



Duck Creek Pop Warner Football League

www.duckcreekpopwarner.net
 P.O. Box 208, Suamico, WI 54173-0208

LEAGUE GUIDELINES AND ADULT BEHAVIOR

All games will be played with WIAA High School Rules except as specifically modified by the Official Pop Warner Little Scholars (PWLS) Rule book and the Duck Creek Pop Warner Football League. Duck Creek Pop Warner Football League reserves the right to amend these and other rules for the safety and well being of the players, coaches, parents and league.

Coaches, please make the league aware of chronic unexcused absentees and/or disruptive players.

President:	Jason Isaac	455-0273	JIsaac@duckcreekpopwarner.net
Vice President:	Pat Hockers	662-7620	PHockers@duckcreekpopwarner.net
Commissioner	John Merenick	434-3408	JMerenick@duckcreekpopwarner.net

- All Head Coaches must complete a USA Football Clinic and turn in the course completion Certification (per Pop Warner National) to the Vice President of the league. This is valid for 2 years.
- Any player unable to attend equipment pickup day must notify his coach. The coach is responsible for contacting the league to arrange pickup for players.
- Players can only wear tennis shoes or rubber, non-detachable cleats. No jewelry, bandannas or skull caps of any kind can be worn. Mouth guards (white and clear are not allowed. Black is recommended) must be worn at all times while on the field of play. Must be attached to facemask. Wristbands cannot be worn above the elbow. Sleeves cannot be worn over chin-guards, but you may utilize third-party chin guards, but please return the original chin guard at equipment turn-in.
- You can arrange practices sessions ONLY with teams from within the same division and ONLY after the controlled Scrimmage.
- Arrive early enough before a game to conduct pre-game drills, exercises, and for weigh-in, which will happen 15 minutes before the start of the game. In the absence of a league official, coaches must weigh-in members of the opposing team. The week's limit includes an extra 8 pounds for equipment for Junior Peewee and Peewee leagues and 9 pounds for the Junior Midget league. Starting with week 2 of the regular season, the limit goes up 1 pound per week for the remainder of the season. Upper & lower weight limits are evaluated. The weight will be rounded to the next higher pound. Failure to make weight results in ineligibility for that scrimmage or game only. Player must remove shoulder pads before joining the team on the sidelines.

MAXIMUM WEIGHT ALLOWANCE, WITH PADS, NO HELMETS
 (For equipment, add 8 lbs for JPW & PW, add 9 lbs for JM, add 1 lb per week after week 1)

	Age & weight w/no equipment	Scrimmage	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
JUNIOR PEEWEE	8-9-10 (60-105 lbs)	113.5 lbs	113.5 lbs	114.5 lbs	115.5 lbs	116.5 lbs	117.5 lbs	118.5 lbs
	11 (60-85 lbs - older/lighter)	93.5 lbs	93.5 lbs	94.5 lbs	95.5 lbs	96.5 lbs	97.5 lbs	98.5 lbs
PEEWEE	9-10-11 (75-120 lbs)	128.5 lbs	128.5 lbs	129.5 lbs	130.5 lbs	131.5 lbs	132.5 lbs	133.5 lbs
	12 (75-100 lbs - older/lighter)	108.5 lbs	108.5 lbs	109.5 lbs	110.5 lbs	111.5 lbs	112.5 lbs	113.5 lbs
JUNIOR MIDGET	10-11-12 (85-135 lbs)	144.5 lbs	144.5 lbs	145.5 lbs	146.5 lbs	147.5 lbs	148.5 lbs	149.5 lbs
	13 (85-115 lb. - older/lighter)	124.5 lbs	124.5 lbs	125.5 lbs	126.5 lbs	127.5 lbs	128.5 lbs	129.5 lbs

- Format of the controlled scrimmage will be 1 hour with both teams taking equal number of plays on offense and defense. Coaches can take as much time as needed between and during plays for proper instruction. Refs may be present to assist in pointing out penalties, clock management, etc.
- Coaches can only go on the field during time-outs and/or injuries. They cannot go onto the field to bring in plays, align players, etc. These are things that should be worked on during practices.
- During the game, parents must be 5 yards from the entire perimeter of the field, coaches must stay in-between the 20 yard markers, players must stay in-between the 30 yard markers. Parents are also to stay out of team area unless injury to a player.
- Any player who leaves the game due to injury can only return with approval from the on-site medical staff or a physician, not parents or coaches.
- Quarters are 10 minutes in length. There is a 2-minute intermission between quarters and a 7-minute halftime. The game clock will stop during timeouts, penalties, injuries, and after a touchdown. (Clock will not run during extra points). The clock will also stop on incomplete passes and out of bounds with 2 minutes left in the 2nd & 4th quarters. Teams get 30 seconds between plays and will be enforced.
- Each team will get 3 timeouts per half.
- Nothing is to be displayed on helmets except league supplied stripe and DCPW decal. No additional or customizing of stripes allowed.
- There will be 2-3 referees for each game. A pre-game toss will determine end-zone assignment and kick off (from the 40).
- Mandatory Rule Play
 - Each player must have a minimum of 12 plays from the line of scrimmage each game, special teams play does not count
- Point after touchdown
 - One point is awarded for a score from the 3-yard line,
 - Two points are awarded for a score from the 5-yard line

LEAGUE GUIDELINES & ADULT BEHAVIOR Continued

16. Tie Breaker

1. Coin toss will determine possession
2. Both possessions played at the same end zone
3. Each team shall have 4 downs from the scrimmage at the 10-yard line to score
4. Point after touchdown will be played if the first team scores
5. If after each team has played four downs from scrimmage and the score is tied, the game ends in a tie

17. Lopsided Rule/Intentional Run Up Score:

If, at any time in a game, one team has a 28-point advantage, normal play is stopped and the trailing team will start with the ball on the 50 yard line. The leading team will abide by rule 22 PWLS rulebook.

• While the lopsided rule is in effect:

1. The clock will ONLY stop for injury of a player or at the referee's discretion
2. The winning team cannot pass the ball or run sweeps outside the tackle. Each violation will be the loss of a down and a 5-yard penalty. Interpretation of a run outside the tackle is at the discretion of the game referee.
3. No onside kicks
4. The winning defense cannot advance a fumble or interception and the ball is blown dead immediately.
5. The winning team shall make every effort to replace starting players with reserves.
6. Both teams are still required to complete the mandatory play rule.

18. Special Team Rules Highlight

1. Punts are NOT free kicks
2. Kickoffs are live balls. On-side kicks ARE allowed.

19. Offense Rules Highlights

1. *Motion is now allowed for all divisions of play Coaches are responsible for proper teaching of technique of motion for their players*
2. *Crack-back blocks are legal. Rules for crack-back blocks by receivers or the motion man on offense. The Free-Blocking Zone in High School rules prevents blocking below the waist or blocking in the back illegal outside the Free-Blocking Zone (4 yards left & right of the ball & 3 yards on each side of line-of-scrimmage). Coaches are to make all effort to teach players to block this way safely and legally.*
3. Pulling linemen is allowed, but not recommended.

20. Defense Rules Highlights

1. No defensive player can ever be in motion towards the line of scrimmage.
2. Defensive linemen cannot lineup head-up or in the gaps of the offensive snapper. *IF*, a defensive linemen is positioned over a offensive guard or tackle position they must line up directly across from the offensive player. They may however lineup in any gaps outside the Tackle position
3. Inside linebackers must be 3 yards off the line of scrimmage unless they are outside the tackles
4. Defense must attack the offensive above knee level. Defense may not Bear Crawl or grab the legs of the Offensive linemen.
5. *Since, we follow the WIAA high school rules, Horse Collar tackles are now illegal and the chin strap is now considered part of the facemask and will be penalized as one.*

21. LEAGUE POLICY on Un-Sportsman like activity

The league policy towards un-sportsman-like activity (i.e., fighting, intimidation, kicking, bad language, or disrespect for authority etc. as game officials determine) is as follows per Pop Warner National Rule Book:

If flagged for an infraction of this type, there will be a 15 yd. penalty and immediate disqualification from that game. Any player ejected from any game for cause shall be ineligible for participation in their next game. A second ejection during the same season shall be cause for removal from the team for the balance of that season. Game officials and the league will strictly enforce this policy.

LEAGUE GUIDELINES & ADULT BEHAVIOR Continued

ADULT BEHAVIOR

1. At any Pop Warner event, practice or competition, any adult who: 1) verbally abuses; 2) attempts to intimidate; 3) is flagrantly rude, or 4) cannot control their language or actions with an official, coach or Pop Warner volunteer will be asked to leave the Pop Warner event. He or she will receive a written warning regarding their behavior. His or her child(ren) will be immediately removed from the Pop Warner event.
2. Any adult that commits a second similar offense will be banned from Pop Warner events for the remainder of the season and their child(ren) removed from Pop Warner for the remainder of the season.
3. Any adult who physically assaults an official, coach or Pop Warner volunteer will be banned from Pop Warner and their child(ren) removed from the Pop Warner program for one year from the date of the offense. The child(ren) may not participate in another Pop Warner Association during the sanction period. After one year, the parent may apply for re-instatement of his or her child(ren). If the adult commits a second offense, he or she will be permanently banned from Pop Warner and their child(ren) permanently removed from Pop Warner.
4. The term physical assault includes, but is not limited to: hitting, slapping, pushing, spitting, kicking or striking in any way with any part of the body or any physical implement.

EXPECTATIONS OF PARENTS, ADULTS AND COACHES

1. Treat referees, opponent players, opponent coaches and opponent parents with respect and courtesy at all times.
2. Maintain and enhance player self esteem at all times. Encouragement and positive comments shall be the foundation for player growth and development.
3. Hold players accountable for their commitment to practice, games and their behavior on and off the field.

EXPECTATIONS OF COACHES

1. Coaches are responsible to adhere to page 6 of the PWLS rulebook. Coaches are responsible to teach the fundamentals of football, sportsmanship and spirit. Coaches, players and parents that handle themselves inappropriately could be suspended from the league.
2. Be a living example of sportsmanship, fair play and a positive role model for players both on and off the field.
3. Use of profane language or negative discipline on or off the field is unacceptable and will be dealt with by the board as necessary.
4. Arguing with referees will not be tolerated. Accept their decision right or wrong and move on. Coaches asking for an explanation in a professional manner is acceptable.
5. Accept the results of each game and encourage players to be gracious in victory and turn defeat into victory by working towards improvement.
6. Teach and inspire players: to love the game, to compete fairly within the rules and spirit of the game and to treat teammates with respect. Maintain positive discipline at all times.
7. State expectations of players and parents clearly and follow up as necessary. Communication is your best tool.
8. Assume responsibility for parents' behavior.