



“MiniWheelers” League Rules



GENERAL

- All games will begin and end on time.
- “Paper/Rock/Scissors” will determine opening possession.
- Offensive team takes possession at their Free Throw (FT) line and has 3 plays to cross half court for a 1st Down. Once a team crosses half court, they have 3 plays to score a touchdown or kick a field goal.
- If the offense fails to score, the ball changes possession and the new offensive team takes over the ball where it was last downed.
- A 3 or 4 point stance is prohibited for all players except the center.
- Games will be 5-on-5. Teams must have a minimum of 4 players to start a game. If a team does not have 4 players, the game will result in a forfeit... unless alternate terms of play are agreed upon by both coaches.
- All teams must have at least 2 players on the line of scrimmage to start a play.

FLAGS

- Each player will wear a belt at the waistline containing two flags, with one flag hanging on each side of the body.
- Flags should be different colors from uniform shirts & pants (when possible).
- Wrapping, tying, or permanently securing flags to a belt in any way is illegal.
- Flags will be provided by the Moline Parks & Rec. Department.

ATTIRE

- Uniform shirts **MUST** be worn to all games. Shirts must be tucked in.
- Cleats are not allowed in the gym. Only indoor athletic shoes may be worn.
- NO POCKETS are allowed on shorts or pants (when possible).

TIMING

- Games consist of two 20 minute halves with a running clock. Clock will only stop in the last minute of the second half.
- During the last minute of the 2nd half, the clock will stop for the referee’s time, team timeout, out of bounds, incomplete pass, touchdowns, or P.A.T.
- If the game is tied at the end of regulation, the game is counted as a tie. NO OVERTIME will be played during the regular season.
- Each time the ball is spotted, the offensive team has 30 seconds to snap the ball or a “Delay of Game” penalty will be called.
- Each team has one - 60 second timeout per half.
- Officials may stop the clock at their discretion at any time.
- Halftime will be 4 minutes in length.

SCORING

- Touchdown = 6 pts.
- Field Goal = 3 pts.
 - A player must hit the backboard with the football. If ball misses the backboard, it is a 'live' ball & can be returned.
- P.A.T. (FT Line) = 1pt.
 - Same as field goal. Missed P.A.T. is a 'dead' ball.
- P.A.T. (FT Line) = 2 pts.
 - Team runs a play from the free throw line & must cross goal line
- Interception return on P.A.T. try = 2 pts.
- Safety = 2 pts.
- In case of a forfeit, the official score will be 21 – 0.
- "Bonus Points" = 1 pt.
 - Any FG/Extra Point try that goes through the basketball hoop will be awarded 1 'extra' point. (i.e. 2 pts. for P.A.T. **OR** 4 pts. for FG)

RUSHING THE QUARTERBACK

- Only 1 player is allowed to rush the QB.
- The designated rusher may line up anywhere on the court prior to each play.
- There must be an audible "3 Mississippi" count on any rush. The rusher may take 1 step forward with each "Mississippi" count if desired, but **MAY NOT** cross the line of scrimmage until the "3 Mississippi" count has been reached.
- The QB may 'roll out', but must stay behind the line of scrimmage.
- If the QB is not rushed, they may run the ball after the "3 Mississippi" count has been reached. The run **MUST** be to the outside...**NOT** up the middle.

RUNNING

- The player who takes a handoff or pitch behind the line of scrimmage is eligible to run the ball. This player may also throw the ball as long as they are behind the line of scrimmage.
- Once the ball has been pitched or handed off, all defensive players are allowed to rush.
- Spinning is allowed, but players cannot leave their feet to *avoid a defender*. (i.e. jumping or diving)
- NO DIVING allowed, whether for a first down, touchdown, or to pull a flag. This will result in a penalty if anyone other than the person who dives hits the ground.
- **ALL RUNS MUST BE TO THE OUTSIDE**, not up the middle
- The ball is spotted where the ball is at the time of a flag pull, not where the players' feet are.
- NO FUMBLES. The ball is dead where it hits the ground.
- Ball carriers may not run out of bounds intentionally to avoid a flag pull.
- NO QB SNEAKS allowed. QB must start in the "shotgun" or take a 3 step "drop" **AND** the run must be to the outside.
- NO "Taking a Knee" to run the clock and end a game. The runner must attempt to gain positive yards in order for the clock to run.

RECEIVING

- All players are eligible to receive a pass (including the QB if the ball has been handed off or pitched behind the line of scrimmage).
- Only 1 player may be in motion at a time. Motion can be in any direction.
- Players may only jump vertically to catch a pass.

PASSING

- A pass is considered complete as long as the receiver has control of the ball and has one foot completely in bounds.
- Lateral passes/pitches are legal. However, if the pass is incomplete, the play will be treated like a fumble and the ball will be spotted where it hits the ground.
- Shovel passes are allowed. If the ball is dropped, it will be treated as an incomplete pass.
- Interceptions can be returned by the defensive team.
- A pass is a *'live'* ball until it hits the ground.

BLOCKING

- Offensive players may not use their hands to block. (Think *'pick'* in b-ball)
- Defensive players may not use their hands to fight off a block. The defensive player must go around a blocker...not through them.

DEAD BALLS

- A fumbled ball or dropped pass is dead where it hits the ground.
- Any time a part of the ball carrier touches the ground (other than his feet or hands) the ball is blown dead.
- When a flag is cleanly removed from the ball carrier, the ball is dead. The defensive player removing the flag should immediately hold the flag above their head to assist the official in spotting the play.
- In the event of an inadvertent whistle by the officials, the offense has the choice of taking the ball at the spot where it was blown dead or replaying the down from the previous spot.
- If a player's flag falls off without being pulled, play is dead when the player is touched with one hand.

FIELD GOALS

- Teams may kick a field goal on any down.
- On 3rd down, teams have the option to go for a 1st Down/Touchdown or kick a field goal.
- Ball must hit the backboard to be good.
- If the ball misses the backboard, it is a *'live'* ball and may be returned.
- The kicking team may not cover the kick until it is secured/recovered by the defensive team.

PUNTS

- ***NO PUNTS!***

SUBSTITUTIONS

- Substitutions must be made between downs.
- All new players must report to their respective huddles prior to a play.
- All players leaving the court must be off of the court before the ball is snapped.
- An injured player must sit out a minimum of one play. Any player who is bleeding or has an open wound will be considered an injured player.

SPORTSMANSHIP/ROUGHING

- If the referee witnesses any acts of tackling, elbowing, cheap shots, blocking, or any unsportsmanlike act, the game will be stopped. The player will be given one warning and any more such behavior will result in ejection from the game. The league director, upon recommendation from the referees, may assign a one game suspension.
- Officials have the right to determine offensive language. Trash talking that is offensive to the referee, the other players, or the spectators will not be tolerated. A warning will be given for one infraction; any more will result in ejection.
- **Fighting** of any kind will result in immediate ejection from the game and could also lead to removal from the league.
- These rules apply to all coaches, parents, & spectators as well.

ENDZONE CELEBRATIONS

- Endzone celebrations are **ENCOURAGED!!** ☺
- Celebrations should be done with respect shown towards the other team.
 - i.e. celebrate with your team to have **FUN**, not to mock, taunt, or embarrass other players/teams/coaches/fans.
- Celebrations must not cause damage to any equipment, facilities, players, coaches, fans, or officials.
- All celebrations are subject to unsportsmanlike penalties. (if necessary)



PENALTIES

The referees will call all penalties. The non-offending team can decline penalties.

DEFENSE

- *Off-Sides* – 1 yard from the Line of Scrimmage (LOS) & replay the down
- *Illegal Rush* – 1 yard from the LOS & replay the down
- *Pass Interference* – 1 yard from the LOS & replay the down
- *Illegal Contact* – 1 yard from the LOS & replay the down
 - holding, contact with QB's arm, using hands to avoid a block
- *Illegal Flag Pull* – 1 yard from the end of run
- *Unsportsmanlike Conduct* – 5 yards from the LOS & automatic 1st down
 - personal foul, foul language, unnecessary temper, taunting opposing players, etc.

OFFENSE

- *Illegal Motion* – dead ball, 1 yard from the LOS & replay the down
 - more than one person moving at time of the snap
- *Illegal Forward Lateral* – 1 yard from the spot of the foul & replay the down
 - forward pitch/pass once beyond the LOS
- *Offensive Pass Interference* – 1 yard from the LOS & replay the down
 - illegal pick play, pushing off/away defender
- *Illegal Blocking* – 1 yard from the LOS & replay the down
 - using hands to block defender
- *Flag Guarding* – 1 yard from the spot of the foul
 - ball carrier deliberately prevents defender from pulling flag
- *Delay of Game* – dead ball, 1 yard from the LOS & clock stops
- *Illegal Flag* – 1 yard from the LOS & replay the down
 - flag attached illegally, tied in knot, only 1 flag on belt, etc.
- *Unsportsmanlike Conduct* – 5 yds. from LOS & loss of down
 - personal foul, foul language, unnecessary temper, taunting opposing players, etc.

* Any of the above infractions can & will result in an ejection if a player is continually flagged for the same infraction.

*** GAMES CANNOT END ON A DEFENSIVE PENALTY, UNLESS THE TEAM ON OFFENSE DECLINES IT.**