

# PEE WEE

## 11 Year Olds

### Player Requirements

- Must have completed & submitted Concussion & Head Injury and Sudden Cardiac Arrest Forms
- Must meet age requirements (based on age on August 1, 2016)
- Agree & abide by Knox County Sports Code of Conduct

### Coaches (Head, Assistant) Requirements

- Must have successfully passed national background screening
- Must have completed USA Football Level 1 Coach Certification
- Agree & abide by Knox County Sports Code of Conduct
- 1 Head Coach & 4 Assistants allowed to be on sideline during game with Coach ID Badge

**Ball** R5-JR

**Weight** **137** pound maximum for backs/ends. Teams weigh-in before each game.

**Green Strippers** Must wear the green stripe on helmet until meet weight  
Can not advance the ball  
(Offense) Can be upright (does not have to be in 3-point stance)  
(Offense) Can't be on end of line – must have receiver on both ends  
(Defense) Players can not play MLB/OLB or DB...only D-Line  
(Defense) Must be in 3 or 4 point stance  
(Kickoff) Can not go more than 10 yards downfield  
(Kickoff Return) Must be within 10 yards of the ball at kickoff

**Substitutions** No requirements on playing time. Coaches may sub freely

**Game Timing** 8 Minute Quarters with running clock until final 2 minutes of 2<sup>nd</sup> & 4<sup>th</sup> Quarters where HS timing rules are used. Clock stops on timeouts, scores, and injuries.  
No overtime in regular season

**Field Length** 100 Yards

**Penalties** 5 yards, 10 yards, 15 yards

**Punts** Offensive team must declare if punting or going for 4<sup>th</sup> down.  
Kicking team can't release downfield until ball is punted.  
Center is protected while head is down.  
No rush allowed on punts, but defense can jump up & down.

**Kicking** No rush allowed on kicks, but can jump up & down.  
Kicking team can't fake or advance ball past line of scrimmage.

**PAT** 1 point for rush/pass, 2 points for kick

**Mercy Rule** The clock shall run the entire 2<sup>nd</sup> half if a team leads by 28 or more points. The clock only stops at end of 3<sup>rd</sup> quarter and for major injuries. The clock will revert to standard procedures if the deficit becomes less than 28 points.