

OREGON POP WARNER

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OREGON POP WARNER

2011

Official Rules

To be used exclusively for all operations of
Oregon Pop Warner

Part I – The Pop Warner Program

As in the National Pop Warner program, it is our goal to provide our youth with the opportunity to learn and play football in a safe and organized program, while striving to instill the values of sportsmanship, scholarship and effort.

Article 1: Members Code of Conduct

All volunteers and participants will abide by a Code of Conduct, which includes the following provisions. If any of these rules are broken, the league shall have the authority to impose a penalty. Members shall:

S1: Not smoke and/or use smokeless tobacco on the field.

S2: Not criticize participants in front of spectators, but reserve constructive criticism for later, in private, or in the presence of team members if others might benefit.

S3: Accept decisions of the game officials and judges on the field and in competitions as being fair and called to the best ability of said officials.

S4: Not criticize an opposing team, its players, coaches or fans by word of mouth or by gesture.

S5: Emphasize that good athletes strive to be good students and that both are physically and mentally alert.

S6: Strive to make every football activity serve as a training ground for life, and a basis for good mental and physical health.

S7: Emphasize that winning is the result of good "teamwork."

S8: Not engage in excessive sideline coaching and shall not leave the bench area to shout instructions from the sideline.

S9: Together with team officials, be jointly responsible for the conduct and control of team fans and spectators. Any fan who becomes a nuisance and out of control will be asked to leave.

S10: Not use abusive or profane language at any time.

S11: Not "pile it on;" not encourages their team to get a commanding lead and raise the score as high as it can. In these instances, every effort shall be made to let all players play.

S12: Not receive any payment, in cash or kind, for services as a coach in Pop Warner

Football. This includes any coach, expert, consultant or choreographer, regardless of his/her roster status.

S13: Not permit or encourage "sweating down" tactics in order for a player to make team weight.

S14: Not recommend or distribute any medication, controlled or over the counter, except as specifically prescribed by participant's physician.

S15: Not permit an ineligible player to participant in a game.

S16: Not deliberately incite unsportsmanlike conduct.

S17: Abstain from the possession and drinking of alcoholic beverages and the possession or use of any illegal substance on both the game and practice fields.

S18: Remove from a game or practice any participant when even slightly in doubt about his/her health, whether or not because of injury, until complete medical advice is available.

S19: Control their fans. Remember, as a team coach, you are responsible for your team, and fan reaction will usually be in step with your reaction.

S20: Uphold all rules and regulations specified in the Oregon Pop Warner Rule Book

S21: Refrain from engaging in any action that reflects negatively, or causes embarrassment to, the PW program.

Part II – Pop Warner Structure

S1: LEAGUES

Leagues are chartered by the National Pop Warner organization to operate the Pop Warner program in a specific area. The Board of Directors of the League makes and authorizes all rules, and designates the Commissioner to enforce those rules.

S2: ASSOCIATIONS

Associations are created by the League to carry out the functions of the League, to form teams, to raise funds, to operate games, and to help enforce League rules. **All Associations will have a Board of Directors, by-laws, and elected officers. Associations are responsible for nominating all coaches to appropriate teams annually. Each Association President will be a member of the League's Board of Directors.** ~~Associations are responsible for assigning all coaches to appropriate teams.~~

S3: TEAMS

Teams are created ~~and authorized~~ only by the Associations. **Teams and coaches are authorized by the concurrence of the League.**

Part III – Regulations

Article 1: Authority of League

S1: The League is the highest local authority and will delegate to the Associations

certain authority to carry out the rules as necessary.

Article 2: Boundaries

S1: ~~The League will form associations by High School areas. The League is divided into Associations by school district. If an Area is not able to form the proper number of teams, it will merge with a nearby Area. The League is divided by school districts. This is in relation to the High School Area in which the player will be attending.~~ **Each Association has authority over all public, home and private schools within their boundaries.**

S2: All Players must play within their association, otherwise the player will be considered ineligible, and the team will be subject to forfeiture of all games. Only the League President/Commissioner may authorize deviation from this rule.

Article 3: Coaches Requirements

A team's coaching staff is in complete charge of the team whenever it is together. The coaching staff is under the direction of the Head Coach. All coaches must be of high moral character **and must be approved annually by the League. All Coaches must complete the Coaches Clinic.**

S1: The Head Coach must be 21 years or older and must supervise all practices, games and functions.

S2: Assistant coaches must be at least 18 years of age. Teams may have a maximum of four assistant coaches, one of which may be a coach trainee, The Coach trainee must be at least 15 years old.

S3: At least one of the coaches must hold a valid Red Cross certificate (or equivalent) and must be present during all contact activity.

S4: The Head Coach has final responsibility for his actions and those of his assistants, players, staff, and parents.

S5: Practices: The Head Coach may approve additional volunteers during practices. All additional personnel assisting the team during a practice must have a background check and be included in the team background check affidavit.

S6: **All coaches are required to take an online concussion training prior to the coach being allowed to participate at a practice and/or game. Online link: <http://www.nfhslearn.com/electiveDetail.aspx?courseID=15000>**

Article 4: Registration

Associations are responsible for conducting player registration for proper placement of players. To register, the candidate must sign a standard; League supplied form (contract). All coach trainees must register in the same manner.

All candidates must supply the following:

S1: Parental Consent (signatures on contract)

S2: Medical Examination

A signed statement by any licensed State Examiner that the candidate is fit to play contact sports. This examination and statement must be dated in the current year for the season.

S3: Proof of Age

A copy of the player's birth certificate will be the appropriate form of proof.

S4: Scholastic Fitness

Proof of satisfactory progress in school (minimum 70% GPA) can be supplied by the previous semester's report card or a school signed scholastic form (Available from the League).

Article 5: Formation of Teams

S1: Associations are responsible for proper team formation. **For Associations with more than one team in a grade/weight division, a Team Formation Policy must be provided to the League and posted on the League's website prior to start of player registrations. A team formation policy will be posted on the league's website or available for review prior to the beginning of the first game. Teams will be formed by school attended or attending, so that schoolmates will be on the same team. ALL TEAMS MUST SHOW THE MAIN SCHOOLS THAT COMPRISE THE TEAM WHENEVER THERE ARE TWO OR MORE TEAMS IN A DIVISION.**

S2: Teams will be formed by the schools that players will be attending in the current year, so that school-mates will be on the same team. All teams must show the main school or schools that comprise the team. All players from the same school must be on the same Pop Warner team. Players from home and private schools must be placed on the team that is geographically closest.

S3: In cases where this policy creates an oversize team from one school (more than 30 players), a designated League Official may authorize and oversee a special draft for these players, in order to create two teams of close parity. Documentation of this process will be retained in team books.

S4: It is League policy that no child will be denied the opportunity of participation **on the basis based on numbers; that is, if teams are full, the Association will create an additional team in the appropriate division. All Associations must accept player registrations up until the first day of practice. After this date, all additions are at the discretion of the Associations. No additions will be allowed past October 1st.**

Article 6: Mandatory Cuts

Any participant must be cut whom:

S1: Is found to have signed up because of parental pressure and does not want to play.

S2: Refuses or cannot furnish the required items – Parental Consent, Medical Exam, Proof of Age, and Proof of scholastic fitness.

S3: Is found to be trying out or playing for a school tackle football team.

S4: Attempts to intimidate fellow participants by word or deed.

S5: Is an extreme discipline problem (League must concur).

Article 7: Voluntary Cuts

A participant shall be considered a voluntary cut if he refuses to participate, or no longer shows up for practice or games of his own free will. These cases must be investigated by the Association to determine that this was the participant's decision, and was not manipulated in any way by the coaching staff.

Article 8: Certification

Certification is that process whereby the Association will file with the League a complete roster of players **and coaches** for each team. This roster **must comply with the Team Formation rules**, is to be on the form supplied by League and is due no later than the **book check** ~~janboree~~ date or certification date.

Article 9: Retention of Eligibility

Participants must retain all initial requirements to remain eligible throughout the season.

Article 10: No All Stars

All-star teams, or any team formation other than those certified by the League are strictly prohibited.

Article 11: Awards

Awards or recognition for individual performance (except scholarship) is strictly prohibited.

Article 12: Practice

Practice is defined as any gathering of any number of players in the presence of at least one coach.

S1: Practices may not begin until the League authorized first practice date.

S2: No team may schedule more than 10 hours of practice per week before Labor Day.

S3: No team may schedule more than 6 hours of practice after Labor Day.

Article 13: Camps

No Pop Warner organization or individual may require mandatory camps for any player or team

Article 14: Medical

The home Association has the responsibility to provide emergency medical coverage at each game and practice. In the absence of a physician and or ambulance on the site, the minimum safety requirement will be the presence of one individual associated with the home team who is currently EMT qualified or is currently certified in Red Cross Community First Aid and Safety.

Article 15: Charging Admission

The League shall establish policy for the charging of reasonable admission to games and events. In any event, no admission shall be charged to rostered participants, coaches, game officials, law enforcement, or Pop Warner administrators.

Article 16: Protests

S1: Only protests involving the eligibility of players shall be considered.

S2: Protests will be decided by the League only.

S3: Lack of prompt notification to the League may result in denial of the protest.

Article 17: Mandatory Background Checks

S1: All volunteers who may have access to or contact with any player and all administrators in Associations and League, must complete and submit an official Pop Warner Volunteer Application annually.

S2: Individual background checks for all applicants must be accomplished prior to the first practice session.

S3: The minimum requirement for individual background checks will be a search of the national criminal registry, ~~State records including criminal history and the complete State~~ **national** sex offender registry. The League shall specify which agency to use for background checks for all Associations. **Background information must be updated in LeagueOne.**

S4: No person whose volunteer application or background check reveals a conviction for any felony, shall be allowed to hold any position in Pop Warner. Moreover, if any other criminal history is revealed by the background check, written League approval must be obtained before assigning the volunteer to any position.

S5: Associations are charged with the responsibility of completing the background checks as outlined, and for submitting to the league an affidavit of such, prior to the first practice. Failure to comply with these rules shall result in sanctions against or removal of Association officers.

Part IV – Enforcement Policy

Article 1: Adult Offenses

S1: Offenses resulting in a minimum of one-week suspension from Pop Warner:

- A.** Running up the score.
- B.** Violation of MPR rule.
- C.** Inappropriate behavior during a game or practice session.
- D.** Ejection from game by a referee. (Possible expulsion)

S2: Offenses resulting in expulsion from Pop Warner:

- A.** Endangerment of Juveniles
- B.** Fighting

- C. Cheating
- D. Gambling on game outcome
- E. Striking a game official
- F. Falsification of official documentation

Article 2: Juvenile Offenses

S1: Fighting, intimidation, or disrespect for authority shall be cause for ejection from game. Any player so ejected must be suspended for one week and shall be ineligible for the next game. A second such ejection shall be cause for expulsion for the remainder of the season.

S2: Associations must report these incidents to the League.

Article 3: Team and Association Offenses

Failure to keep faith with players and parents is defined as any deliberate practice of a team or association, which places the health, welfare and safety of juveniles in jeopardy. If these actions are intentional and/or by policy, the Association is subject to sanctions by the League which may include removal of any or all officers of that Association.

Part V – Game Rules

Except as specifically modified for Pop Warner, all games are to be played under current Oregon rules for High School football.

Article 1: Ages and Weights

S1: League Age

The player's age as of July 31 of the current year shall be the player's age for the coming season.

~~**S2:** Age/Weight Schematic~~

<i>Division</i>	<i>Weight</i>	<i>Grade</i>	<i>End of Season Maximum</i>
Tiny Mite	35-75lbs	K & 1st Grade	84 lbs
Mitey Mite	45-90lbs	2nd & 3rd Grade	99 lbs
Junior Pee-Wee	60-105lbs	4th & 5th Grade	114 lbs
Pee-Wee	75-125lbs	5th & 6th grade	129 lbs
Junior	Unlimited	7th grade unlimited & 6th grade over 125	
Senior	Unlimited	8th grade	

S2: Age/Weight Schematic

<i>Division</i>	<i>Grades</i>	<i>Max Cert Weight</i>	<i>End of Season Maximum</i>
Tiny Mite	K-1	75 lbs	75 lbs
Mitey Mite	2-3	90 lbs	99 lbs
Junior Pee-Wee	3 ^a -4	105 lbs	114 lbs
Pee Wee	4 ^b -5	120 lbs	129 lbs
Junior Midget	5 ^c -6	130 lbs	139 lbs
Junior	6-7	unlimited	unlimited

- a: 3rd grader over 90 lbs
- b: 4th grader over 105 lbs
- c: 5th grader over 120 lbs

S3: 6/76 MITEY-MITE EXCEPTION

If a player is 6 years old and 76 lbs or more, they will be allowed to play up to the Mite-Mite division. This will require a document from the BoD explaining the athlete's situation. The player must have a copy of this document in the Team Book with the rest of their paperwork and placed in the front of the Book ahead of older/lighters. A player that is 12 years old and/or in the 6th grade that either exceeds the max weight or does not meet age requirement for Peewee division may move up to 7th grade open.

S4: INITIAL WEIGH-IN

Associations are responsible for the initial weigh-in at the time of registration. Associations must determine if the player can meet the weight restrictions of the division in time for certification, and place the player appropriately.

S5: CERTIFICATION OF PLAYERS

The League will specify a latest date for official certification. At that date, all players must qualify as follows:

- A.** Proof of Age - Birth Certificate
- B.** Weight – Any player weighing over Certification Weight on certification date, must either move to the next higher division, or be de-rostered for the season – no exceptions. ~~All weigh-ins will be performed in dry weight.~~
- C.** Parental Consent – A parent signed participation contract must be in book.
- D.** Medical Examination – Proof of a current year's physical exam and an "OK to play" from a qualified Medical Examiner. Signature on forms only, no stamped forms from clinic will be accepted.
- E.** Scholastic Fitness – Proof of minimum scholastic standards (2.0 GPA) from prior school period, or the League supplied Scholastic Fitness form, must be available.

S6: IN SEASON WEIGHT

A. Every player must pass weight restrictions prior to each game. Associations must insure that teams weigh-in prior to each game. A late player will still be eligible if s/he weighs in prior to kickoff. Otherwise, a player missing weigh-in may not participate in that game. If weigh-ins are conducted in uniform (less helmet), a deductible allowance for equipment is as follows:

Tiny Mite	8 lbs. gear allowance
Mitey Mites	8 lbs. gear allowance
Jr. Pee Wee	9 lbs. gear allowance
Pee Wee	9 lbs. gear allowance
Junior Midget	9 lbs. gear allowance

B. In case of challenge, any player is entitled to a strip weight in shorts and in private. The designated field weigh master has final authority in these matters.

C. Players not passing weigh-in, may not participate in that game. They may however, remove the helmet and shoulder pads and remain with their team.

D. Integrity of Weigh-in – Once a weigh-in has been conducted; no equipment may be exchanged, or replaced on the player, unless the equipment has been found to be damaged or un-safe.

E. Junior and Senior divisions will be required to perform an equipment check prior to each game.

S7: IN SEASON WEIGHT INCREASES

Beginning with the **second** regular season week, players are allowed a one pound per week increase in maximum weight, until the end of season maximum is attained.

Article 2: Roster Size

S1: MAXIMUM ROSTER SIZE

Not more than 30 players shall be certified onto a team roster.

S2: MINIMUM ROSTER SIZE

Although not recommended, a team with fewer than 16 players will not be disqualified from competition. However, if a team cannot field enough players to safely compete (determined by referee only), that team must forfeit the game in question.

Article 3: Mandatory Play Rule (MPR)

Each player suited and eligible to play must receive a minimum number of plays during the game:

Up to 22 players suited:	14 plays
23 or more Greater than 23 players suited:	12 plays

S1: All plays must be active plays from the line of scrimmage. These include punts, field goals and a penalty play where the penalty has been declined.

S2: Kick-offs, extra points, spikes, free kicks, and accepted penalty plays do not count as an active play.

S3: All players, who have not received their minimum plays by the end of the first half, shall start the second half on the first countable play and remain in the game until they have completed their minimum number of plays, regardless of their regular position. The MPR monitor shall report these players to the opposing team prior to the start of the second half.

S4: The MPR monitor shall have the final say as to the MPR status of all players. The head coach shall be responsible for providing two volunteers for each game. One will attend and aid the MPR keeper on opposing sideline, the other to keep their teams MPR's with the aid from the other team.

S5: Failure to comply with the MPR rules will result in automatic forfeiture of the game.

S6: The head coach shall provide the MPR roster for each game, with players listed numerically by jersey number.

S7: Association Presidents shall implement policy for retention of all MPR sheets at the Association level.

S8: MPR monitors shall avoid obvious demonstration of favoritism.

Article 4: Field and Markings

S1: The home team is responsible for the preparation of the game field. Mitey Mites may use an 80 yard field.

S2: Only players and coaches with League supplied ID cards or badges are allowed on the field and team area.

S3: Sidelines are reserved for chain crew, necessary medical personnel, law enforcement, League Officers, and authorized members of the press.

S4: Chain crew shall operate on the home side, and shall avoid obvious demonstration of favoritism.

Article 5: Game Ball

The game ball must be of traditional brown or tan with contrasting stripes, and be equivalent to the following:

Mitey Mites	-	Spaulding Mitey Mite (Wilson K2)
Jr. Pee Wee	-	Spaulding Junior (Wilson TDJ) (Rawlings RF-5J)
Pee Wee	-	Spaulding Junior (Wilson TDJ) (Rawlings RF-5J)
Jr. Midget & up	-	Spaulding Youth (Wilson TDY) (Rawlings RF-5Y)

Article 6: Player Designation

S1: All players must be numbered 1-99 only. No duplicate numbers are allowed.

S2: The PA system shall not identify the player or number of any player committing a foul.

Article 7: Required Equipment

S1: The following equipment shall be worn by all players beginning with physical contact in practice sessions:

A. Helmet – must be approved helmets bearing the NOCSAE seal and in certified condition. The Association must have a documented plan of certification on file and provided to the League annually. Only league approved decals are authorized to be placed on any helmet – no exceptions.

B. Shoulder Pads

C. Hip and Tail Pads

D. Thigh and knee pads

- E. Jerseys – Only league approved jerseys and patches may be worn.
- F. Mouth guard – colored and with keeper strap
- G. Athletic supporter
- H. Shoes – sneakers or cleats. If cleats, must not exceed ½ inch and may not be metal tipped **and may not have metal protruding or exposed as to cause injury if another player was to come into contact with such protrusion.**
- I. Eyeglasses – if worn must be athletic approved, non-shattering.
- J. Additional pads may be used, but may not create additional risk to opposing players.
- K. No jewelry may be worn except religious or medical medallions.
- L. No headgear containing knots or beads may be worn under the helmet.

S2: Failure to have the required equipment prevents the player from participation. No equipment, except soft arm pads for size, may be altered from its original condition.

Article 8: Blocking and Tackling Restrictions

S1: Pop Warner will abide by OSAA rules regarding blocking and tackling. Some examples of illegal contact are butt blocking, chop blocking, spearing, face masking, **targeting, horse collaring**, etc. Coaches found to be teaching these types of techniques will be subject to disciplinary action.

Article 9: Lengths of Periods

Length of Quarters:	10 minutes
Between quarters:	2 minutes
Between Half's:	12 minutes

Article 10: Time Clock

S1: The referee shall decide on the official game clock location.

Article 11: Time-Outs

S1: Current High School rules shall govern.

Article 12: Players

S1: A free substitution rule is always in effect.

S2: It is **strictly prohibited** for any player to participate in any practice session or game with players from another division of play.

S3: Injured Player – Once removed due to injury, the player must be approved to re-enter by a currently certified EMT, Licensed Physician, or the rostered person who is certified in First Aid and Safety.

Article 13: Ineligible Players

Forfeiture of all games in which the ineligible player was a participant shall be the

penalty applied to the team involved.

S1: Ineligible Players Are:

- A.** Overweight
- B.** Overage or underage
- C.** Residing outside of legal boundaries without League waiver to play.
- D.** Falsification of any required documents.
- E.** Participation in a school tackle football program in the same season.
- F.** Failure to provide any of the required documents for certification.
- G.** Falsification of any registration information pertaining to school attending.

Article 14: Scoring Values

Touchdown	6 points
Point after by run or pass	1 point
Point after by kick – Mitey Mites	one point
Point after by kick – all others	2 points
Field Goal	3 points
Safety	2 points
Forfeit	1-0

Article 15: Lopsided Scores

~~**S1:** The maximum reportable score is a 28 point differential for all games.~~

S1: Lopsided Scores – Anytime a team goes up by 28 points or more, the following will occur:

- A.** The official clock becomes a running clock and once started can only be stopped for injury or for a timeout called by either team. Only one timeout is allowed for either team during the remainder of the game.
- B.** The ball shall be placed at the 50 yard line for resumption of play, and no further kickoffs are allowed.
- C.** The winning team cannot pass the ball in offense.
- D.** There will be no blitzing by either team.
- E.** The winning team cannot advance a fumble or interception, but will commence offense at the spot of the ball.
- F.** Mandatory Play Rule remains in effect.
- G.** The winning team will avoid increasing the point differential, and **at a minimum, must replace the entire starting offensive backfield with reserve players. (Example: This is not moving the starting receiver to quarterback; it is moving a linemen or non-skilled position to a skilled position.)** Failure to take these steps will result in a 15 yard penalty and loss of possession.
- H. 36 and Greater:**
If a Head coach exceeds 36 or more point differential he will be automatically

suspended for;

a. 1st Offense: Will be a one game suspension without review.

b. 2nd Offense: Will be a two game suspension without review

c. 3rd Offense: Will be one calendar year without review

I. The intent of this rule is to make sure that you are making adjustments before it gets ~~over to 28 points and then out of hand. We want all coaches making adjustments at 18 points. This spirit of the rule is to not embarrass any player and to let the kids continue, as it is a close game.~~

J. The Association President is required to notify the League of any violation of rule I above.

Article 16: Tie Games

S1: In Mitey Mites, all tie games remain as tie games.

S2: In regular season games for Jr. Peewee and above, if scheduled field time allows, ties will be broken only by the **10 yard overtime procedure (KC rule)**

S3: In post season games, all tie games will be decided by the 10 yard overtime procedure.

Article 17: Radios and Electronic Communication

S1: No electronic communication devices of any kind are allowed in Pop Warner, including communication between coaches.

Article 18: Scouting

S1: Scouting other teams is permitted for games only. **It is strictly prohibited to scout any type of practice.**

Article 19: Practices

S1: Pre-season

No team may conduct practice before the League has authorized first practice date. Once practices start, the first week must be devoted entirely to conditioning without pads (10 hours of conditioning is minimum). Any players added to the team after the first day, must also receive 10 hours of conditioning before putting on pads. Helmets must be worn at all practices.

S2: Warm weather precautions

Head Coaches must be especially vigilant in hot summer practices. Unlimited water breaks, numerous breaks during practice, and a fifteen minute break in the middle of practice are mandatory actions. Immediate action must be taken if a player is observed with the slightest sign of heat fatigue.

S3: At least one (1) 10 minute break after each hour of normal practices is mandatory.

S4: Full Protective Equipment

At all practices where any contact takes place, each player must be dressed in the full complement of protective equipment as described above.

S5: Controlled Scrimmages with other teams

After two weeks of practice, a team may arrange a controlled scrimmage with another team in the same division of play. **These scrimmages will not be conducted as a game.** No scoring or time periods will be used in scrimmages. Scrimmages must be approved by the league commissioner.

Article 20: Schedules

The League will prepare and distribute the schedule of games for the season and post season. **No team may arrange any other game without the express consent of the League.**

Article 21: Play-off Eligibility

S1: Post season play is for Jr. Pee Wee and above only.

S2: To qualify for Play Off spots:

- A.** Teams must have winning season record (above .500)
- B.** The top four teams in each division will be seeded by winning percentage (not by points scored or allowed).
- C.** Ties within the top four will be broken first by head to head record, then by coin toss or KC shootout (if time permits).

Article 22: Championship Games

S1: The top two teams in each division (except Mitey Mites) will play for the league championship at the end of the season.

S2: The League Champions will be entitled to play in the Oregon State Pop Warner Championship process. **The host League may charge all such teams a participation fee (to be paid in advance). This fee will be used to defray the production costs of the State games.**

Part VI – Mitey Mites (7 & 8 years old only)

If the rule is not modified below, above rules apply.

The purpose of the Mitey Mite division is to develop first year players for Pop Warner. It is specifically designed to be a fun, safe, and instructive introduction to organized football that will inspire these players to continue with Pop Warner.

(Although scores will be kept) No standings will be kept for Mitey Mites and no champion shall be declared.

Note: *The kids will take the games seriously, but we adults must not lose sight of the big picture. Head Coaches will maximize playing time and different positions for all players. Coaches must refrain from overly aggressive techniques. Be an inspiration to your players – not just a task-master. Avoid useless shouting from the sidelines during the game.*

Article 1: Mitey Mite Game Rules

S1: Coaches will not be allowed on the field during play.

S2: Offense will have a maximum of 30 seconds from huddle formation to get off next play. Otherwise, a delay of game penalty will be called.

S3: All kicks must be announced and communicated to opposing team. There shall be no rush of the kicker. The kicker shall have a maximum of 5 seconds after the snap to achieve the kick; otherwise, the ball shall be whistled dead.

S4: The point after touchdown is 1 point for either run or kick.

S5: All tie games remain as tie games for Mitey Mites only.

S6: Defense must run a four-man front only for all plays, without lining up directly over center, and must be in either a 3-point or 4-point stance at the snap. These front four are the only players that may rush at the snap of the ball. All other defenders must be at least **four** ~~three~~ yards back of the line of scrimmage and cannot blitz, but may react to the play. (Blitzes are defined as defense player, other than the front four, penetrating the line of scrimmage while the football is between the tackles). Violation of these rules shall be a ten yard penalty.

S7: Defensive front line (tackles and ends) must be lined up head to head over the offensive guard and tackles. Under no circumstance should the defensive front line; line-up outside the offensive tackles.

S8: All players must start on either offense or defense. Every player should have an opportunity to be a captain.

S9: A player may only play in the backfield for a total of two quarters per game. This means that a player will only be allowed to carry the ball, throw the ball or catch the ball two quarters of the game. One play in the backfield constitutes a quarter played. (Backfield Skill positions are defined as Quarterback, Running Backs and Receivers)

Article 2: Minimum play for Mitey-Mite

20 or fewer player's 16 plays

21 or more player's 14 plays

Mitey Mite division is instructional and Minimum Play requirements are only a minimum play requirement. A player should not be on sidelines more than one series at a time.

SPECIAL NOTE FOR TINY-MITES & MITEY-MITES:

Although the game is serious to the kids, from the adult viewpoint, Tiny-Mite & Mitey-Mite are strictly training divisions, completely free of any pressure to win, with a total emphasis on learning.

Part VII – Tiny Mites (5 & 6 years old only)

If the rule is not modified below, above rules apply.

Article 1: Tiny Mite Division Rules

S1: Team Count -

Minimum Players 12

Maximum Players 18

S2: Playing Field Size – Typically, games are scheduled on a minimum 80-yard football field. Tiny Mite games are played on one-half of the 80-yard field. There will be many instances where there will be four (4) teams on an 80-yard field (two games scheduled simultaneously). Which part of the field for game play will be chosen by the head coaches.

S3: Coaches: Two coaches from each team are permitted to be on the field with the team. Once the team breaks from huddle, one coach must stay back 10 yards from the line of scrimmage and the other coach needs to move toward the line of scrimmage to help watch for safety violations. It is permissible to help set players in correct formation. Once the ball is snapped and you are an on-field coach, **DO NOT GIVE INSTRUCTIONS.**

S4: Game Time and Time Outs –

A. Games will consist of four (4) quarters. Each quarter will consist of six (6) plays on offense and six (6) plays on defense.

B. Half time will be 10 minutes.

C. Each team is allowed two (2) time outs per half (injuries are not considered a time out).

S5: Number of players on the field for offense or defense –

Nine (9) players

S6: After each quarter, the line-up must change. No backs (QB, TB, and FB) may carry the ball more than two (2) consecutive plays or no more than three (3) carries per quarter.

S7: No tailback or halfback may play more than one quarter in any one game. Running backs may be used as quarterbacks but are limited to one quarter at each position. Example: One at running back and one at quarterback.

S8: Coaches are encouraged to play four (4) different quarterbacks if possible. At this level, the entire roster will rotate at the QB & RB positions throughout the season. Note: **DO NOT FORCE A PLAYER TO CARRY THE BALL IF THAT PLAYER DOES NOT WANT TO CARRY THE BALL.**

S9: No first downs will be measured, if offense scores, the ball will be placed at the 35-yard line and they will finish out their six (6) consecutive plays.

S10: Have a sideline coach or parent keep count of the six plays, as well as an on-field coach.

S11: No kick offs, at the start of the game, the ball will be placed on the 35 yard line.

S12: No try for point after touchdown. The ball will be moved back to the 35-yard line and another series of plays attempting to score may begin.

S13: Scoring –

No score will kept.
No tiebreakers.
All games end in a tie.

S14: Fumbles –

- A. Ball is blown dead on all fumbles. This is a safety issue and Tiny Mites should not be coached to “jump into the pile” and try to recover a fumble.
- B. If the ball is fumbled behind the line of scrimmage, it will be placed back at the line of scrimmage.
- C. If the ball is fumbled beyond the line of scrimmage, it is then moved back to the 35-yard line.
- D. It is not considered a fumble on the quarterback center exchange. The play is blown dead and the offense will not huddle and will run the same play. This does not count against the six total plays, unless it becomes excessive (to be determined by the on-field coaches for both teams).

S15: Playing Time –

- A. All players must play both offense and defense.
- B. Each team must have three (3) captains per game. Every player on the team must be given an opportunity to be a captain.
- C. No one player may play more than two quarters in any game in the same position. Moving from guard to tackle is not a position change.

Note: REMEMBER THIS LEVEL IS ABOUT TEACHING FUNDAMENTALS AND EXPOSING AS MANY KIDS TO AS MANY POSITIONS AS POSSIBLE.

S16: Offense –

- A. All offensive backs must be lined up behind the offensive line in some type of formation. You will be allowed, however, to split one offensive back no more than (5) yards outside the tight end.
- B. No trick plays. Reverses OK. Half-back pass OK. Direct snaps OK.
- C. No quarterback sneaks over center.

S17: Defense –

- A. No defensive player can be placed directly over the center.
- B. Defensive line must be one (1) yard back and heads up from the offensive line.
- C. Linebackers must be three (3) yards off the center. Linebackers may not blitz and may not penetrate the line of scrimmage until the ball is outside the tackles.
- D. Defense must run 4-4-1 or 4-5 set. No more than (4) defensive players can rush the ball.

S18: Blowout Rule

The WVPW Blowout rule is not in effect. WVPW DOES NOT KEEP SCORE. HOWEVER EXTREMELY LOPSIDED GAMES ARE NOT TOLERATED. THIS SHOULD NOT BE AN ISSUE IF THE ABOVE GUIDELINES FOR SUBSTITUTIONS ARE FOLLOWED.

S19: Officials –

There are no officials at this level, so all coaches will need to watch and correct things as they occur.

S20: Scholastic fitness -

Report card from school or letter from parent.

S21: If associations have more than one team, age groups must be equally distributed across each team roster.

S22: Game ball should be the Spalding MITEY MITE size.

Article 2: Penalties

S1: For a major offense (safety/personal injury) the player offending **must** be removed from the game and talked to on the sidelines for at least one (1) play.

S2: For a minor penalty (non-safety/personal injury) talk to the players on the field, if the violation continues to happen then substitute for the player and talk to him/her on the sidelines.

S3: Coaches from either side may observe the violation but please advise the opposing coach of his/her player's violation, do not talk to the player from the opposing team, let his/her coach handle it.

SPECIAL NOTE FOR TINY-MITES & MITEY-MITES:

Although the game is serious to the kids, from the adult viewpoint, Tiny-Mite & Mitey-Mite are strictly training divisions, completely free of any pressure to win, with a total emphasis on learning.

Red text indicates new to this year's rulebook (**example**). Struck text is verbiage that no longer applies – is obsolete (~~example~~).

Upon distribution of current year's rulebook, no rules can be challenged or changed until the following year. Proposed changes may originate from any member League after the end of the current season. Proposals must be voted on by the Leagues as written, and if rejected, the existing rule remains in effect. Ratification by all Leagues must be in writing and accomplished by March 15 in order to be included in current year's rulebook.