

MJMFL Pee Wee Division Rules & Regulations

MJMFL abides by the Canadian Amateur Football Rules and Regulation, with some added rules that are made to keep our league strong, and with the safety and development of young players in our minds

1. AGE QUALIFICATIONS:

Players born between 2006 – 2008, 10 – 12 year olds as of Dec. 31 of the current year. Exceptions to this rule will be dealt with on a case by case basis and voted on by the MJMFL board. Possible examples include a 9yr old player who wants to play pee wee instead of atom or a 13yr old player who wants to play pee wee instead of bantam.

Over Age Player Restriction

- If an overage player is allowed to play, he must be under the weight of 90 lbs. and cannot be in a position to carry the ball (i.e. running back, fullback, quarterback, tight end, slot back, and wide receiver, kick returner etc)
- Over age players will be marked with a bright yellow dot on back of helmet

2. WEIGHT RESTRICTIONS:

- MJMFL does not support or condone the loss of weight to play any sport.
- The weight to play all positions is 135lbs and under.
- Players over 135lbs. are limited to offensive tackle, guard or centre positions. These players may not pull (i.e. Instead of blocking the player in front of him, the player pulls back off the line of scrimmage and runs out to block a defender.)
- Overweight players must wear #50 – #69. There are no exceptions.
- Any 12yr old player over 135 lbs and of sufficient skill may be asked to moved up to bantam. This is up to the discretion of the board, however, players are not required to move up to bantam.
- Younger overweight players regardless of weight may play offensive line (centre, guard and tackle).
- Overweight players may play on the front line only on kick return. They cannot play behind the first line.

- Players between 135-145lbs can play D-Line interior only (A-B gap).
- Any player found in violation of either rule (overage or overweight playing an illegal position) will be ejected from the game and suspended for the next game. The head coach will also be removed from game and suspended for one game.

3. PLAYER WEIGH INS:

- All players will be officially weighed once before playing in their first game of the regular season and once before their first playoff game.
- All players will be weighed in wearing shorts and a T-shirt, with no shoes.
- A league executive board member must be the one weighing and recording weights.
- Both head coaches must be present while weighing both teams.
- Both head coaches and the board member must sign the weight sheet before it is official.
- A picture of the official weigh in sheet must be sent to MJMFL if conducted out of town.
- Official weigh in sheets must be handed in to MJMFL
- MJMFL does not condone the encouragement of players cutting weight, any coach found to be encouraging this dangerous practice will be subject to league discipline.

4. PEE WEE GENERAL INFORMATION:

- OFFICAL GAME BALL SIZE: TDJ
- PROGRAM BEGINS: Middle of August and could run till end of October
- TRAVEL: Teams possibly travel to Estevan, Assiniboia, or Weyburn
- EQUIPMENT PICK UP: Aug 15 at Elks Filed 6 – 8 pm.
- PLAYER EVAULATIONS: Aug 16 at Practice Fields 6 – 8 pm.
- PRACTICES BEGIN: August 20th
 - Teams can begin to practice two weeks prior to first game
 - Practice days and times determined by coaches
 - Teams can practice 5 times a week for the first 2 weeks of season
 - After 1st game teams can only practice 3 times a week
- SEASON OPENING WEEKEND: Sept 1st
 - Teams play one or two games a week

- Most games will be scheduled anytime between Friday – Sunday with the possibility of some teams playing on a short week during the week days.

5. NUMBER OF PLAYERS AND FAIR PLAY RULES:

- Player participation shall be 12 players on and 12 players off unless there is a shortage of players (25 players)
- The coach of the team that has to have a player playing two ways must explain this to the opposition coach. That opposition coach has the opportunity to play a player both ways as well. A coach must tell the opposition coach the number of the player playing two ways.
- Players can play one side of the ball in one half of the game and may change to the other side of the ball in the other half.
- 12yr old players can play both ways as long as they are not overweight.
- Teams with 19 or fewer players may play a scheduled game. However, that team will forfeit the game for the purposes of the standings. The game will proceed as a controlled scrimmage.
- Teams must alert opposing coaches as to their 3rd down intentions.
- Cut blocking is an illegal move. Any block that is an attempt to go low towards the knees of a defender will result in a 15 yard personal foul penalty being called.
- After half time if a team should have a 29+ point lead, upon a coaches agreement, they are allowed to make roster adjustments.
- Adapting the high school blow out rule to our league in the case where there is a 29+ point lead at halftime, if the losing team should score and the point difference after the score is still 29 or greater, instead of kicking the ball off the losing team will have a choice to retain the ball on their own 35 yard line OR to do a traditional kickoff.

6. ROSTERS:

- All teams are required to hand in and email a roster sheet to MJMFL.
- Roster must be emailed in at least 2 days prior to first game.
- Roster must then be handed in to the MJMFL before the start of your 1st home game in Moose Jaw. Paper copy must be signed by head coach verifying the information is correct.

- Rosters must be submitted (email & paper) on the form provided to you by MJMFL. It must include player names, number, weight and birthdate along with all coaching staff, trainers, etc. Only coaching staff, trainers, etc. are allowed on the sideline.
- Rosters must be submitted in numerical order for announcing purposes
- League rosters will be provided to each team by MJMFL with player's name, number, weight, and birthdate along with all coaching staff, trainers, etc.
- All rosters will be available on the MJMFL website.
- Team rosters can have a max 42 players

7. GAME DAY CONDUCT:

- All games are played under The Canadian Amateur Rule Book for Tackle Football. MJMFL reserves the right to add / modify rules with the primary objective of safety of the players and in the interest of fairness or improvement of our league.
- Home team supplies all volunteers needed for games
- Home team supplies Game Ball – TDJ is the official ball in Pee Wee
- Teams are to be called out on to their 45 yard lines before the game for the singing of the National Anthem.
- Home team has choice at the start of the game – Chosen by Captains
- Two timeouts per team per half of one minute duration. Administered by the referee. One coach per team can enter the field of play to talk to his team, regardless of what team called the timeout. Coaches must leave the field of play when instructed by the Referee.
- Game Lengths: All MJMFL games will consist of four quarters of 12 minute durations of stop time.
- No overtime will be played during the regular season
- Overtime will be played in the Playoffs until a winner has emerged from the game

8. PEE WEE PLAYOFFS

- PLAYOFFS: All 7 teams make the playoffs
- TRAVEL: Teams possibly travel to Estevan, Assiniboia, or Weyburn
- 12 on 12 OFF: Starters can play the entire game. Playing time not guaranteed for all players, No 2 way players (Roster Allows)
- PLAYOFF FORMAT:
Round 1 – Quarter Final

1st - Bye

GM1 – 7th @ 2nd

GM2 – 6th @ 3rd

GM3 – 5th @ 4th

- Winners – Advance in Playoffs
- Losers – Two highest seeds eliminated will play in the Band City Bowl.
Lowest seed is eliminated from playoffs.

Round 2 – Semi Finals

(Winners G1-3)

GM4 – Lowest Seed @ 1st

GM5 – 2nd Lowest Seed @ Highest Seed

- Winners advance to Finals
- Losers advance to 3rd place Memorial Bowl

Band City Bowl

GM6 – 2nd Highest Seed @ Highest Seed Remaining

Round 3 – Finals

GM7 – Winner G4 vs Winner G5

Memorial Bowl

GM8 – Loser G4 vs Loser G5

Highest Seed remaining will be home team

**** NOTE**** - If any Moose Jaw team is in the finals, the game will be played in Moose Jaw regardless of team's seed. Scheduling will try to be flexible to work around other scheduling issues, hockey, high school football, etc.

- **PLAYOFF OVERTIME FORMAT:**

- Home team has choice of Offence, Defense or which end to defend
The first of two mini games start on the defending team's 35 yard Line
- Both teams have two possessions on Offense, if necessary.
- If game remains tied, another set of mini games are played until there is a winner, should a team score a touchdown, that team must go for 2 point convert.

- THE TIE BREAKING RULES FOR LEAGUE STANDINGS:
 - A win is worth 2 points, tie is worth 1 point, loss is 0 points.
Win/loss record. Most points.
 - Record between tied teams in head to head games.
 - Difference in points for/against in games head to head.
 - Win/loss record of tied teams against the highest finishing common opponent.
 - Difference between points for/against of tied teams against highest finishing common Opponent.

9. CLOCK OPERATION:

- All MJMFL Pee Wee games will consist of four quarters of 12 minute durations of stop time.
- HEAD OFFICIAL SIGNALS (WHITE HAT):
 - Start Clock: Winding arm like clock
 - Stop Clock: Two arms above his head waving back and forth
- STOP TIME: The clock will stop in all of these situation
 - Injuries: Clock starts again on the Head Referee's signal
 - Measurements: Clock starts again on the Head Referee's signal
 - Moving the yard sticks / Setting them: Clock starts again on the Head Referee's signal
 - Lengthy Referee Conferences: Clock starts again on the Head Referee's signal
 - Penalties: Clock starts again on the Head Referee's signal
 - Change of Possession: Clock starts again on Head Referee's signal
 - Scoring plays: Clock starts on any officials signal once touched by receiving team or kicking team once passes the 10 yards.
- 3 MINUTE WARNING: Last 3 minutes of 2nd and 4th Quarters the clock stops for
 - Incomplete pass: Clock starts again on the Head Referee's signal
 - Player carries ball out of bounds: Clock starts again on the Head Referee's signal
 - When the referee blows a play dead: Clock starts again on the Head Referee's signal
 - Injuries: Clock starts again on the Head Referee's signal
 - Measurements: Clock starts again on the Head Referee's signal
 - Moving the yard sticks / Setting them: Clock starts again on the

- Head Referee's signal
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- Penalties: Clock starts again on the Head Referee's signal
- Change of Possession: Clock starts again on the Head Referee's signal
- Scoring plays: Clock starts on any officials signal once touched by receiving team or kicking team once passes the 10 yards.
- MERCY RULE: If at any time a team is behind by 35 + points, the clock will be straight time. Clock only stops for
 - Injuries: Clock starts again on the Head Referee's signal
 - Lengthy Referee Conferences: Clock starts again on the Head Referee's signal
 - Scoring plays: Clock starts on any officials signal once touched by receiving team or kicking team once passes the 10 yards.

10. POINT(S) AFTER A TOUCHDOWN:

- The ball will be positioned on the 5yrd line in the centre of the field.
- 2 points will be awarded if a team kicks the ball through the uprights.
- 1 point will be awarded if a team runs or passes the extra point across the goal line.

11. PUNTING:

- There is no fake punting
- There will be no wind rule regardless.
- D can only send up to Front 5.
- No Hitting Center.
- Punting 2 guys can come on.
- Extra Point 3 guys can come on.

12. KICKOFFS:

- Line up 10 yards away. If it hits, one it's live. It has to go 15 yards otherwise it is blown dead.

- In last two minutes of second and fourth quarter, it reverts to amateur rules where you can have normal 10yrd rule for onside kicks.

13. CUT BLOCKING:

- Cut blocking will be banned anywhere on the field
- Any block that is an attempt to go low towards the knees of a defender will result in a 15 yard personal foul penalty being called

14. GAME EJECTIONS:

- Any player, coach, or team official that is ejected from the game must leave the field immediately and may not return to the field area for the remainder of the game.
- Any player, coach, or team official that is ejected from the game may be subject to further disciplinary action including further suspension pending a MJMFL review.
- A review by the MJMFL Board will be done on a case by case manner to decide the severity of the punishment or suspension that will include the games head referee, MJMFL head referee, both teams head coaches, as well as reviewing all evidence available.
- The final say on punishment following the review will come from the MJMFL President. No appeals are allowed.

15. MJMFL - GAME & PRACTICE FIELDS:

- No Smoking anywhere on the greenspace in & around any of the Game or Practice Fields
- Please take pride in our in our fields and not leave garbage laying around.
- Abusive language towards anyone will not be tolerated. Person's may be asked to leave the field & further discipline action can occur
- If bringing a pet to the field, please ensure to clean up after them. All dogs must be leashed at all times.
- Parking at Elks Field
 - Parking lots located on the East & SW corner of the field
 - Parking on the North Side Caribou ST W
 - NO PARKING permitted on the South Side of Caribou between Thatcher Drive & the east end of the Co-op Parking lot (close to 16th Ave NW). Vehicles can be towed. Vehicles may park in the Co-op Parking lot after business hours but only

in front of main store & may not park anywhere by the cardlock & pumping stations.

16. VIOLATIONS OF RULES:

Any team found to be in violation of purposely breaking any of the MJMFL rules and regulations could result in the suspension of the teams head coach, as well as any players involved in the incident.

- A review by the MJMFL Board will be done on a case by case manner to decide the severity of the punishment or suspension that will include a discussion with all parties involved, as well as reviewing any evidence provided.
- The final say on punishment following the review will come from the MJMFL President. No appeals are allowed.