

APPENDIX K

Mighty Mites

Ages 6-7yrs Weights 45/85 lbs.

1. In order to be certified to a Mighty Mite roster, a player must have 1 week of conditioning practice.
2. Each player on the roster will be guaranteed eight (8) plays per game. An official MPR monitor will insure plays.
3. Touchdowns are worth one (1) point, (to keep scores down). No P.A.T. allowed. No overtime. Tie scores, remain a tie. No standings posted, nor posting of season playoffs. No posting of scores on internet or local media allowed.
4. Fumbles and interceptions remain live per the high school rulebook.
EXCEPTION: Any fumbles or interceptions behind the line of scrimmage result in a dead ball in the first four (4) games of the season.
5. Blitzing is prohibited. More than six (6) man defensive front line is prohibited and will result in an **unsportsmanlike conduct penalty**.
6. Scores will be shown on scoreboard.
7. There will be no kickoffs; the ball will be put into play on the fifty (50) yard line. No plays shall start deeper than the fifty (50) yard line. Offense will retain the ball until they score, or an interception or defensive fumble recovery occurs. The ball then returns to the fifty (50) yard line and the offense begins again.
8. Each team will be allowed seven (7) coaches and one (1) game time official who will act as a coach during the week. On game day he will be one (1) of the two (2) officials on the field. The game time official shall be the same individual each week. Each organization shall provide him/her with a referee's shirt and hat.
9. With the exception of helmets, no equipment shall be issued prior to 1 week of conditioning practice.
10. Practice shall be no more than three (3) nights per week at 1 ½ hours per practice.
11. There will be a maximum of twenty-five (25) players and a minimum of fourteen (14). There will be no forfeits. Each team is required to carry six (6) red practice jerseys. In the event one team is short players; the opposing team will nominate players to play for the team that is short, wearing a red vest.

12. Each team will have two (2) alternating quarters of offense and defense. Visitors will start on offense. Ten (10) minute running quarters will be played. The clock will only stop in the event of an injury or directly following a touchdown in order to reset the ball. Half time will be ten (10) minutes period. Three (3) timeouts per half.
13. The official ball will be a junior 100 size (smaller ball than Jr Pee Wee).
14. All Mighty Mite games will start 1 hour and 30 minutes prior to Jr Pee Wee games.