

Mighty Mite Football Rules 2018

1. Clock: 2 - 20 (twenty) minute halves
Clock runs continuously. Clock Stops:
Except: (1) After Touchdowns
(2) On Punts
(3) Timeouts
(4) End of Quarters
(5) Injuries
(6) **Penalties in the last 2 min.**
(Except for rule 2-b-iii)(New Rule)
(7) On extra points.
Clock does not stop on incomplete passes or by going out of bounds.
2. Timeouts:
 - a. Four (4) per half for grades 3 and 4
 - b. Three (3) per half for grades 5 and 6
 - i. Timeouts will be two (2) min. in length.
 - ii. No carry over from half to half.
 - iii. Loss of down for calling a time out after a team has used all their time outs and referee will not stop the clock. (**New rule**)
3. Huddle Rules:
 - a. Time limits:
 - i. 45 seconds for 3rd and 4th
 - ii. 35 seconds for 5th and 6th
 - b. Violation of time limits:
 - i. A time out will be charged.
If Team has no time outs, a 5 yard penalty will be imposed. (**Revised**)
4. Protest: NONE, we live with the mistakes.
 1. Penalties:
 - a. Holding 10 yards.
 - b. Clipping 15 yards.
 - c. Personal foul 15 yards
 - d. Face Mask 15 yards.
 - e. Hands to the face 5 yards
 - f. Off sides 5 yards.
 - g. Mouthpiece out 5 yards. One warning!
 - h. Too many time outs will result in loss of down and the clock will not stop.
 - i. Hitting, cursing, or un-sportsman like conduct will not be tolerated. Coaches will handle first situation, second occurrence will result in ejection from game.

- j. All other penalties will be standard High school rules.
2. Referees: Home team will provide referees, at least one referee must be a certified official.
 3. Field Length and width: 5th and 6th grade will play on full field. 3rd and 4th will play full length (100 yards) and width will be from sideline to other side hash mark.
 4. Field Coaches:
 - a. 3rd and 4th grades are allowed two (2) coaches on the field.
 - b. 5th and 6th grades are allowed one (1) coach on the field
Coaches must be behind the last player on the field when the ball is snapped and are not allowed to touch or direct players during live action.
 5. No Overtimes.
 6. Game Admission:
 - a. \$2.00 for adults
 - b. \$1.00 for students
 - i. Coaches, players and cheerleaders... No Charge.
 7. Start of Games:
 - a. Coin toss will determine offence and defense.
 - b. **No kick offs:** Spot the ball on the opponents 25 yard Line to start play for all grades.
 - c. Second half will reverse first half. **No coin** tosses in second half.
 - d.
 8. Punts and Extra points:
 - a. **Punting.** Signal the ref of the intention to punt or not to punt on 4th down. If the punt option is chosen, the ball will be advanced 30 yards or if inside the 40 the ball will be placed on the 10-yard line. * The ball will not be placed inside the 10-yard line on any punt. 5th and 6th grade will have the option to "player kick the punt".

 No rush or advancement after the kick. Ball must be snapped and kicked 5 yards behind line of scrimmage. Defense may only have (3) PLAYERS back to catch or stop punt. Receiving team cannot return the kick. Football will be placed at the point receiving team stops the punt. (No fumbles).
 - b. **Extra points.** Teams will be awarded 1 (one) point for a successful try from the hash mark and 2 (two) points from the 5 (five) yard line and 1 (one) point for successful kick. Coaches will notify the referee as to where the ball will be placed and cannot change the try after the ball has been placed. All defensive penalties will be half the distance to the goal. Offensive penalties will be marked according to the rules and the extra point value will remain the same. 5th and 6th grade (only) can elect the option to "kick" the extra point, per standard High School rules **except:** No rush will be allowed and the kick must be snapped and kicked from 5 yards behind the line of scrimmage.

Playing rules:

Players must have mouthpieces in before the ball is snapped. First violation will be a warning; second violation will be a 5-yard penalty.

- c. No more than six (6) players on front line, on defense. Players outside the box will not fall under this rule. Linebackers within the box must be three (3) yards or more off the line when the ball is snapped. Violation will be an off sides call.

- d. Only eight (8) players on the line in offence.
 - e. No center sneaks. This is considered a forward hand off and will result in loss of down.
 - f. **3rd and 4th grade-- defensive nose guards are not allowed. Linebackers must stay 3 yards off the line until the snap. Linemen are not allowed to play in the (A) gaps. No QB sneaks. Rule 8C will still apply. This rule will be strictly in forced.**
9. Each coach will provide the home stadium a roster with player's names and jersey numbers before games. **Mandatory Roster and game scores must be kept by the home team and turned into the league for the end of year tournament.**
10. Mercy rule. Clock will run continually after a 35 point lead.
11. All other standard High School rules apply, unless changed by a rule written above.
12. Equipment: Footballs:
- i. 3rd and 4th will use K2 balls or ball of the same size.
 - ii. 5th and 6th will use TDY or ball of the same size.

13. Kids are not allowed to play down a grade and are not allowed to repeat a grade.

14. Spectator area:

The Mighty Mite League, including participating schools, strictly prohibits "spectators" from entering the "playing field" without prior authorization from a league official.

Spectator means: Any and all persons who have not be designated by the league or the school as a: Player, cheerleader, coach, referrer, staff or school official.

Playing field means: Area designated by school for players, cheerleaders, coaches, referrers, and staff. This area includes, but is not limited to: The football field, practice field, sidelines, end zones, cheerleader section, locker rooms and includes any area not designated for spectators.

All the above rules are in force for 1st & 2nd grade, except where noted below.

1. Clock
 - a. 4 – 8 minute quarters.
2. Timeouts per half: 3
3. Huddle Rules:
 - a. Time limits: 45 seconds
4. Field Coaches:
 - a. 1st & 2nd grades are allowed two (2) coaches on the field.
5. Game Admission:
 - a. Free for games played at Carmichael Field
 - b. For games held at Zizzer Stadium:
 - i. \$2.00 for adults
 - ii. \$1.00 for students
 - iii. Coaches, players and cheerleaders... No Charge.
6. Equipment: Footballs:
 - a. 1st & 2nd will use K2 or “Pee Wee” balls or ball of the same size.