

2008 Mighty Mite Rules and Regulations

Overview - The Mighty Mite Philosophy

The Mighty Mite program is designed to teach the fundamentals of football while emphasizing sportsmanship, team work ,commitment, and self-confidence.

Coaches must teach by example. Keep in mind the sensitive age group we are dealing with. Patience and understanding should be stressed while encouraging the children to have fun.

No negative comments, actions, or talk will be tolerated by coaches, players, or parents. will be responsible for maintaining the integrity of their team, coaching staff, and spectators.

Use of profane language will not be tolerated under any circumstance.

Let's all work together to make this a positive experience for the players and everyone involved.

Remember it's up to us to make this work!

Rules

Age:

6 & 7 year olds on or before 11/30

Weight:

Thers no weight limit in Mighty Mites

No Playdowns from Div 1 allowed

A. Special Rules and Restrictions

Towns will declare.before the Season if they are a Tackle team or a Flag Team .

Tackle teams will only play Tackle Teams & Flag will only play Flag Teams .

They will NEVER cross

1. There must be at least one certified referee to officiate each game.
2. Two coaches from each team are allowed on the field to position players.
3. Coin toss to decide first posession (winner chooses).
4. Controlled scrimmage format.
5. Ball placed on the 50 yard line at the beginning of the game and all change of possession's.
6. Six plays per posession, no first downs.
7. If a team scores twice on the same posession they will go on defense.
8. Three sets of defense and three sets of offense for each team will constitute a game.
9. Game time will be a maximum of 1 hour and fifteen minute's
10. All teams will use the same flags SUPPLIED by the league.
11. All coaches must be 10 yards from the ball at the time of snap No Directing players in anyway to the ball.

B. Offense

1. May run any offense with two tight ends, a quarterback, and either one wideout, two back set or a three back set .
2. No quarterback sneaks.
3. No naked bootlegs.
4. No roll-out passes.
5. Offensive back may run the ball only for two consecutive plays.
6. Only the quarterback can pass or hand-off in the backfield.

7. No backfield motion.
8. On a bad snap the play is whistled dead and the play is replayed.
9. If there is a fumbled hand-off, play is whistled dead, ball is place on the line of scrimmage and the play counts ..
10. Flags must be worn on hips (No front and back).
11. Jerseys must be tucked into pants.
12. Offensive Huddles are limited to one minute and shall be timed. Refs will penalize any team who goes over. 1st offense , taems will be warned . 2nd offense team will loose a down in that play sequence..Coaches must move the Game along .

C. Defense

1. Flag Football - No Tackling !!

If a player violates the tackle rule in a non-tackle game: 1st Occurrence - Sits one play.

2nd Occurrence - Sits out two plays.

3rd Occurrence - Is not allowed on defense for rest of the game

2. 4-4-3 Defense
3. Head on alignment.
4. Four down lineman.
5. Two guards.
6. Two defensive ends.
7. Four standing linebackers three yard off the line of scrimmage.
8. Two inside linebackes line head up on offensive tackles.
9. Two outside linebackers line up one yard outside offensive ends.
10. Two cornerbacks and one safety.
11. No gaps, slants, or loops.
12. No blitzing.
13. LBS, Cs,FS, are to be lined up at 3,5,7 yards off the Line of Scrimage . NO MORE , NO LESS

Standard Mighty mite defense - All teams will follow this model so there is no confusion.

