

**SAN DIEGO POP WARNER RULES**  
**JPW to UNLIMITED**  
**2017**

All of the rules you apply at the high school level also apply in all Pop Warner games. Although their coaches have a Pop Warner Rule Book, they still the modifications set forth below.

The San Diego Pop Warner conference has several “points of emphasis” that they would like us to keep in mind

The points of emphasis and special rules modifications are presented in the following order:

- Points of Emphasis
- Rule Modifications

**POINTS OF EMPHASIS**

1. All sidelines rules pertaining to coaches, players, and non-players should be strictly enforced (25-yard line to 25-yard line team box, 2-yards deep restricted area, etc.).
2. All instances in which a coach touches, punches, or strikes an official must be documented. The Assignment Secretaries have outlined the following mandatory procedure:
  - a. Any time a coach touches, pushes, or strikes an official must be reported in writing to the appropriate Assignment Secretary. This written report should include the following information: the coach’s name, team name, division, names of all officials present, and a statement of the circumstances surrounding the incident.
  - b. In addition to the written report, the appropriate Assignment Secretary should receive telephone notification as soon as practicable (no later than the next day) following the incident.
  - c. Any official who fails to report such an incident to the Assignment Secretary will be disqualified from receiving any additional Pop Warner games for the balance of the season.
3. All instances of ejection of a coach from a game must be reported to the appropriate Assignment Secretary as soon as practicable, but no later than one day following the game. A phone report is recommended. Pop Warner Football rules mandate that any coach ejected from a game for misconduct will be ineligible for the following game. The San Diego Conference President/Commissioners have requested that they be notified following any ejection of a coach. This notification will be handled by the Assignment Secretaries.
4. “Protecting the snapper” has been a National Federation point of emphasis in recent years. This is particularly important at the Pop Warner Youth Football level.

## **RULE MODIFICATIONS**

### **GAME DURATION**

Except for flag, all games will consist of four ten-minute quarters at all levels. The game clock will be managed in accordance with NFHS Rules.

### **HALFTIME**

Halftime will be 10 minutes without the three minute warm-up period. Coaches are responsible for ensuring that players are ready to go.

### **CASTS**

San Diego Pop Warner (South) now allows casts as of October 4, 2014

### **CLIPPING**

Clipping is illegal anywhere on the field including in the free-blocking zone. This applies to all Pop Warner.

### **KICK-OFFS**

To start the game, half, after a TD, Field Goal or Safety the ball will be placed on the 35 yard line. This will apply to the Jr. Pee Wee and Mitey Mite.

### **PLAYER NUMBERING SYSTEM**

No mandatory numbering system will be used. Any player at any position may wear any number from 1 through 99. Both "0" and "00" are illegal numbers and may not be worn. (No penalty. Remove the player from the game. He may re-enter after changing jerseys to a legal number.)

### **TIME OUTS**

Each team will be allowed three time outs per half.

### **EQUIPMENT TIME-OUTS**

A coach shall not be permitted to delay the game while making an equipment repair or adjustment. 25 seconds are allowed before the player must leave the game or use a charged time-out to complete the repair.

### **INJURED PLAYERS**

An injured player who requires an official's timeout for evaluation must leave the game for at least one play. If a player is unable to leave the field under his own power shall not re-enter the game without the approval of an EMT, physician, registered nurse, or paramedic. If a player does reenter the game without the required approval, he shall be removed from the game. No penalty is assessed. Game officials should record the number and team of any player assisted from the field.

### **PAT SCORING**

Running or passing play – 1 point. Kick – 2 points.

## **28 POINT RULE - LOPSIDED/INTENTIONALLY RUN UP SCORES**

The Lopsided Rule goes into effect anytime any one team has a 28 point scoring differential over their opponents. It is not relevant how the points were accumulated. During the lopsided play the game clock is run continuously for the remainder of the game. In addition, the score at this point shall become the final score posted. Once the rule goes into effect, coaching personnel shall be obligated to the "SPIRIT" as well as the letter of the rule:

- a) There shall be no kick-offs whatsoever, by either team.
- b) The losing team is awarded the ball at the 40 yard line of the winning team, and normal play resumes, 1st and 10.
- c) If the losing team scores, the ball is placed on the 20 yard line of the winning team. The winning team takes possession, and the game resumes 1st and 10.
- d) The winning team shall remove all dominant players. If the number of players on the winning team is at where it is not possible to take out all dominant players then they must be put in a less dominant position.
- e) Any coach who employs types of plays without the intent to maximize the action of play shall be in violation of this rule regardless of the final score.
- f) All players must play their minimum plays regardless if the lopsided rule is in effect.

## **MOUTHPIECE STRAPS**

A player's mouthpiece must be attached to his helmet with a strap. Exceptions must be brought to the Referee's attention prior to the start of the game. Exceptions should be granted for players with special needs, such as braces and other legitimate reasons.