

MIGHTY MITE RULES (EXTRACTED FROM 2006 BY-LAWS)

ARTICLE XVI: SCPW MITEY MITE RULES

SECTION 1: Eligibility for Mitey Mites:

The mighty mites for SCPW would have two classifications: Jr. Mites and Sr. Mites:

Jr. Mites will include 7 and 8 year olds with weight limits per National Rule Book and up to (4) 9 year olds under 75 lbs. Jr. Mites will play by rules of National rulebook except as modified by this document.

Sr. Mites will be 7, 8 and 9 year olds with weight limits per national rulebook except 3rd year 9-year-old players must be 75 lbs or less. Sr. Mites will play by rules of National rulebook except as modified by this document.

Jr. mites will not play Sr. mites and towns must commit teams as Jr. or Sr. by July 15.

SECTION 2: Only Two (2) coaches from each team at one time plus 1 MPR person allowed on the field during any play. All coaches must be a minimum of 15 yards from the line of scrimmage when the ball is snapped.

SECTION 3: There will be NO KICKOFFS; the ball will start at the 35-yard line.

SECTION 4: Mitey Mites will play four (4) twenty (20) minute quarters. The time will be running time with the exception of an injury on the field when the EMT is present. The clock will not stop for time outs. Scoreboards will only show the time remaining in a quarter. No overtime will be played. Maximum allowable time for a game will be one hundred and ten (110) minutes.

SECTION 5: Each team will have one (1) time-out per Quarter.

SECTION 6: There will be no punts; the ball will be moved thirty (30) yards from the line of scrimmage on fourth down, unless the offense wants to run a play. The offensive coach must tell the official that they would like to punt. If the line of scrimmage is inside the defensive team's 45-yard line then the ball will be placed on the 20-yard line.

SECTION 7: OFFENSE:

- a) The offense has 40 seconds from the time the ball is ready for play to align itself at the line of scrimmage and snap the ball between plays. If in the referees' judgment, the offense continues to take more than 40 seconds to snap the ball, he may call a delay of game penalty and penalize the offense 5 yards. If the referee feels that the offense is "stalling", he may also penalize the offense with a "loss of down" penalty.
- b) There will be NO unbalanced lines.
- c) No QB sneaks, although the QB can run a sweep outside the ends.

- d) The offensive line can have a maximum of 3-foot splits between the center, guards and tackles.
- e) There will be NO Pulling of the guard or the tackle
- f) Only the QB can hand the ball off.
- g) An offensive set can have a maximum of two wingbacks per side on the shoulder of the end or split out as a receiver. Intent is to avoid 3 backs outside the end on one side of the ball. (see figure mm1).
- h) The QB will line up under the center at all times, no shotgun. Only the QB can throw the ball.
- i) The other 3 backs will be at least 2 yards from the line of scrimmage.

SECTION 8: DEFENSE:

- a) Base defense is standard 6 - 3. (see figure mm2)
- b) No Nose guard. (position over the center)
- c) The guards will be head up on offensive guards. The tackles can be on outside shoulder of offensive tackle but must take first step toward offensive tackle. Defensive ends can be on outside shoulder of offensive ends.
- d) There will be no stunting or shooting of gaps.
- e) The linebackers will be 5 yards off the line of scrimmage and should be no more than 3 yards off the defensive end. At the snap of the ball their first step cannot be forward. They must be coached to read the play first, no blitzing. There will be only 3 linebackers.
- f) There will be 2 defensive backs; they will line up 7 yards off the line of scrimmage. They also will be coached to read, and not to blitz. Intent of this position is to avoid defense backs from be position in the box and not act as a 4th linebacker.
- g) If these rules are consistently abused, the referee has the option to call an unsportsmanlike penalty against the defense. Repeated occurrences by a team will be investigated by SCPW and could result in fines and possible suspensions of the coaching staff.

SECTION 9: MPR for Mighty Mites

Jr. Mites -

Each team must split their Jr. Mite teams into "A" and "B" teams based on ability and experience. "A" team players shall consist of all second year players and "better" first year players. "B" team players shall consist of first year players only unless agreed upon by league officials at the beginning of the year jamboree. The "A" team will play the second and fourth quarters. "B" teams will play first and third quarters. If a team has less then 25 players the top 6 from the "A" team cannot play on the B team, these players must be identified on the MPR roster before the game! If you have over 25 players on a Mitey Mite squad then no players from "A" team can play with "B" team. Example the "A" team backfield will not be in any skilled position, which includes MLB and offensive backfield on the "B" team. Each "A" and "B" team must be on a separate MPR sheet. MPR for Mitey Mites is:

- 16 - 25 players - 12 plays
- 26 - 35 players - 10 plays

Sr. Mites –

Use regular MPR sheet except the minimum play count will be as follows:

16 - 25 players - 12 plays

26 - 35 players - 10 plays

Section 10: There will be no extra point attempts.

Section 11: A mitey mite jamboree shall be held at the beginning of the season, where all teams shall be present for their official weigh-ins. Evaluation of “exceptions” shall be done at this time.

Section 12: There must be a qualified EMT at each game. At the beginning of each game the EMT shall be introduced to the opposing team and the EMT will let them know where on the sidelines they will be during the entire game.

Section 13: These rules shall be the responsibility of each coach to know and interpret. At the beginning of each game the head coaches with the referee shall go over the rules so there is no wronged interpretation of these rules.

Figure mm1

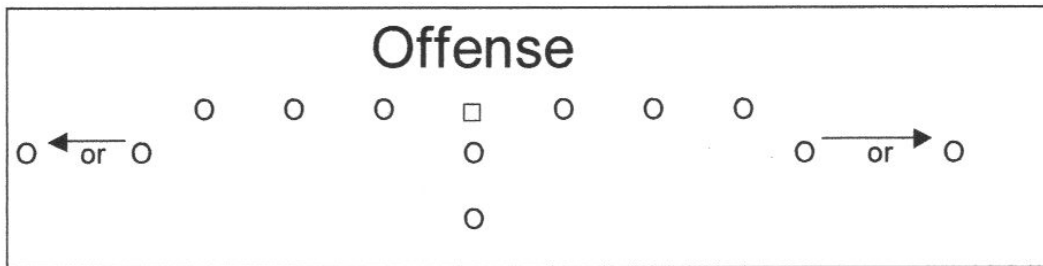


Figure mm2

