

Both Leagues – All coaches, assistance, visitors on the sidelines require picture ID’s from the issuing league. Only exception, chain crews and ball boys

All Conferences – Crew chief must submit a Crew card to Home Field trustee upon arrival.

Normal NFHS rules apply for ALL CONFERENCES except as follows:
 Rule 23 – Maximum of 10 Coaches & Support personnel on Sidelines

Greater Tampa Conference – FLAG FOOTBALL (Rules: Part VII)	
	Game time – Tampa 8:00 and 9:10 Ball Position is always the center of the field 100 yd field - at 40, 80 yd field (10-10) - at 30..... No on-sides, K CANNOT recover anytime, Kick Out of bounds / At spot or 5 yd penalty & Rekick
Timing – Game Times 0800 & 0910	Cub & Bobcat Division– (GTPWFC) Two 15 minutes halves, 10 min half time, 3 Timeouts per Half, No overtimes---- Ties are ties (Art 4/ Rule 8/ S1) Clock Stops after Extra Points and starts at next kick-off. BOTH games utilize special timing Read carefully. Flag Game 1 starts at 0800..... Use normal NFHS timing. In the second half, the clock will become a running clock so that the FIELD Clock will reach 0:00 at 0900. Time outs can be called but the game is over at 0900. -10 minute break (Pre-game with coaches)- Flag game 2 starts promptly at 0910 (or earlier if teams are ready), same applies as above but game clock in second half is set for normal 15 minute half but should be reset for less time to reach 0:00 no later than 10:10. At 10:10 regardless of the clock the game is over. -10 minute break (Pre-game for at 10:10 for tackle for 10:20 Start)
Player Restrictions	Must have a minimum of 10 players or FORFEIT (Art 4/ Rule 1/ S2) 8 players per side per scrimmage play, Offense must have 5 on line and 3 in backfield. (Art 4/ Rule 1/ S4) Blocker cannot use their hands. (Art 4/ Rule 6/ S9-C.) Center must snap between legs. (Art 4/ Rule 6/ S10.)
Punts -	Always a Free Kick, Must announce intentions, No Rushing (off or Def no moving)
Ball Carrier -	Ball carrier CANNOT SPIN in an effort to avoid being de-flagged OR HURDLE , Cannot lower head to run thru D, No stiff-arming. (Art 4/ Rule 6/ S10)
Equipment	Mouthpiece required.
Dead Ball	Balls dead when: hits the ground, runner or passer missing a flag, when K touches a punt. On a punt or free kick, if the ball hits ANY player (arms, legs, feet, etc.) and hits the ground not in possession the ball is DEAD. NO MUFFS
Mercy Rule	For all POP WARNER FLAG – When a team is ahead by 30 points and AT LEAST ONE HALF HAS BEEN PLAYED , the GAME is OVER! (Rule 6, S15 – Page 53)

Restraining Line Explained

The restraining line (Line of Scrimmage) for the Defensive Team is 3 yards back from where the ball is spotted with the following exception:

If the ‘Line to Gain’ or ‘Goal Line’ for the Offensive team is 3 yds or less away, the DEFENSIVE team will set up their line of scrimmage on the ‘Line to Gain’ or ‘Goal Line’.

Example 1 : Offensive team is 3rd down on the 22 yard line and line to gain of 20 yard line. The Defense will set up on the 20 yard line. (2 yards away from the ball)

Example 2 : Offensive team has 2nd down on the 3 yard line. The Defense will set up on the goal line, which is 3 yards away from the ball. The Offensive team gains 1 yard on the next play. Now at 3rd down on the 2 yard line, the Defense will again set up on the goal line. (Now 2 yards away.)

Greater Tampa Bay Conference – TACKLE	
Mitey Mite	TAMPA - Timing - 8 minute qrts (One Coach may be on field thru 30 Sept) but cannot talk to Officials or players during the play Must have 16 players at game time or forfeit. Coaches are not allowed to use radio communications during game (Part V, Rule 24)
Game Time	Punts - Must Declare all punts. (No rushing)
GTPWFC – 10:20	Winning Defenses – Defense 6 man, NO BLITZING... CANNOT advance an interception or fumble BLOW BALL DEAD IMMEDIATELY!!!
(8 min qrts)	Mitey Mites is a training division of Pop Warner – “There shall be no blitzing, or rushing of punts, field goals, or point after touchdown (while attempting a kick) in Mitey-Mite play.” Mercy Rule for GTPWFC Mitey Mites is 20 points – Start continuous clock and DOES NOT revert is score falls back under the mercy rule. NO OVERTIME or Tie-Breakers, Tie are final (Part V, RULE 30, S1) Penalties – 100 yd field - 15 & 5 80 yard field - 10 & 5

Jr PeeWee Game Time GTPWFC – 12:00 pm	Timing – 10 minute quarters (All Divisions) Rubber or plastic removable cleats are allowed at all levels. Must have 16 players at game time or forfeit. Tie-breakers – Normal NFHS “Kansas” procedure. <u>Mercy Rule – (Rule 22, S1)</u> 28 points or greater (All Tackle)
Pee Wee Game Time GTPWFC – 2:00pm	Mandatory continuous clock except for time-outs, official time-outs, and injury time outs. If point spread falls below (28) points, running clock will continue and DOES NOT revert to normal time keeping. (Part V,R22,S1)
Jr Midget Game Time GTPWFC – 4:00pm	During running clock, <u>Winning team</u> CANNOT: PASS or RUN SWEEPS OUTSIDE TACKLES NO on-sides kicks at kickoff NO Defensive blitzing NO Advances of FUMBLES or PASS
Midget Game Time GTPWFC – 6:00pm	INTERCEPTIONS. (Ball is Dead but Winning team retains possession.) (Penalty: 5-yd previous spot ‘Illegal Procedure’ penalty PLUS loss of down)