



2008 SDPW MPR RULE

"Read it, Learn it and follow it"

E. Minimum Mandatory Play Rule

1. The following shall be the Minimum Mandatory Play Rule (MPR) for all Pop Warner teams. All MPR's should be based on eligible players at the time of the game. (NAT)

<u>JPW – Midg</u>	<u>Mitey Mite</u>	<u>xxxxxx</u>
• 16 – 25 players = 10 plays	16-25 players – 12 plays	
• 26 – 30 players = 8 plays	26-30 players – 10 plays	
• 31 – 35 players = 6 plays	31-35 players – 8 plays	

- a) The plays must be from the line of scrimmage. (NAT)
 - b) Kickoffs, extra points and free kicks shall not be used in fulfilling the MPR requirement. (NAT)
 - c) A play shall not count toward fulfillment of the MPR if the play results in a penalty, which causes the down to be replayed. (NAT)
 - d) All players shall be provided their mandatory plays by participation in “active” plays, without the intent to minimize the action or integrity of the plays. (NAT)
2. Plays such as, but not limited to, having the center snap the ball to the quarterback, and then the quarterback fall to the ground, while substitutes are playing the other positions, shall **NOT** be considered as active plays. (NAT)
 3. **All players shall receive their mandatory plays by the end of the third quarter, or they shall enter the game at the start of the fourth quarter, and remain in the game until they have received their required number of plays.** (NAT)
 4. Each player, except those players which are absent, disciplined or injured, shall play the appropriate number of plays. (SDPW)

F. General Regulations

1. At summer practice, explain the rule to all players, telling them that if a coach gets wrapped up in a game and loses track of playing time not yet given them, to politely remind the coach of this memory lapse. (SDPW)
2. At all parent meetings, verbally and if all parent communications in writing advise the parents of the MPR. Should the parent observe a lack of playing time given to his/her child, they are to bring it to the attention of the Head Coach first-after the game, and failing there, to report same to the President of the team's Association. (SDPW)
3. At games, when a PA system is in use, explain the MPR and its operation to the fans. (SDPW)

G. Violations

1. **Failing to start players in the fourth quarter who have not completed their minimum plays:**
 - a) **Head coach will receive a suspension up through the following game**
 - b) If the violation occurs during post season play, that coach must address the San Diego Pop Warner Conference regarding this violation before he will be allowed to coach in the following year.
 - c) The game results in a forfeit.
2. Players who are **falsely listed as absent, injured or disciplined** shall also receive double the number of plays in the following game. (SDPW)
3. The **only** evidence that will substantiate the completion of the MPR will be the Minimum Play Form. Once the Head Coach signs the MPR, it stands as uncontested evidence. **The Head Coach cannot protest or ask for a hearing on an MPR violation, remember...it is uncontested evidence.** (SDPW)

These rules shall apply in ALL GAMES, pre-season, season, post-season and bowl games-even games with teams from other Conferences which have lower requirements. (SDPW)