

WARNER ROBINS PARKS AND RECREATION  
PEACH COUNTY RECREATION DEPARTMENT  
AND  
PERRY LEISURE SERVICES

2017 FOOTBALL RULES

Dear Parent,

We, the staff of the Warner Robins Parks and Recreation, Peach County Recreation Department and Perry Leisure Services are asking for your full cooperation and understanding during the upcoming program in which your child will be involved.

We hope that each of you will realize that any type of decision we make concerning our program will be in the best interests of the children. We try our best to please everyone but, as you know, that is quite impossible to do. Also, we are open to and welcome suggestions, because we sincerely want our programs to be the best possible for the youth of Houston County. All we ask is that everyone unite behind us in our purpose to teach sportsmanship. Let's please try to get away from the idea that winning is the most important thing in athletic competition. Just as often as not, we learn as much from a loss as we do a win.

Let's keep in mind that as long as you are learning, you are not losing. It's the quitter that loses in the long run.

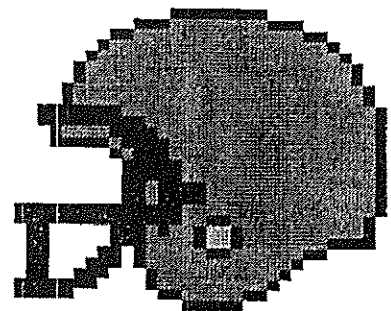
A great deal of time has been spent in preparing this booklet to enlighten you as to how the Football Program is operated, what the rules are and what important dates you need to keep in mind. Please give us a few minutes of your time and read this material.

Thank You,

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## THE FOLLOWING WILL APPLY TO ALL LEAGUES:

1. LEAGUES: Mini Mites - 5 & 6 yr. olds, Mighty Mites - 7 & 8 yr. olds, Mites - 9 & 10 yr. olds, and Midgets - 11 & 12 yr. olds. The age control date is August 31, 2017.
2. Rescheduled games: There will be NO rescheduling of games once the original schedule is published, unless the departments involved mutually agree. Teams that are unable to fill the necessary number to start the game on that date will have to forfeit. Rained out games will be rescheduled by the host department depending on field and staff availability. In the event of rain, light failure or other causes that cause a game to be stopped, we will apply the following: If less than 3 quarters have been played, we will pick up from the last complete quarter. If a game is in the 4th quarter, we will revert back to the score at the end of the 3rd quarter, and it will be considered a complete game. (Coaches will not have say in the scheduling of make-up games.)
3. No shoes with detachable cleats may be worn. No player will be allowed to play barefoot. Legal footwear: sneakers, tennis shoes, little league baseball shoes and any type football shoes with cleats molded to the sole.
4. Mouthpieces are mandatory, but are not furnished by the Recreation Department. **An intra-oral mouthpiece of any readily visible color (not white or clear transparent) with FDA-approve base materials (FDCS) that covers all upper teeth. It is recommended that the mouthpiece be properly fitted.** They are to be used at all practices and during games, when evident that play is going to start until the end of play, official's whistle, mouthpiece must be in place.
5. Any team participating in the Warner Robins Parks and Recreation, Peach Co. Recreation and Perry Leisure Services Program must wear helmets, white in color and no decals (except Warner Robins Recreation Dept., Peach Co. and Perry Recreation Dept. emblems) or tape. **Teams reporting to the field with any other color and other decals or tape on the helmets will begin each quarter with a 20 yard penalty,** NOTE: Any participants using personal equipment must have it approved by their respective departments.
6. Practices will begin after completion of drafts and tryouts, in Mighty Mite, Mite and Midget Leagues. Prior to regular season play, practices will be at the option of the coach, (except there will be NO practice on Sunday). Any practice held on Friday or Saturday will not be mandatory for participant to attend. Participant cannot be disciplined. Players are expected to attend any other scheduled practices and games.
7. **No girl or boy may participate in a Warner Robins Parks and Recreation, Peach Co. Recreation Dept. and Perry Leisure Services football program (the entire season) if they are on a school football roster. Participants may play in one league only (including travel ball). Penalty: Player will be given the choice as to which team he/she wants to play on. Player will be suspended from chosen team's next game including regular season games, playoff games and tournament games.**
8. All games will be played under Georgia High School Rules, except those listed herein.
9. **Each player must play 4 quarters, either with the offensive or defensive team. Each coach must turn in a lineup sheet 10 minutes prior to the beginning of every game, noting the offensive and defensive lineup.** Example: When a player starts his quarter with the

offensive or defensive unit, he should play every play the offensive or defensive unit plays during all 4 quarters. **NOTE:** The kicking team and receiving teams on kickoff will not be counted whether offensive or defensive teams. A team punting is an offensive team and the team receiving the punt is a defensive team. **Players must be on the field when noted or will not be considered having played required time. This will result in the Head Coach being suspended for one game.**

The starting lineup must contain the player's first and last names and jersey numbers. Coaches may designate on their lineup 2 players in the Mite and Midget league, who will be play-carriers for the WHOLE ball game. **Play-carriers must be notated on the line-up prior to the start of the game.** These players will alternate after each offensive play for the whole game. If a play-carrier is substituted for, he must continue to play with the offensive or defensive unit for the remainder of that game. Play-carriers can **NOT** be the same players for two consecutive games. If this occurs, the head coach will be suspended for the next game. An injured player **OBVIOUSLY** does not have to play required time.

10. Maximum penalty for all leagues on an 80-yard or shorter field is 10 yards. Exception: Unsportsmanlike conduct, be it players, coaches, fans - 20 yards.

11. Any coach or player receiving 2 unsportsmanlike conduct penalties in a game or being ejected from a game will be suspended from the next game and facility also. If this occurs a second time, he/she will be suspended from the program. Depending on the flagrancy of the act a player/coach/fan could be suspended for the remainder of the season on the 1<sup>st</sup> offense at the discretion of the respective department(s).

12. Any player that is caught abusing equipment will be suspended for one game. On the second offense, suspension from the program. Abusing equipment include practices and games. Sitting on or throwing helmets is the most obvious abuse and Recreation Department personnel, officials, and coaches may suspend players for such abuse.

13. Team players and coaches are restricted from committing any act which in the opinion of the referee or scorekeeper is intended to ridicule the game (Ex. Calling time to run up score -timeout will not be allowed).

14. Half time will be 10 minutes.

15. Field director is the Recreation Department staff member in charge of that particular field. It is his/her responsibility to see that the rules set forth by the Recreation Departments are followed. He/she has the authority to suspend coaches, players, and fans for flagrant violations of the rules.

16. Mighty Mite, Mite and Midget League only: A team will now have two options after scoring a touchdown. Teams will have the option of going for one point conversion or a two-point conversion. The ball will be placed on the three-yard line for a one-point conversion attempt or the five-yard line for a two-point conversion attempt. Team captain should notify official of their intent.

17. Tie Breaker Procedure: If at the end of regulation play the score is tied, all Leagues will follow the following tie breaker procedure: The officials will flip a coin to give the option of having the ball first. The ball will then be placed on the 10 yard line and each team will get 4 downs to score. If after both teams attempt to score, the score is still tied, repeat the procedure until tie is broken.

The ball will be placed on the same 10-yard line for both teams. The teams will have the option of attempting a 1 or 2-point conversion.

18. Mercy Rule: Starting in the 3rd quarter, if a team is ahead by 32 points, the clock will continuously run with the exception of called time outs. If the 32-point lead reduces to 16 points or less, the clock will be run according to High School Rules.

19. Each team will be allowed 3 time outs per half.

### **COACHES RULES AND REGULATIONS:**

1. All coaches must complete team roster furnished by the Recreation Departments with their first and last names (no nicknames), jersey numbers, and any other necessary information one week before first game of the season.

2. Coaches are responsible for letting the Recreation Department know of any players that have quit. Lisa Jones - Warner Robins Parks and Recreation, Damian Smith – Peach Co. or Alton Ellis – Perry Leisure Services. Teams should contact their perspective department first on any problems or team concerns.

3. It is the coach's responsibility to see that players are not left unattended at practices or games.

4. All coaches are expected to be sportsmen and conduct themselves in a proper manner at all times. Profanity will not be tolerated. Always remember the program is for the children, not the adults.

5. During the course of a game, if any coach refuses to finish the game, or in any way obstructs the continuance of play, the game will be continued with a member of the Recreation department staff coaching the team. The coach will be ejected from the field and the program. If the team players refuse to continue play, the game will be forfeited in favor of the opposing team.

6. Each team shall have a coaching staff of one Head Coach and three Assistant Coaches. Assistant Coaches are not mandatory; however no team will be allowed more than 3 Assistant coaches. Each Head Coach is responsible to see that the respective departments has a complete roster of all intended Assistant Coaches no later than 7 days after tryouts or assignments (before if possible). Each team shall have a Coaching Staff present in the designated team area along the sidelines at each scheduled game consisting of at least 1 approved coach but no more than the 4 approved coaches. If a coach fails to comply with the number of coaches allowed on field, he may be subject to suspension for 1 game. Team Mothers or Fathers, camera people, or parents will not be allowed on the field.

7. If a coach fails to play a player(s) the required amount of time, he will be suspended from the next scheduled game. Second offense, he will be suspended from the program. Suspension will also include park attendance. However, players are expected to attend all practices and games to be eligible for mandatory playing time. Coaches should note on line-up sheet the players that are absent, sick, injured, or being disciplined. Number of times absent should be listed, as should reason of discipline (tardiness, abusing equipment, disrespectfulness, and shows up later than first quarter).

8. No player will be added after a team's fourth game. Exception: if an emergency arises and the respective department deems it necessary.

9. Warner Robins Parks and Recreation, Perry Leisure Services and Peach Co. will have final say on any discrepancies.

**10. NO SMOKING OR TOBACCO USE OF ANY KIND AT GAMES OR PRACTICES BY HEAD COACH OR ASSISTANT COACHES.**

### TEAMS

There will be a maximum of 20 players (with the exception of mini mites who will have 16) assigned and/or drafted to each team. Teams will be listed on the schedule as home or visitor. The home and visitor sides of each field will be the same as listed on the scoreboard. The home team is responsible for furnishing the (3) man chain crew (**must be adults**).

### PLAYER POOL:

1. Once a player has been drafted or assigned he/she may not drop off the team that he/she has been drafted by or assigned to and request to be placed in the player pool. Once a player drops, he/she is completely out of the program for the remainder of the season. **NO REFUND.**

2. A player registering after his league is filled to capacity, and/or any late registrant shall be placed in a player's pool and will be assigned by the Recreation Department on a first come, first serve basis only.

3. Players that miss 4 consecutive sessions (practices and/or games) without sufficient reason will be removed from the active roster. The Recreation Department shall determine what reasons are acceptable. Players removed from the active roster will be replaced. The head coach must notify the Recreation Department when players are not coming to practices and games so the Recreation Department can verify whether the player has quit the team or not.

4. Head Coaches must report all team vacancies the day that the vacancies occur, and present dropped players' uniforms to the Recreation Department before a new player will be assigned to the vacancy.

### Tournament Play

In the event two or more teams end up with identical records in the standings, we will revert back to who beat who during the regular season. If the teams split, a two-quarter game will be held to determine place in standings. The half game will be used only in determining whether a team makes it into the play-offs. Teams that are tied but are in the play-offs, we will draw to determine placement in the bracket. **WILDCARD** games do NOT count in the standing.

## MINI-MITE FOOTBALL RULES

### (8) Man Football

- a. No score kept
- b. No won/loss record
- c. No kick off
- d. No punting

### Offense

- a. (5) line men (tackles, guards, center)
- b. (3) backs (halfbacks, QB) Running back must be lined up in the back field between the tackles.

### Defense

- a. (4) line men (tackles, guards)
- b. (2) linebackers or cornerbacks -NO middle linebackers
- c. (2) safeties
- d. No noseman
- e. No blitzing or rushing

### **NO VARYING ON ABOVE**

- f. The key to success of the game is allowing the offense to get a play off. It is very frustrating to the offense if real aggressive blitzing and rushing is used by the defense.

### Penalties

- a. Penalties (5) steps of official or ½ distance of goal.
- b. Clipping called in all cases.
- c. Obvious holding called.
- d. Call face mask.
- e. Any other flagrant fouls.

### Start Game & Play

- a. Start game by placing ball at mid field
- b. Flip coin for who will be on offense first
- c. Loser of flip will have choice of end of field
- d. Run (5) plays on offense; switch units (offense or defense) after 5<sup>th</sup> play if no score occurs; ball will remain where offense gives it up unless score occurs, then it will be taken back to center field.
- e. No extra points
- f. Fumbles handled as in regular football.

### Time of Game

- a. 20 minute halves with 10-minute half time
- b. Running clock (official)

### Team Meetings

Team meetings are limited to 3 times per week prior to season (Monday-Saturday). Meetings are limited to 2 times per week after the season begins. Practices will be one (1) hour in length.

	RB			RB	
			QB		
OFFENSE - - - -	T	G	C	G	T
DEFENSE - - - -	T	G		G	T
	CB-or-LB			LB-or-CB	
	S			S	

## MIGHTY MITE LEAGUE RULE:

1. AGE 7 & 8

2. **Weight Unlimited. Exception – NO player weighing over 100 lbs. will be eligible to play any backfield position. This also includes specialty teams. The “Shuttle Pass” and the “End Around” to players exceeding 100 lbs. are illegal (penalty unsportsmanlike conduct).**

3. Practice before season starts - (3) times per week; combination of practices and games once season starts - (3) times per week 1 ½ hour time limit. NO practice on Sunday. Any practice held on Friday or Saturday will not be mandatory for participants to attend. (Participant cannot be disciplined.)

4. Only one coach per team will be allowed on the playing field at a time. **The offensive and defensive coach is responsible for keeping a distance of 10 yards between himself and the furthest player back.** Violations of this rule result in a 10-yard penalty.

5. A 30-second huddle will be allowed.

6. Mighty Mites will play four (8) minute quarters. All timing issues will be as specified by GHSA with the following exceptions: When by GHSA rule the clock shall be stopped, the officials shall do so and will be restarted on the referee's ready for play signal. Exception: After a score the clock shall be started again as per GHSA rule. After a timeout the clock shall start again with the snap. During the last two minutes of each half the clock shall be stopped and started per GHSA rules. Half time period will be 10 minutes.

7. Ball may be snapped turned at any position.

8. Punting on fourth down or any other punting situation, team with the ball must publicly announce their intent to punt (if intending to punt) to the referee. The referee announces to both teams the intention to punt. A punt is then mandatory the center snaps the ball to the kicker - NO contact allowed until the ball is punted. **A player over the weight limit may be placed in the backfield for the sole purpose of punting or kicking the ball. A person weighing over 100 lbs. may not advance the ball.**

9. **No nose guard** allowed (illegal procedure).

10. Line backers must line up at least 3 yards behind the line of scrimmage (illegal procedure).

11. All rules will follow G.H.S.A. with the exceptions listed below.

12. There **must** be a defensive man lined up head to head with the two guards and two tackles on the line of scrimmage. If the defense has anyone else on the line of scrimmage they must be lined up head to head with an offensive man. All other defensive men must be lined up 3 yards off the line of scrimmage.

## IMPORTANT NOTES FOR MIGHTY MITES:

1. On a bad snap when punting, punter must retrieve ball and punt from behind line of scrimmage within 30 seconds from time of huddle. No movement on offense or defense until ball is punted.

2. The offensive guards may be no more than one foot away from their center on the offensive line.

3. Line backers must line up at least 3 yards behind the line of scrimmage. A linebacker may line up in front of the center (3 yards back) but may **NOT** make contact with the center. We are asking for the linebackers to read the play, then react, to give the center and quarterback a chance to get the play off. The two defensive men lined up head to head with the two guard's first contact can **NOT** be on the center.

## MITE LEAGUE RULES ONLY:

1. AGE - 9 & 10

2. Weight unlimited. Exception – NO player weighing over **115 lbs.** will be eligible to play any backfield position. This also includes specialty teams. The "Shuttle Pass" and the "End Around" to players exceeding **115 lbs.** are illegal (penalty unsportsmanlike conduct).

3. Practice before season starts - (4) times per week; combination of practices and games once season starts (3) times per week 1 ½ time limit. NO practice on Sunday. Any practice held on Friday or Saturday will not be mandatory for participants to attend. (Participants cannot be disciplined.)

4. No coaches will be allowed on playing field.

5. A 30-second huddle will be used.

6. Mites will play four (8) minute quarters. All timing issues will be as specified by GHSA with the following exceptions: When by GHSA rule the clock shall be stopped, the officials shall do so and will be restarted on the referee's ready for play signal. Exception: After a score the clock shall be started again as per GHSA rule. After a timeout the clock shall start again with the snap. During the last two minutes of each half the clock shall be stopped and started per GHSA rules. Half time period will be 10 minutes.

7. Ball may be snapped turned at any position.

8. Punting on the fourth down or any other punting situation, the team with the ball must publicly announce their intention to punt (if intending to punt) to the referee. The referee announces to both teams the intention to punt. A punt is then mandatory, the center snaps the ball to the kicker - NO contact allowed until the ball is punted. **A player over the weight limit may be placed in the back field for the sole purpose of punting or kicking the ball. A person weighing over 115 lbs. may not advance the ball.**

9. **No nose guard** allowed (illegal procedure).

10. Line backers must line up at least 3 yards behind the line of scrimmage.

11. There must be defensive man lined up head to head with the two guards and two tackles on the line of scrimmage. If the defense has anyone else on the line of scrimmage they **must** be lined up head to head with an offensive man. All other defensive men must be lined up 3 yards off the line of scrimmage.

## IMPORTANT NOTES FOR MITES:

1. On a bad snap when punting, punter must retrieve ball and punt from behind line of scrimmage within 30 seconds from time of huddle. No movement on offense or defense until ball is punted.

2. The offensive guards may be no more than one foot away from their center on the offensive line.

3. Line backers must line up at least 3 yards behind the line of scrimmage. A linebacker may line up in front of the center (3 yards back) but may **NOT** make contact with the center. We are asking for the linebackers to read the play, then react, to give the center and quarterback a chance to get the play off.



## MIDGET LEAGUE ONLY:

1. Age -11 & 12

2. Midgets will play four (8) minute quarters. All timing issues will be as specified by GHSA with the following exceptions: When by GHSA rule the clock shall be stopped, the officials shall do so and will be restarted on the referee's ready for play signal. Exceptions: After a score the clock shall be started again as per GHSA rule. After a timeout the clock shall start again with the snap. During the last two minutes of each half the clock shall be stopped and started per GHSA rules. Halftime period shall be 10 minutes.

3. Practices before season starts - (4) times per week; combination of practices and games once season starts - (3) times per week -1 ½ hours' time limit. NO practice on Sunday. Any practice held on Friday or Saturday will not be mandatory for participants to attend. (Participant cannot be disciplined.)

4. All rules will follow G.H.S.A. with any exceptions listed herein

5. Weight unlimited. Exception: No player weighing over **135 lbs.** will be eligible to play any back field position. This also includes Specialty Teams. The "Shuttle Pass" and the "End Around" to players exceeding **135 lbs.** are illegal (penalty - unsportsmanlike conduct).

**6. A player over the weight limit may be placed in the back field for the sole purpose of punting or kicking the ball. A person weighing over 135 lbs may not advance the ball.**

7. Once a player has been weighed and declared legal by a representative of his respective department, his eligibility will not be challenged. There will be no alternate dates given unless an emergency arises. The department will determine what constitutes an emergency.

Due to some misunderstandings about the positions that can be played by players over the weight limit in the Mighty Mite, Mite and Midget League, we have designed a clarification letter for coaches.

The positions that are marked with an X are positions that **cannot** be played by someone over 100lbs in Mighty Mite, 115lbs. in the Mites and 135lbs. in the Midgets.

OFFENSE

```

X   OOOOO   X   X
    X
    XX
  
```

OR

```

X X   OOOOO   X
      X
      X
  
```

\*\*Formations may vary

KickOff

```

                RECEIVE
              X
            X   X
          OOOO   OOOO
-----
        OOOOO   OOOOO
          O
  
```

Kickoff

(Over weight limit first row only Receiving Team)

\*\*Formations may vary

PUNT (Midgets)

```

                PUNT (Mighty Mite & Mites)
              RECEIVE
                X
            X       X
          X
        X
      OOOOOOOO
-----
    O   OOOOOOOO
      O           O
          O
  
```

PUNT

\*\*Formations may vary