

D2 - 3/4 GRADE

- **11-player / full field**
- **Start:** ball on 50
- **2 timeouts** per half

KICKS / PAT

- **No kicks**
- **Punt:** 25 yds / 10-sec runoff
- **PAT:** no kick allowed
- **A penalty:** cannot place ball behind A35

DEFENSE

- **No D player over center**
- **DT:** head-up; may shoot gaps
- **LB / CB:** 5 yds deep
- **Safeties:** 7 yds deep
- **No blitzing**
- **No mercy rule**

POP WARNER QUICK GAME CARD

D2 - TURNOVERS

- **Fumble behind LOS:** live
- **Fumble beyond LOS:** dead

D2 - 4Q ONSIDE OPTION

- **4th & 10** from A40
- **Successful:** O keeps ball at dead-ball spot
- **Unsuccessful:** D gets ball at 50

D1 / MS

- **Standard kickoffs / punts**
- **Halftime:** 3-min warmup
- **Coaches:** sidelines only
- **PAT:** run = 2 / kick = 1
- **Mercy:** 28 pts in 2nd half

*CUT OUTSIDE BORDER • FOLD ON DASHED CENTER LINE
Finished size: approx. 3.5 in x 5 in
PRINT 100% / ACTUAL SIZE*