



Southern Alberta Minor Football Association

## 2019 Pee Wee Jamboree Rules

### RULES

1. (2) High School Football players per game, will be responsible for spotting the ball, calling offsides, offensive procedures, blowing fumbles dead and monitoring downs. (if available)
2. Coaches are allowed on the field and in the huddle. Once the huddle is broken, they can only correct positioning.
3. Each team will provide one individual to monitor personal fouls such as: face masking, tackling the head, blocking from behind, holding and horse collars. Each foul will result in a loss of 5 yards for the offending team, and down will be replayed. Coaches will make corrections to that player.
4. The games will run for 50 minutes, with a 10 min break between games. The main scoreboard will have 50 minutes put on the clock at the start of each hour. All games will start at the same time.
5. There will be 10 offensive plays for each team, followed by 5 offensive plays for each team until time runs out. No new set of 5 offensive plays can start with less than 10 min left on the clock. (A set of 5 plays constitutes both teams running there 5 plays.)
6. The team has 1 min from the end of the last play to the ball snap of the next play. If the ball isn't snapped there will be a loss of 1 down. High School Football refs will notify the coach that 15 seconds are left before the 1 minute is up.
7. The Offense will start at the 40 yard line at the beginning of your set of plays.
8. Touchdown; the ball returns to the 40 yard line and the team keeps the ball if they have plays remaining.
9. Fumbles – The play is blown dead, resulting in a loss of a down, the ball returns back to the current line of scrimmage.
10. Interceptions – the play is blown dead, and the offense returns to the 40 yard line to finish their remaining offensive plays.