

# **2010 Palatine Pee Wee Panthers Flag Football Overview**

## **Special Note**

With this being the 1<sup>st</sup> season for the Pee Wee Panthers, should any of the below need to be adjusted at any point in the season to allow for a better experience for all involved, the league coordinator reserves the right to make these necessary adjustments.

## **Purpose**

Our Program emphasizes the fundamentals of flag football, sportsmanship, and teamwork while having fun through league play.

## **Eligibility**

All Kindergartners, 1<sup>st</sup>, and 2<sup>nd</sup> graders (as of Sept 1, 2010) are eligible to participate in the league. No age, gender, or weight restrictions will be applied and they will all be playing together (ie, Kindergartners will be competing with and against 1<sup>st</sup> and 2<sup>nd</sup> graders). Note that all eligible participants will be randomly assigned to teams by the league coordinator.

## **Sportsmanship Note**

Palatine Pee Wee Panthers players, parents, siblings, spectators, and coaches will be held to the highest standards of good sportsmanship. Intentional rough play, berating officials, coaches, and opposing players will not be tolerated. Also no rules regarding playing time, player position rotation, or mercy rules will be specifically addressed below, however any coach that is perceived to be ignoring any of the above will be subject to current season suspension and future ban from this and any other Palatine youth football program. The post game player/coach midfield sportsmanship handshake is required.

## **Equipment**

- All players will wear the provided Palatine Pee Wee Panther team jersey, shorts, socks, and mouth guard. Each player must provide their own protective cup and appropriate footwear.
- Shirts must be tucked in at all times.
- Flag belts will be properly fastened and adjusted though out the game so that one flag is worn on each hip.
- Players should bring their own water bottles.

## **Season Structure**

- This is an in house Palatine League and games will be played on the indoor turf at Falcon Park. We will not compete against any other teams outside of the Palatine teams that make up this league.
- Each team will be given 5 practices prior to the 1<sup>st</sup> game and following the 1<sup>st</sup> game will get 2 one hour practices per week throughout the duration of the season.
- Season will include 7 games (possible to be only 6 for some, if odd number of teams). Score will be kept, but standings will not. There will be no playoffs or championship awarded. The entire game schedule will be produced prior to week 1 and no changes will be allowed to adjust matchups.

### **Game Rules**

Any situation not explicitly addressed below will revert to “common sense” as determined by the Field Commissioner. Ball will be spotted where flag is pulled and held in the air. (If for some reason the spot where the player holds up the flag doesn’t accurately represent the correct end of the play, the referee will determine the proper ball placement).

### **Structure**

- 7 Offensive and 7 Defensive Players on the field at 1 time.
- TD worth 6 points, PAT worth 1 or 2 point, Safety worth 2 points, no field goals.
  - A PAT will be attempted after a TD is scored.
  - 2 Point PAT will be awarded if the offensive team can completes a pass in the end zone.
  - 1 Point PAT will be awarded if the offensive team runs the ball into the end zone.
  - Penalties on the PAT result in re-try of point. Nothing carries over to being enforced on kickoff.
- Games will consist of 2 twenty minute halves with a 5 minute halftime break.
- Games may end in tie, No Overtime.
- The game clock will continuously run with the following exceptions and will restart again once the ref signals the ball is ready for play:
  - Team timeout – 1 for each team per half.
  - Injuries / Rules discussion/interpretation.
  - Penalty explanation / yardage mark-off.
  - Following a scoring play. Clock will restart once ball is re-kicked off.
  - Change of Possession. Clock restarts once first play of possession is snapped.
- Each team will be represented by a coach and 3 players for a coin toss. The visiting team (Gold) will call the flip and the coin flip winner will select to receive or kick the first half kickoff.
- Whichever team kicks off to start the game will receive the kickoff to start the second half, with the following exception;

- If a team is ahead by 12 or more points at half time, they **will** kick off to start the 2<sup>nd</sup> half regardless of their role on the opening kickoff.
- Kickoff will be kicked from midfield.
- No onside kicks are allowed. The receiving team will take over from the spot where the kicking team recovers any kick.
- If Kickoff crosses the goal line, it is a dead ball and the ball will be placed on the 5 yd line.
- Note that there will be no 1<sup>st</sup> down measurements. It is ref's discretion and coach can NOT mandate a measurement.

### **Penalties**

The following philosophy will be used for all penalties other than flag guarding, tackling, unsportsmanlike conduct / Personal Foul, and purposely delaying the game penalties.

- **Games 1 thru 3** Flags for only the most obvious “minor” infractions, with warning and coaching only. No yardage
- **Games 4 thru 7** Games called slightly tighter than games 1-3. 5 yard penalties for all “minor” infractions.

**Major Infractions** – 10 yard penalty (unless within the 10 yd line, then half the distance to goal) (Most of these result in a 1<sup>st</sup> down or loss of down) every week of the season and subject to player or coach ejection (referee's discretion)

- Flag Guarding – Offensive ball carrier using hands/arms or other means to intentionally prevent the defense from pulling the flag. Ref allows play to finish. Offense loses down. Yardage marked off from LOS.
- Tackling – Defense deliberately taking the ball carrier to the ground. Ref allows play to finish. Offensive 1<sup>st</sup> down. Yardage marked off after result of play.
- Unsportsmanlike Conduct – Coach or Player bad behavior or language. If ball live, Ref allows play to finish and mark off at the end of the result of the play. If ball dead, mark off from LOS. No down implications.
- Purposely delaying the game – Offense deliberately delaying game to preserve current score by staying in huddle too long or taking a long time to start the play. Ref's discretion. Loss of down. Yardage marked from LOS.

**Minor Infractions** – Warning/Coaching during weeks 1-3. Weeks 4-7 results in a 5 yard penalty (unless within the 5 yd line, then half the distance to the goal) (Each of these may result in a 1<sup>st</sup> down depending on yardage to gain).

- Off sides – Defense moves into the neutral zone (2 yards beyond the LOS) prior to snap. Ref stops play prior to snap. Same down.
- False start - Offense moves prior to snap. Ref stops play prior to snap. Same down.
- Pass Interference – Illegal contact by offense (Receiver) or defense (DB) while ball is in the air. Ref allows play to finish. Offense loses down if

offensive. Offense gets same down over again if defensive. Yardage marked from LOS.

- Equipment Violation – shirt un-tucked, mouth piece not in, flags not on hips, missing a flag. Ref allows play to finish. Offense loses down if offensive. Offense gets same down over again if defensive. Yardage marked from LOS.
- Block in the back – Offensive player pushes defensive player in the back. Ref allows play to finish. Same down. Yardage marked from LOS.
- Too many players on the field – more than 7 players participating in the play. Ref allows play to finish. Offense loses down if offensive. Offense gets same down over again if defensive. Yardage marked from LOS.
- Illegal Formation – Either offense or defense does not follow the formation/eligibility requirements provided below. Offense gets same down over again if defensive. Yardage marked from LOS.

### **Offensive Formation and Eligibility**

- 7 participating players are eligible to be on the field at a time.
  - 3 Linemen (Tackle, Center, Tackle) – All Ineligible to touch (besides the center snap) the ball on every play (should one of them touch the ball, the play will be blown dead and ball will be taken back to the place where the play began). All 3 must line up on the line of scrimmage. They must block straight ahead and not pull, trap, or cut block. Both Tackles must start in an athletic 2 pt. stance. Center is responsible for snapping the ball.
  - 4 skill players (Q, 2, 3, 4) – Each of these players are Eligible to touch the ball on every play. All 4 must line up off the line of scrimmage. Players may start in whatever stance they are comfortable with.
- 2 coaches may be on the field to assist the offense. Both coaches may show the play to the team in the huddle and assist (if necessary) with lining the players on the Line of Scrimmage. Doing anything more than that (i.e. Shouting instructions during the play) may result in a Personal Foul Penalty at the referee's discretion.

### **Defensive formation/eligibility**

- 7 participating players are eligible to be on the field at a time.
- Can play 3-2-2 or 3-3-1
- Note on special plays the depth/positions of LB's and Safeties no longer applies, however still no blitzing allowed.
  - 3 defensive linemen (DE, NT, DE) must be exactly 2 yards off the line of scrimmage and start in a 2 point stance. Must attempt to pursue the ball once the ball is snapped (Can NOT drop back to pass coverage). NT must line up either head up or off right or left should of Center. DE's can be as wide or narrow as they want but must each be on a different side of NT

- 2 or 3 Linebackers (ROLB, MLB, LOLB). Must start at least 2 yards behind the defensive linemen. No Blitzing allowed.
- 1 or 2 safeties. Must start at least 3 yards behind Linebackers. Can NOT ever blitz. Can shade to any side.
- 2 coaches may be on the field to assist the defense. Both coaches may assist with lining the players up prior to the QB beginning his cadence. Doing anything more than that (i.e. Shouting instructions during the play) may result in a Personal Foul Penalty at the referee's discretion.
- When a defensive player pulls a flag, they will immediately hold it up in the air to show the proper spot of the ball.

### **Blocking**

Blocking is open palmed and from the waist to the shoulders. Linemen must block straight ahead and skill position players may lead block. If a defensive player falls to the ground the offensive player should disengage contact (otherwise be susceptible to a personal foul penalty).

### **Fumbles**

- All fumbles are play ending dead balls and are spotted at the point of the fumble.
- Fumbled snaps are play ending dead balls and are spotted at the point of the fumble.
- Shotgun snaps which are fumbled are play ending dead balls and are spotted at the point of the fumble.
- Shotgun snaps or pitches which are dropped or hit the ground prior to being touched are play ending dead balls and are spotted at the point of the fumble or where the ball hits the ground.

### **Interceptions**

Intercepted passes may be returned (except on extra point attempts) and result in a change of possession.

### **Punting**

A team wishing to punt on 4<sup>th</sup> down may do so only from the base playbook formation with the punter replacing the QB position and being at least 5 yards behind the line of scrimmage. The punting team's offensive coach must also clearly verbally declare to the defensive coach of the opposition that they are punting after the offensive team leaves the huddle, and unless timeout is called by either side, that decision can NOT be adjusted.

There will not be a snap, the punter will start the play holding the ball and the play will begin when the punter kicks the ball. **This is a dedicated punt, so no fake punts are allowed.** The defense may not rush the punt. The offense may not cross the line of scrimmage until the ball is kicked. A fumbled or muffed kick is a dead ball with the return team retaining possession. Should the punt cross the goal line, the ball is dead and it will be placed on the 5 yd line.