - a. The defense may choose any formation
  - b. No defender may be positioned over the center.
  - c. No defender may be positioned in the gaps along the line.
3. No defender may shoot the gaps at the snap of the ball.
4. All defenders will observe a 1-yard neutral zone from the line of scrimmage.

## F. Ball Carrier

1. Only players in the backfield at the snap of the ball will be considered eligible ball carrier.
2. The ball cannot be handed off to an offensive lineman.
3. The ball carrier cannot use hands or arms to prevent the flag from being pulled.
4. The ball carrier cannot lower the head or drive into a defensive player.
5. Stiff arming by the ball carrier is not allowed.
6. The ball carrier cannot spin or hurdle to prevent the flag from being pulled.
7. The ball carrier may run in any direction until the ball is declared dead.

#### G. Center

1. The center must snap the ball between the legs.
2. The center can not have any part of the body beyond the forward point of the ball.
3. The center may adjust the ball just once prior to the snap.

#### H. Passing

1. All players in the backfield at the snap of the ball are eligible passers.
2. Passing will be attempted behind the line of scrimmage only.
3. A lateral pass is a pass thrown parallel to the line of scrimmage or backwards towards the passer's own goal line.
  - a. A lateral is not considered a forward pass.
  - b. A lateral will be considered a hand off.
    1. Can only be attempted to an eligible ball carrier.
    2. A lateral will be considered a dead ball where it touches the ground, goes out of bounds or where it is caught by a defensive player. Possession will remain with the offensive team in all cases.
4. A forward pass is a pass thrown behind the offensive line and towards the defensive team's goal line.

#### I. Receiving

1. All players are eligible to receive a forward pass.
2. The receiver may have one foot out of bounds and still make a catch as long as one foot is in bounds.
  - a. It does not matter which foot touches the ground first.
3. Two or more receivers may touch the ball in succession resulting in a completed pass.
4. If an offensive and defensive player catch a pass simultaneously, the ball is declared dead at the spot of the catch. Possession remains with the offensive team.
5. An offensive player cannot be out of bounds and return in bounds to catch a pass. This will be ruled an incomplete pass.
6. A defender may not return an intercepted forward pass.
7. If an illegal forward pass is thrown and intercepted, the play will be declared dead. The intercepting team has the option of maintaining possession at the spot the ball is declared dead or accepting the penalty for the illegal forward pass and replay the down.

#### J. Blocking

1. Blockers must remain on their feet at all times while blocking.
2. Blockers cannot assume a 3 or more point stance.
  - a. An offensive lineman cannot spring from a coiled or crouching start.
  - b. The center, while crouching to snap the ball, must stand up right before attempting any block.
3. Blocking shall be done with the arms and body in the form of a shoulder or brush block. Players may use hand if arms are fully extended to the body with no holding.

4. Illegal blocks
  - a. Cross body
  - b. Roll blocking
  - c. Butting
  - d. Elbowing
  - e. Kneeing
  - f. Using the hands to any part of the defender except the chest area.
  - g. Interlocking type blocks
5. There shall be no 2 on 1 blocking beyond the line of scrimmage
6. Blocking shall be restricted to the upper body (front) and the sides.
  - a. No blocking above the chest area.
  - b. No blocking below the waist.
  - c. No block from the back.
- K. De-Flagging
  1. The defender shall pull the flag and hold it above the defender's head and stand still.
  2. There shall be no tackling of the ball carrier, passer, receiver, or kicker.
  3. The defender cannot block or push the ball carrier out of bounds.
  4. The defender cannot hold or push the ball carrier to de-flag.
    - a. An accidental touch of the body is not considered a violation
    - b. Touching any part of the face or head will be considered a violation
  5. A defender may not run over, push or pull a blocker away.
    - a. The blocker may be pushed sideways if the defender gets by the blocker.
    - b. The defender cannot push the blocker down.
  6. A defender must go for the passer's flag. The defender cannot touch the passer's arm.
  7. A defensive player will restrict the use of the hands to the blockers upper body and shoulders only.
- L. No Blitz Rule
  1. No defender that is not lined up head to head with an offensive lineman can blitz while the ball is within the flag free blocking zone.
  2. Flag free blocking zone is defined as the area along the line of scrimmage from the offensive end's outside shoulders.
- M. Punting
  1. There will be no punts.
  2. On 4th down a team will have two options.
    - a. Running or passing the ball from the line of scrimmage.
    - b. Moving the ball to the opponent's 30-yard line (Change of Possession)
    - c. If option "b" is chosen, the coach must tell the game officials prior to the end of the play clock.
- N. Kick After Safety
  1. Kick off procedure will be used.

O. Dead Ball

1. Any time the ball touches the ground.
2. When the ball carrier touches the ground with his body, other than feet or hands.
3. When the ball carriers flag has been pulled.
4. If a ball carrier or pass receiver has a missing flag
5. After a touchdown, safety or touchback.
6. When the ball goes out of bounds.
7. When the ball hits the ground due to a fumble or muffed ball.
8. When a forward pass touches the ground.
9. When a lateral hits the ground or goes out of bounds.
10. When a pass is intercepted (Change of possession)

P. Lop Sided Score

1. When team "A" has a lead of 18 points or more the following shall change
  - a.
    1. Team "B" shall start all possessions at team "A" 30-yard line.
    2. Team "B" shall have to advance the ball only 10 yards to the 20 yard line for 1st and goal to go.
    3. As long as there is an 18 point differential, team "A", which has the lead will start all possessions at their own 20 yard line.
2. When Team "A" has a 24 point lead the game clock will become a running clock.
  - a. The game clock will stop only for the following reasons.
    1. Player injury.
    2. Official time outs
  - b. Coaches may still use their time outs to avoid a delay of game however the game clock will continue to run during the coaches time out.
  - c. The game clock once it becomes a running clock, will not convert back to a standard game clock. Even if the point differential is lowered.
  - d. Mandatory play rule must still be met.
3. If team "A" reaches a 30-point lead
  - a. If lead is reached prior to the end of the 1st half, the game will End at half time, provide the team still has a 30-point lead at half time.
  - b. If lead is reached in the 2nd half, the game is terminated.
4. All games terminated by a 24-point differential will be reported by the game officials to the League Vice President of Football Operations.
5. Any game ending in a 24-point differential will result in an automatic 1-week suspension on the winning Head Coach. Additional Violations of this rule will result in additional suspensions of longer periods.

Q. Mandatory Play Rule.

1. All players must play 5 plays per half.
2. Point after touch down and penalty plays do not count towards the mandatory play requirements.
3. Game officials will stop the game at 4 minutes in each half to check mandatory sheets.
  - a. All players not having 5 plays for the half shall enter the game and remain in the game until their play requirements are met. It does not matter if the player or players are offensive or defensive players.
  - b. A player or players who does not get their mandatory 5 plays in the first half shall start the game in the second half and remain in the game until they receive 10 plays in the second half. It will not matter if the player or players are offensive or defensive players.
  - c. A player or players who does not get their mandatory 5 plays in the second half shall start the next scheduled game and remain in the game until they receive 10 plays in the 1st half and shall also start the 2nd half and remain in the game until they receive 10 additional plays.
    1. If the player or players do not attend or are unable to play in the next scheduled game, then the rule will apply to the next game in which they can fulfill this requirement.
4. 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 game officials.
5. Game officials shall turn over the mandatory play sheets to the home association League Representative.
6. League Representative will review each mandatory play sheet and report any problems to the League Vice President of Football Operations immediately.
7. League Representative will forward all mandatory play sheets to the League Vice President of Football Operations.

R. Game Termination

1. When the official game time has ended.
2. When the lopsided score rule of 30 points has terminated the game.
3. When the game officials or League Officer terminated the game for safety reasons.
4. All games must end 15 minutes prior to the start of the next scheduled game.

## **XIV.PENALTIES**

### **A. Delays**

1. Failure to observe the 30 second rule (dead ball foul)  
Option 1-5 yds from los and replay the down
2. Continuing to play after the ball is dead (dead ball foul)  
Option 1-5 yds from where the ball was declared dead
3. Unnecessary delay of the game for any reason (dead ball foul)  
Option 1-5 yds from where the ball was declared dead

### **B. Centering**

1. Off sides (dead ball foul)  
Option 1-5 yds from los and replay down
2. Illegal snap (live ball foul)  
Option 1-5 yds from los and replay down  
Option 2-Decline penalty and take result of play

### **C. Blocking**

1. Leaving feet to block (live ball foul)  
Option 1-10 yds from los and replay down  
Option 2-Decline penalty and take result of play
2. Using an illegal type block (live ball foul)  
Option 1-10 yds from los and replay down  
Option 2-Decline penalty and take result of play
3. Illegal use of hands (live ball foul)  
Option 1-10 yds from los and replay down  
Option 2-Decline penalty and take result of play
4. Holding a defensive player (live ball foul)  
Option 1-10 yds from los and replay down  
Option 2-Decline penalty and take result of play
5. Two on one blocking beyond the line of scrimmage (live ball foul)  
Option 1-5 yds from los and replay down  
Option 2-Decline penalty and take result of play
6. Clipping or any illegal block (live ball play)  
Option 1-10 yds from los and replay down  
Option 2-Decline penalty and take result of play

### **D. Flag Wearing**

1. Wearing the flags illegally (live ball foul)  
Option 1-5 yds from los and replay down  
Option 2-Decline penalty and take result of play
2. Using hands, arms, or uniform to prevent de-flagging (live ball foul)  
Option 1-10 yds from los and replay down  
Option 2-Decline penalty and take result of play
3. Wearing one or no flags (live ball foul)  
Option 1-5 yds from los and replay down  
Option 2-Decline penalty and take result of play
4. Stiff arming by ball carrier (live ball foul)  
Option 1-10 yds from los and replay down



- Option 2-Delay penalty and take result of play
- 5. Lowering head to drive or run into defensive player (live ball foul)
  - Option 1-10 yds from los and replay down
  - Option 2-Delay penalty and take result of play
- 6. Use of the head by the ball carrier (live ball play)
  - Option 1-10 yds from los and replay down
  - Option 2-Delay penalty and take result of play
- 7. Spinning or hurdling (live ball foul)
  - Option 1-5 yds from los and replay down
  - Option 2-Delay penalty and take result of play
- F. Deflagging
  - 1. Tackling (live ball foul)
    - Option 1-15 yards from spot of foul
    - Option 2-Delay penalty and take result of play
  - 2. Holding, pushing or hitting the ball carrier while de-flagging (live ball foul)
    - Option 1-10 yards from spot of foul
    - Option 2-Delay penalty and take result of play
  - 3. Leaving one's feet while de-flagging (live ball foul)
    - Option 1-10 yards from where the ball is declared dead
    - Option 2-Delay penalty and take result of play
  - 4. Blocking or pushing the ball barrier out of bounds (live ball foul)
    - Option 1-10 yards from spot of foul and automatic first down and zone to go
    - Option 2-Delay penalty and take result of play
  - 5. Defensive player using hands illegally (live ball foul)
    - Option 1-5 yds from los and replay down
    - Option 2-Delay penalty and take result of play
  - 6. Pulling flag to make a player ineligible (live ball play)
    - Option 1-10 yds from los and automatic first down and zone to go
    - Option 2-Delay penalty and take result of play
- G. Passing and receiving
  - 1. An illegal pass (live ball foul)
    - Option 1-5 yds from los and replay down
    - Option 2-Delay penalty and take result of play
  - 2. Passer crosses the line of scrimmage (live ball foul)
    - Option 1-5 yds from los and loss of down
    - Option 2-Delay penalty and take result of play
  - 3. Intentional grounding (live ball play)
    - Option 1-5 yds from los and loss of down
    - Option 2-Delay penalty and take result of play
  - 4. Offensive pass interference (live ball play)
    - Option 1-10 yds from los and loss of down
    - Option 2-Delay penalty and take result of play
  - 5. Defensive pass interference (live ball play)
    - Option 1-First down and zone to goal from spot of foul
    - Option 2-Delay penalty and take result of play

#### H. Illegal hand offs

1. Handing off to a lineman (live ball play)  
Option 1-5 yds from los and loss of down  
Option 2-Decline penalty and take result of play
2. Handing the ball forward beyond the line of scrimmage (live ball play)  
Option 1-5 yds from los and loss of down  
Option 2-Decline penalty and take result of play

#### I. Formations

1. Illegal formation (offense or defense) (live ball play)  
Option 1-5 yds from los and replay down  
Option 2-Decline penalty and take result of play
2. Illegal motion (live ball play)  
Option 1-5 yds from los and replay down  
Option 2-Decline penalty and take result of play
3. More than 8 player on the field (live or dead ball foul)  
Option 1-5 yds from los and replay down  
Option 2-Decline penalty and take result of play
4. Substitution while ball is in play or before declared dead (live ball foul)  
Option 1-10 yds from los and replay down  
Option 2-Decline penalty and take result of play
5. Disqualified player entering game (live or dead ball foul)  
Option 1-10 yds from los and replay down  
Option 2-Decline penalty and take result of play

#### J. Unsportsmanlike conduct

(Any player receiving more than one unsportsmanlike penalty is disqualified from game)

(Any team receiving more than three unsportsmanlike penalties, the head coach is disqualified from game)

1. Unnecessary roughness  
Option 1-10 yds from los and replay down  
Option 2-10 yds from where ball is spotted dead  
Option 3-Decline penalty and take result of play
2. Insulting or abusive language or jesters  
Option 1-10 yds from los and replay down  
Option 2-10 yds from where ball is spotted dead  
Option 3-Decline penalty and take result of play
3. Fighting (automatic disqualification of player or players)  
Option 1-10 yds from los and replay down  
Option 2-10 yds from where ball is spotted dead  
Option 3-Decline penalty and take result of play
4. Interference with progress of the game by coaches, staff or fans.  
Option 1-10 yds from los and replay down  
Option 2-10 yds from where ball is spotted dead  
Option 3-Decline penalty and take result of play

5. Failure to control fans (game is a forfeit if called more than once)
  - Option 1-10 yds from los and replay down
  - Option 2-10 yds from where ball is spotted dead
  - Option 3-Denline penalty and take result of play
6. Team leaving the field before game is completed
  - Option 1-Team forfeits game

## **XV. PROTESTS**

- A. Only protest involving the eligibility of a player shall be considered.
- B. Judgment of an official in calling a play will not be considered.
- C. All protests must be made know to both officials prior to the end of the game.
- D. All protests shall be made in writing by the team's head coach only and given to the Association league representative.
- E. The League Representative will give all protest to the Vice President of Football Operations.

## **XVI. COMPLAINTS**

- A. Complaints concerning rules violations, sportsmanship or conduct against member associations or personnel will be considered provided;
  1. A League incident report must be completed and given to the Association League Rep.
  2. Association League Rep. must review and sign the incident report.
  3. Association League Rep. shall forward the incident report to the League Vice President of Football Operation.
  4. A League Executive Officer or Commissioner must complete a League incident report and give it to the Vice President of Football Operations
- B. The complaint is specific in nature.
- C. Verbal complaints will not be considered.
- D. The League shall review the complaint and take whatever action that is deemed in the best interest of the league.

## **XVII. RULE CHANGES**

- A. The Bux-Mont Playing Rules may be amended by National Pop Warner rules & regulations policies and procedures.
  1. League President will notify the League Board of Directors at the next scheduled league meeting.
  2. A vote of confirmation of the new rule will be taken, though not required to amend playing rules due to National Pop Warner requirements.
- B. By the affirmative vote of a majority of the League membership at a League meeting prior to or after the playing season, these playing rules

may be amended or repealed. Changes cannot be in conflict with National Pop Warner rules & regulations, policies and procedures.