

Note: Print out, cut and laminate, they will fit in the Honig's wallet

<u>2016 POP WARNER RULES DIFFERENCES</u>	<u>2016 POP WARNER RULES DIFFERENCES</u>
<p>NFHS Rules Apply Unless Stated</p> <p>NEW FOR 2016 MITEY MITE & JR. PEEWEE NO FREE KICKS, ball at 35yd to start & after score</p> <p>FOOTBALL JB/Band./MM – K Ball JPW & PW – J Ball Jr Var & Var – Y Ball</p> <p>TIMING- All Weights- 10 Min Quarters</p> <p>EQUIPMENT</p> <ul style="list-style-type: none">*No Casts or Splints (NO EXCEPTIONS)*Mouthpiece must be tethered to facemask <p>MINIMUM ROSTER 16 PLAYERS Team must have 16 players to start but may finish with 15. Once below 15 forfeit.</p> <p>PLAYER NUMBERING NFHS numbering restrictions not enforced 0 and 00 are illegal</p> <p>JR BANDIT AND BANDIT Ball at 30 yard line to start after score/safety Punts 20 yards or half the distance Try by kick: No rush & snapped from goal line Coach on field (thru Week 5 for Bandits)</p> <p>JR BANDIT, BANDIT AND MITEY MITES</p> <ul style="list-style-type: none">*No blitzing* No more than 6 defensive players can be on line of scrimmage or rush.*Defensive players on the line of scrimmage must be in either 3 or 4 point stance and may not line up over the center.* Penalty for above fouls First violation: Warning Additional violations: 15 yards- UNS	<p>MITEY MITE ONLY No rush of Kicks (Punts, FG or try by kick) Ball is live after punt and FG (except try)</p> <p>SCORING TRY FOR POINT (ALL DIVISIONS) Kick – 2 Points Run Or Pass – 1 Point</p> <p>MERCY RULE (28 points) Running clock, except injuries or discretion of referee</p> <ul style="list-style-type: none">*Once less than 28 points, then regular rules with the exception that clock still runs* There are kickoffs*No onside kicks by winning team*No blitzing by either team (penalty: 5 yards) <p>LOSING TEAM No more than seven players in the box</p> <p>WINNING TEAM Must make every effort to replace starters No passing Running only between the tackles Penalty: 5 yards and loss of down Turnovers cannot be advance – Dead at spot</p> <p>TEAMS MUST BE READY TO PLAY 15 MINUTES AFTER SCHEDULED TIME OR ENDING OF PREVIOUS GAME IF LATER. TEAM NOT READY WILL FORFEIT. Teams traveling long distance will be given some consideration. That does not mean the HOME team can come out a half hour late.</p>