

**Note: Print out cut and laminate, they will fit in the Honig's wallet**  
**CHANGES ARE SHADDED IN GREY**

**POP-WARNER RULES DIFFERENCES**  
**NFHS RULES APPLY UNLESS STATED**

- ✓ MITEY MITE RULES
  - NO BLITZING
  - NO RUSH ON KICKS, MUST ANNOUNCE PRIOR TO SNAP
- ✓ MERCY RULE (28 POINTS)
  - THERE **ARE** KICKOFFS
  - THERE ARE **NO ON-SIDES KICKS**
  - RUNNING CLOCK, EXCEPT INJURIES
  - WINNING TEAM MAY ONLY RUN BETWEEN THE TACKLES
  - NO PASSING BY WINNING TEAM
  - NO BLITZING BY **EITHER** TEAM
  - FUMBLE / INTERCEPTION, BALL DEAD AT SPOT OF RECOVERY / CATCH **BY WINNING TEAM**
  - **PENALTY:** 5 YDS. PLUS LOSS OF DOWN

**POP-WARNER RULES DIFFERENCES**  
**NFHS RULES APPLY UNLESS STATED**

- ✓ FOOTBALL SIZE (WILSON / SPALDING)
  - JR. BANDIT, BANDIT, MITEY MITES – **K2 / MM**
  - JR. PEWEE, PEWEE – **TDJ / JUNIOR**
  - JR. MIDGET, MIDGET – **TDY / YOUTH**
- ✓ TIMING
  - JR. BANDIT, BANDIT – **8 MIN. QUARTERS**
  - ALL OTHERS – **10 MIN. QUARTERS**
- ✓ TRY FOR POINT
  - KICK – **2 POINTS**
  - RUN OR PASS – **1 POINT**
- ✓ JR. BANDIT AND BANDIT RULES
  - JR. BANDIT – **8 MAN** / BANDIT – **11 MAN**
  - FIELD
    - JR. BANDIT – **80 X 40 YARDS**
    - BANDIT – **100 X 40 YARDS**
  - ONE COACH ON FIELD
  - NO BLITZING
  - NO KICKS
    - DRIVES START AT **30 YD. LINE**
    - PUNTS GO **20 YDS. FROM LOS**
  - TEAMS MAY KICK EXTRA POINTS
    - LOS IS **GOAL LINE**
    - NO RUSH