

MEMORANDUM OF UNDERSTANDING 2010 X-MAN RULES

- 1) **X-MAN ON MIDGET AND JR. MIDGET TEAMS ONLY.**
Maximum weight will be: MIDGET – 225 lbs
JR MIDGET – 160 lbs
- 2) X-MAN must be declared on the first day of practice. Must be reported using the same procedure as older/lighter players. X-MAN may exceed maximum weight, but are not eligible to gear up or play until they make weight limit.
- 3) Maximum of three (3) X-MAN players per team.
- 4) Only one (1) X-MAN on the field at a time. Minimum play rules apply.
- 5) Once certified as a X-MAN, you stay an X-MAN for the season.
- 6) Must play center, guard, or tackle on offense and are ineligible as a ball carrier or receiver.
- 7) Must play on the line; head up or between tackles on defense. (i.e. within the free blocking zone)
- 8) Must be in 3 or 4 point stance at the snap.
- 9) May not play on KICK OFF or KICK RETURN teams.
- 10) Must wear jersey numbered 90 – 99. (No other players on Midgets or Jr Midgets may wear these numbers)
- 11) X-Man may not advance any ball he recovers through PUNT, FUMBLE, or INTERCEPTION.