Peewee

Unless otherwise specified, games will be conducted in accordance with the Canadian Rulebook for Amateur Tackle Football.

**PeeWee Age Eligibility**: Players cannot be older than 13 on December 31 in the year of play.

**Converts**: A kicked convert is worth 2 points. A convert by pass or run is worth 1 point.

**FNB 10 a side Peewee Pressure Defence Rule (New for 2016)**
The defence can have as many defensive lineman as the offense has interior offensive lineman (ie. C, G, TE). Linebackers and defensive backs are not allowed to blitz. Defensive ends cannot line up wider than an "outside shade" on the most outside interior offensive lineman, (i.e. G or TE). The defensive end's inside foot cannot be outside of the offensive lineman's outside foot.
There is no restriction on where linebackers or defensive backs can line up.
Linebackers and defensive backs cannot cross the line of scrimmage until the quarterback no longer has the ball or has left the pocket.
If this rule is violated the defence will be penalized 5 yards for "illegal defence".
This rule is not in effect when there is two yards or less to go for a first down or when the offense is scrimmaging inside the defensive team's 2 yard line.

**Note**: Any End player lined up on the line of scrimmage must be at least 3 yards outside the G on the snap to NOT be classified as a TE for the purposes of this rule. Any player lined up behind the line of scrimmage (other than the QB) must be at least 3 yards behind the line of scrimmage OR 3 yards outside the G or TE on the snap to NOT be classified as a TE for the purposes of this rule.

**Number of Downs (New for 2014)**

a) Teams will play 4 down football with the one yard neutral zone. The offence must throw a legal OVERHAND forward pass on at least one of the first three downs in each series of downs. Failure to do so will result in an "Illegal Procedure" penalty. Officials will not stop play until the ball is dead. Attempting to pass and getting sacked or being forced to run will not satisfy this rule. The ball must be thrown as a legal forward pass. A lateral pass will not satisfy this rule.

Officials should point this out to a team that has just thrown a lateral pass. A five yard penalty will be applied and the down repeated. The offensive team will still be obligated to pass the ball again after the penalty has been applied.

The defensive team has the option to decline the penalty, let the play stand and bring up fourth down. The offensive team can run the ball on fourth down. In order to avoid this penalty teams are strongly advised to pass on either first or second down.

The offence is not required to pass the ball in any set of downs that starts inside their own 15 yard line.

**High Tackle Penalty (New for 2008)**

High Tackle - Definition: Any tackle by a Player that is initiated above the shoulder pads - specifically the neck area. (Comment- It is important to recognize that there will be situations when a tackle is initiated around the shoulder pad area, and because of Player size differentials, or the ball carrier going down, the tackle could end up being around the neck area. In that case, it would be a judgment call by the Official)

Penalty: Unnecessary Roughness - 15 yards applied as per the rulebook.

It will be important for Coaches to understand that this is separate from the "Facemask" penalty, and the new "Horsecollar" rule."

**Head Out of the Game Rule (New for 2016)**

Football New Brunswick “Head Out Of The Game” Unnecessary Roughness Penalty
(Applicable to all Football New Brunswick Minor Football Games involving players aged 15 and under and the Junior Girls program)

1-Any SIGNIFICANT contact delivered TO THE HEAD OR NECK AREA of an opponent with the helmet, facemask, forearm, shoulder or hands shall be ruled as unnecessary roughness.

2-Any SIGNIFICANT contact by a player with their HELMET to an opponent either in attempting a tackle or a block shall be ruled as unnecessary roughness.

For the purpose of this rule, INTENT is NOT a factor when considering if it is a foul or not. The responsibility lies solely with the player initiating the hit or tackle to avoid the contact to the head and neck area.

Penalty:      1st Offence: Team A 15 yards DR
                                           Team B 15 yards, automatic first down for team A.

                     2nd Offence by SAME PLAYER:
                                            Team A 15 yards DR
                                            Team B 15 yards, automatic first down for team A

                                           Referee will tell head coach that next infraction by that player will result in a
                                           disqualification.

                    3rd Offence by SAME PLAYER:
                                           Team A 25 yards DR, player ejected from game.
                                           Team B 25 yards DR, automatic first down, player ejected from game.

Exceptions:

1- Straight arm by ball carrier;

A ball carrier is permitted to make contact to the helmet, facemask, or neck area of an opponent attempting to make a tackle with their hand provided that there is no thrusting motion of the arm involved in making the contact to the head or neck area. After the hand is in contact with the potential tackler a pushing action is permitted to ward of the tackler. The hand may be on the facemask but must not grasp the facemask.

2- Short yardage plunge;

A ball carrier may plunge head first toward a gap when attempting to gain a first down or a play at the goal line, either attempting to score or get out of the end zone. An opponent attempting to stop the runner may make unavoidable contact to the head or neck area of the runner due to the position the runner has assumed to gain the required distance, this contact shall not be considered a foul unless it involves SIGNIFICANT helmet to helmet contact. A short yardage play of this nature does not permit the ball carrier to lower their helmet and target a potential tackler with their helmet.

**Length and Timing of PeeWee Games:**Games will consist of 4 quarters of 15 minutes each for a total of 60 minutes of playing time.
Except for the last 3 minutes of each half, the timing of games will be "straight time". The time clock will run continuously  and only stop in the following situations:

(1) A team time out. Each team will have 2 timeouts per half.
(2) An officials timeout.
(3) A prolonged injury where a player is on the ground for more than 15 seconds.
(4) A prolonged officials conference or delay of more than 15 seconds.

During the last 3 minutes of each half the clock will stop after each play. It will start again in accordance with Rule 1 Section 5 Article 1 of the Canadian Rulebook for Amateur Tackle Football.

**Mercy Rule:**When a team has taken and maintained a lead of at least 30 points, the remainder of the game will be timed "straight time".

**Taking a Knee**
When a team advises the Referee that they are going to take a knee for the purpose of ending the half or a game, the Referee will advise both teams of what is going to take place so that there is no misunderstanding with either team on the field. After the Referee declares this, if during the next play a member of either team crosses the neutral zone in a threatening manner, even without physical contact being made, that player will be ejected from the game.

If the offense needs to take the knee more than once they are to declare that before each play and the Referee will advise both teams before each play. Score and field position are not factors, there is no play when the offense declares they are taking the knee.

**Postponed Playoff Games**
All playoff games cancelled due to inclement weather must be replayed at the earliest reasonable opportunity. If the hosting team does not have a lighted field satisfactory for the rescheduled game it will lose home field advantage and therefore have to travel to the other team's home field to complete the game.