

Pop Warner Points of Emphasis

Administrative Rules	Proof of age, number of plays, player weights, are Pop Warner administrative rules and not under the jurisdiction of the officials. The officials are responsible for enforcing the Rules as dictated by the state rules applicable to local high school football (National Federation of High Schools, NFHS)
Blocking	Blocking and tackling per Federation Rules, EXCEPT THERE IS ABSOLUTLY NO BLOCKING BELOW WAIST OR CLIPPING, ANYWHERE (including Federation free-blocking zone).
Clock	Time piece is designated by the referee, and may be a CDFOA member operating a field clock.
Electronics	No radios, cell phones, or other electronic communication devices to relay information to coaching staff (administrative).
Equipment	Added piece of required equipment for Pop Warner, athletic supporter. No jewelry. No headgear containing knots under the helmet.
Fees Per Game	Referee \$40.00 Active or Associate or Candidate Official \$37.00 Clock \$30.00
Injured Players	Do not handle an injured player with the exception of mouthpiece removal. Pop Warner rules stipulate that there will be trained medical personnel in the vicinity of the game. An injured player removed from the game by reason of injury shall not re-enter the game without the approval of certified EMT, paramedic, certified First Aid personnel, or a physician. The umpire shall witness such approval to the referee.
Mitey Mite Kicks & Point After Touchdown	There shall be no blitzing, rushing of punts, field goals or point after touchdown (while attempting a kick) in Mitey-Mite play. A punter may retrieve an errant snap within the confines of Federation Rules. For PATs, the holder will be positioned at least three (3) yards behind the snapper. The ball will be snapped to the holder who will position the ball. If the ball goes over the head of the holder, or to his/her right or left, and the holder can lean or reach and get the ball, and play continues. If the ball is out of the reach of the holder he/ she may not get up to retrieve the ball. It will be ruled a "dead ball" by the official.
Numbers	The numbering system for designating players by position is waived.
Officials Conduct	No tobacco use on the field or in the vicinity of the field. No alcohol use on the day of a contest.
Penalty Announcement	Fouling player numbers are not to be announced during penalty administration (as an option the number may be discretely relayed through the closer official to the sideline). Normal Federation signals are used.

Players	A minimum of 16 players must be dressed and ready to play, and the game can only continue as long as 16 players are available.										
Rules	Federation Rule Book shall apply except for changes noted herein.										
Score Administration	<p>Any time a team goes up by 28 points or more, the following will occur:</p> <p>A. The official clock will become a running clock and once started can only be stopped for injury of a player or at the discretion of a referee. It cannot revert to a game clock operation for the remainder of the game.</p> <p>B. Once 28-point difference is obtained between the two opponents, the winning team cannot pass the ball or run sweeps outside the tackle. If the winning team fails to abide by this rule, each violation will be a loss of down and a 5- yard penalty. This is at the discretion of the game referee.</p> <p>C. There will be no Blitzing once the clock becomes a running clock and the lopsided rule is in effect.</p> <p>D. There will be no on sidekicks at kickoff.</p> <p>E. The winning defense team cannot advance a fumble or pass interception. The ball is blown dead immediately. The winning offense may start play action from this point.</p>										
Sideline Control	<p>All coaches and administrative personnel shall wear a tag around their neck designating their function are allowed access to the team area. All other individuals shall be relegated to the spectator area. (Never more than 10 individuals). Sideline ID (plastic laminated with level and year) will note individual as follows:</p> <p>Blue Team Head Coach Green Assistant Coach Yellow Association President, or Federation Representative Orange Team Trainer, equipment Manager Red Home Game Commissioner White Spotters & Statistician</p>										
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Tie-Ball Games	<p>No overtime in Mitey-Mites 10-Yard Overtime procedure as prescribed in NFHS Rule Book</p>										
Time-outs	Same as NFHS Federation										