

Both Leagues – All coaches, assistance, visitors on the sidelines require picture ID’s from the issuing league.  
 Only exception, chain crews and ball boys (WCYFC – No one on chains under 18 yrs old)

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:

| <b>Flag Football</b> |   |   |
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|                      | <b>Peace River and Great Tampa Conferences</b>  | <b>West Coast Conference</b>  |
|                      | Game time – PRFC 8:30 and 9:45<br>Game time – Tampa 8:00 and 9:10<br>Ball Position is always the center of the field<br><br>100 yd field - at 40, 80 yd field (10-10) - at 30.....<br>No on-sides, K CANNOT recover anytime, Kick Out of bounds / At spot or 5 yd penalty & Rekick  | Game Time – 8:45<br>Field 25 yd line to 25 yd line. (Extra points at 28 yd line)<br>Ten (10) cones at each end for GOAL LINE (Cones put 5 yards apart)<br>Field must be ready 15 minutes prior to game<br>ONE COACH ALLOWED ON FIELD.<br>Ball – Wilson K-2  |
| Timing -             | Cub & Bobcat Division– (PRFC and GTPWFC)<br>Two 15 minutes halves, 10 min half time,<br>3 Timeouts per Half,<br>No overtimes---- Ties are ties<br><br><b>FOR (Peace River) – BOTH games utilize special timing</b> ..... Read carefully.<br>Flag Game 1 starts at 0830..... 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 09:30. Time outs can be called but the game is over at 0935.<br><b>-10 minute break (Pre-game with coaches)-</b><br>Flag game 2 starts promptly at 0945, same applies as above but game clock in second half should reach 0:00 at 10:45 but the game is over at 10:50 regardless of the clock.<br><b>-10 minute break (Pre-game for 1100 tackle)</b> | Two 16-minute halves.<br>Running clock except for Team, Ref, and Injury time outs.<br>Stop clock AFTER EXTRA POINT scores.<br>Stop clock for 2:00 minute warning of each half to allow for substitutions.<br>TWO TIMEOUTS PER TEAM PER HALF   |
| Player Restrictions  |   | Uniforms – All players must be wearing the same uniform.<br><br>ONE TOUCHDOWN PER PLAYER PER GAME, until all players have scored one. (IF violated, <b><u>If an ineligible player (ineligible meaning a player who has already scored a touchdown) scores a touchdown, the touchdown will be disallowed, the ball will be returned to the original line of scrimmage, with LOSS OF DOWN.</u></b> )<br><br>Minimum of 3 players on Off and Def lines.<br><br>Def Line is 3 yards back of LOS unless within 1 <sup>st</sup> down or goal line, then DEF is allowed on LOS.<br><br>BLOCKING only for lineman ON lineman above waist in Free Blocking Zone.<br>Outside Free Blocking Zone, Kick-off, and Interceptions<br>- “Screens, NO HANDS” |

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| Punts -                    | Always a Free Kick, Must announce intentions,<br>No Rushing (off or Def no moving)  | <b>(TWO OPTIONS)</b><br><b>1<sup>st</sup> OPTION –</b><br>Free Punt – Offensive team select punter. (NO SNAP)<br>Then punter must line up 4 yards behind LOS and ALL OFF and DEF players line up behind the PUNTER.<br>REF hands ball to PUNTER.<br>After kick, Ball is spotted where ball comes to rest after kick or at LOS if ball comes to rest behind the original LOS<br><br><b>2<sup>nd</sup> OPTION –</b><br>Automatic 10 yards – NO KICK, setup ball 10 yds for LOS. |
| Ball Carrier -             | CANNOT SPIN OR HURDLE, Cannot lower head to run thru D, No stiff-arming,  | CANNOT SPIN OR HURDLE, Cannot lower head to run thru D, No stiff-arming,  |
| Equipment                  | Mouthpiece required.  | Mouthpiece required. Cannot have anything on uniform that covers the FLAG BELT is illegal.<br><br>Flags – Only those that are approved and provided by the league<br><br>Flag pulled or knee down, ball is dead.  |
| Dead Ball                  | Balls dead when: hits the ground, runner or passer missing a flag, when K touches a punt.<br><br>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.   | When hits the ground EXCEPT Kickoffs or punts.  |
| Mercy Rule                 | For all POP WARNER FLAG – When a team is ahead by <b>30 points</b> and <b>AT LEAST ONE HALF HAS BEEN PLAYED</b> , the GAME is OVER! <b>(Rule 6, S15 – Page 52)</b>  |   |
| 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:<br>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'.<br><br>Example 1 : Offensive team is 3 <sup>rd</sup> 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)<br><br>Example 2 : Offensive team has 2 <sup>rd</sup> 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 3 <sup>rd</sup> down on the 2 yard line, the Defense will again set up on the goal line. (Now 2 yards away.) |   |
| Penalties –                | 100 yd field - 15 & 5<br>80 yard field - 5 & 5  | 10 & 5 Yards –<br>5 yards – All other NFHS fouls and 'Jumping or hurdling to avoid having a flag pulled'.<br>Ten Yard – Stiff arming, Striking, Kicking, Kneeing, Tripping, Clipping and Unsportsmanlike conduct.   |

| <b>Tackle Football</b> |  |                              |                            |
|------------------------|--|------------------------------|----------------------------|
|                        | <b>Peace River and Great Tampa Conferences</b>   | <b>West Coast Conference</b> |                            |
| Mitey Mite             | TAMPA - <b>Timing - 8 minute qrts</b> (One Coach may be on field thru 30 Sept) but cannot talk to Officials or players during the play   | Super Midget                 | Ball – Wilson K-2          |
| Game Time PRFC – 11:00 | PEACE RIVER - <b>Timing - 10 minute qrts</b><br>Punts - Must Declare all punts. (No rushing)   | Game time: 10:00 am          | Timing – 8 minute quarters |
| (10 min qrts)          | Winning Defenses – Defense 6 man, NO BLITZING... <b>CANNOT advance an interception or fumble BLOW BALL DEAD IMMEDIATELY!!!</b>   | Midget                       | Ball – Wilson K-2          |
| GTPWFC – 10:20         | 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.”    | Game time 11:30 am           | Timing – 8 minute quarters |
| (8 min qrts)           | <b>Mercy Rule for GTPWFC Mitey Mites is 20 points – Peace River - 28 points or greater (All Tackle) Start continuous clock and DOES NOT revert is score falls back under the mercy rule.</b> |                              |                            |

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| <b>Jr PeeWee</b><br>Game Time<br>PRFC – 1:00 pm<br>GTPWFC – 12:00 pm  | Timing – <b>10 minute quarters</b> (All Divisions)<br><br><u>Mercy Rule –</u><br><b>Peace River - 28 points or greater (All Tackle)</b><br>Mandatory continuous clock except for time-outs, official time-outs, and injury time outs.   | <b>Jr. Varsity</b><br><b>Game time</b><br><b>1:00 pm</b> | Ball - Wilson TDJ<br><br>Timing – <b>10 minute</b> quarters   |
|   |   | <b>Varsity</b><br><b>Game time</b><br><b>3:00 pm</b>     | Ball – Wilson TDY<br><br>Timing – <b>12 minute</b> quarters   |
| <b>Pee Wee</b><br>Game Time<br>PRFC – 3:00pm<br><br>GTPWFC – 2:00pm   | If point spread falls below (28) points, running clock will continue and DOES NOT revert to normal time keeping.<br><br>During running clock,   | <b>All WCYFC</b>   | <u>Mercy Rule –</u><br><b>30 points or greater</b><br>Mandatory continuous clock except for time-outs, official time-outs, and injury time outs.<br>The team leading is prohibited from calling a time-out during the last two minutes of game.<br>If point spread falls below thirty (30) points, normal time keeping will resume. |
| <b>Jr Midget</b><br>Game Time<br>PRFC – 5:00pm<br><br>GTPWFC – 4:00pm | <b><u>Winning team</u> CANNOT:</b><br><b>PASS or RUN SWEEPS OUTSIDE TACKLES</b><br><b>NO on-sides kicks at kickoff</b><br><b>NO Defensive blitzing</b><br><b>NO Advances of FUMBLES or PASS INTERCEPTIONS. (Ball is Dead but Winning team retains possession.</b><br>(Penalty: 5-yd previous spot ‘Illegal Procedure’ penalty <b>PLUS</b> loss of down) |  | Points scored are not part of tiebreakers so touchdowns at end of game do not require extra points.   |
| <b>Midget</b><br>Game Time<br>PRFC – 7:00pm<br><br>GTPWFC – 6:00pm    | Peace River – No kickoffs by winning team, 1 <sup>st</sup> down for losing team at 50 yd.   |  | Shoes – Only NON-REMOVABLE cleats   |
|   |   |  | Tie Games – Normal NFHS ‘Kansas Tie Breaker’ following a TWO-MINUTE timeout.  |