

GAME DAY PROCEDURES

1. Greater Jacksonville Pop Warner League will make all changes to this schedule. No one else is allowed to make changes.
 - a. No teams may play any games without the permission of the Greater Jacksonville Pop Warner Board of Directors.
 - b. No teams may play any games after December 11, 2021.
2. Jerseys Colors: PW Rule 14 (H) is effective for the 2021 season:
 - a. Home– Dark
 - b. Away - White
3. Sixty (60) minutes prior to the posted game time, coaches are required to have their team at the check-in station area where all players will be verified by a Weigh Master. The following applies:
 - a. **NO** coach may certify his/her own team
 - b. All check-in observation rights are waived if the opposing coach is not available at the prescribed check-in time as stated above.
 - c. All game check-ins will be in pads, no helmet
 - d. All mouthpieces must be connected to the face mask by a keeper strap
4. It is the responsibility of the Home Team to have the following:
 - a. Restraining ropes/fence
 - b. A chain crew
 - c. Clock and scoreboard operator

These individuals must be adults and be available and ready to assume their duties prior to game time.
5. Halftime intermission is ten (10) minutes with a one (1) minute break between quarters.

6. The game clock will stop:
 - a. On all change of possessions and start when the official sets the ball
 - b. On all incomplete passes the clock will stop and will start again when the official sets the ball. (Exception: The last two minutes of the 2nd and 4th quarters)

7. Official Information: The fees for officials to be paid by the onsite association are (2019-2021):

Division	White Hat	OC	OC	OC	Total
6U	1 (\$30)	1 (\$30)	1 (\$30)	NA	\$90.00
8U	1 (\$45)	1 (\$40)	1 (\$40)	1 (\$40)	\$165.00
10U	1 (\$50)	1 (\$45)	1 (\$45)	1 (\$45)	\$185.00
12U	1 (\$50)	1 (\$45)	1 (\$45)	1 (\$45)	\$185.00
14U	1 (\$50)	1 (\$45)	1 (\$45)	1 (\$45)	\$185.00

FORFIET FEE (WH) \$25.00 (OC) \$23.00

8. All regular season games which end in a tie will use the Kansas City Tie Breaker to determine a winner. NO regular season game will end in a TIE with exception of 6U.

9. Only games with playoff implications will be made up if cancelled due to inclement weather.

10. Tie breaker for League standings will be declared using the following criteria:
 - a. Conference record won / lost
 - b. Head to Head competition games played against each other
 - c. Overall record – WINING PERCENTAGE
 - d. If a tie still exist, the following will be used:
 1. Two teams: A Kansas City Tie Breaker will be used to determine a winner

2. Three teams: A draw will be conducted for positions 1, 2 & 3. The team that draws 1 will play the team that draws 2 in a Kansas City Tie Breaker; the winner of the Tie Breaker will play the team that draws 3. The losers of the first and second Tie Breakers are eliminated. The winner of the second Tie Breaker is the overall winner. The draw will take place prior to the start of any Tie Breaker.
3. Four teams: A draw will be conducted for positions 1, 2, 3 & 4. The team that draws 1 will play the team that draws 2 in a Kansas City Tie Breaker. The team that draws 3 will play the team that draws 4 in a Kansas City Tie Breaker. The losers of the two Tie breakers are eliminated. The two winners will play a Kansas City Tie Breaker to determine the overall winner. The draw will take place prior to the start of any Tie Breakers.