

Mighty Might Game Day Rules

Equipment Allowance - 7 Pounds

In Season Weight Increases

One Pound every week AFTER the first Regular Season game.

Pre-Game Weigh-Ins

No participant weighing over the maximum allowable weight for their age/weight division shall be permitted to play. All weight shall be rounded to the nearest full pound (i.e., a player that weighs less than 1/2 lb. above a full pound, will be rounded down, while a player at, or above the 1/2 lb. will be rounded up).

Once a player has been released from the scale, that player can not be brought back to be re-weighed, unless it is believed that there was a malfunction in the scale and there is evidence to support that claim

*****THERE WILL BE NO STRIPPED WEIGHING OF PLAYERS AT THIS LEVEL*****

Players failing the Pre-Game weigh-in shall be considered "ineligible" for that game. While they may remain with the team, they MUST remove their helmets and pads, but the game jerseys may remain.

Lopsided Rule - Intentionally "Run-Up" Scores

The Lopsided Rule goes into effect anytime any one team has a 28 point scoring differential over their opponents. It is not relevant how the points were accumulated, and this rule shall remain in effect until such time as the scoring differential is reduced to 10 or less; at which time the game will be considered to be out of Lopsided Play and normal play resumes.

Once the rule goes into effect, Franchise team coaching personnel shall be obligated to the "SPIRIT" (See JSPWFL Titles III:19.0) as well as the letter of the rule, as it appears here:

Regulation Footballs

Mighty Mites K-2*

*Or it's exact equivalent with another football manufacturer... NO RUBBER BALLS ALLOWED.

Game Officials' Special Authority

Game officials have the authority to eject from any game, or subsequent games, any coach for unsportsmanlike conduct, or who in their opinion, they deem to be belittling or berating their players, or for violating the "Coaches Code of Conduct."

Game Clock, Time-Outs and Length of Quarters

Game Clock shall be kept on the field and is official unless otherwise arranged with game officials.

Time-Outs - 3 per half, "Official's Time-Outs" Do not count.

Length of Quarters - shall be 10 minutes for all Divisions of Play, and Halftime shall be 10 minutes. MIGHTY MITE GAMES SHOULD NOT EXCEED 1½ HOURS. Games exceeding their allotted time may be ended by the game officials at their discretion regardless of time remaining on the clock.

Time Between Games - shall be 10 minutes, or at the discretion of the Game Officials.

Mandatory Play Rule for Mighty Mites

*****NEW 2007 SLIDING SCALE FOR MANDATORY PLAYS*****

12 Plays - 16-25 Players

10 Plays - 26-30 Players

8 Plays - 31-35 Players

This is a "NATIONAL RULE" For 2007. NO EXCEPTIONS!

NOTE: All plays except for kicked extra points count as mandatory plays that are IN EXCESS of the nationally mandated number of plays. INCLUDING: kick-offs, punts and plays where a penalty is called and accepted AS LONG AS THE PLAY IS RUN TO ITS CONCLUSION. Dead ball fouls DO NOT COUNT AS PLAYS. The head coach is not relieved of meeting the requirements for mandatory plays set forth in the national rule book and the description there of what constitutes an acceptable play.

ALL PARTICIPANTS MUST HAVE THEIR MANDATORY PLAYS COMPLETE BY THE END OF THE 3RD QUARTER, OR THEY ARE REQUIRED TO START THE FOURTH QUARTER, AND REMAIN IN THE GAME UNTIL ALL OF THEIR PLAYS HAVE BEEN COMPLETED.

Conference Officers and Summary Authority

In any matter concerning a Conference Rule, or policy, that may be in dispute on the playing field, and during the conduct of a game; that can not be settled between the two head coaches, and a Conference Officer is present, that officer may make a decision, which **MUST** be abided by at that time. As a member Franchise in this Conference, you do have the right to appeal that decision through normal channels, however, on the field the decision stands. In the absence of a Conference official, the decision reached by the Head Game Official shall stand.

Summary Authority may be applied in all instances where quick and decisive action is needed to stop, alter, change or otherwise modify a condition that cannot be allowed to continue until a hearing is held. This may involve a threat to the safety and well-being of a child, an obvious violation of Conference rules, or something which adversely affects the image and good name of this Conference, within the community.

The powers of Summary Authority include ordering a game or practice stopped, as well as to suspend on the spot, any adult or juvenile judged to be the cause of the problem.

Special Mighty Mite Division Rules

With the exception of what is written here, this Division utilizes National Federation of High School Rules. For the full text of these Mighty Mite rules, please refer to the Jersey Shore Pop Warner Football League Titles.

LOPSIDED RULE

A. The "Lopsided Rule" goes in to effect when the winning team assumes a 28 point differential over the losing team and remains in effect until the scoring differential is reduced to 10 points or less. During that time, the game shall be played under the provisions of this rule. All of the other provisions of the normal "Lopsided Rule" that are not inconsistent with this section, shall apply (See Game Day Policy Guide, Side 1).

B. Once the "Lopsided Rule" goes into effect and for as many times as may be required during the course of a game, Franchise personnel and officers shall adhere to the following procedures:

1. The winning team shall request and be allowed a "Game Official's Time-Out."

2. The winning team MUST remove all of its starters, as well as any key, dominant players on both offense and defense. Since the Mighty Mite Division of Play is "instructional," specializing players in one single position is inconsistent with its purposes and goals. Therefore under "Lopsided" play, ideally, the winning team should experience little difficulty or problem in keeping with "The Spirit of the Rule." If there are not a sufficient number of players to replace all starters, the few that remain must be shifted around to various positions, in a concerted effort to weaken the winning team and to allow the losing team the opportunity to score with dignity.

3. Once the scoring differential is reduced to 10 points or less, normal play resumes.

4. Kick-offs and punting are allowed while the game is in "Lopsided" play.

COACH ON THE FIELD:

A. One coach per team is allowed on the field during play. The purpose of which is to assure that this division of play remain instructional. The field coach may participate in the huddle, assist in calling the plays and arrange players. However, once the players are in the "SET" position, the coach may not talk or interfere with the play in any manner. He MUST assume a position of NOT LESS than 5 yards behind the deepest player on the field.

B. Coaches may line up the kick off or kick return teams but, must leave the field prior to the play.

C. Coaches who utilize in excess of 30 seconds in the huddle will be penalized for "Delay of Game."

D. Coaches who fail to comply with, or are found to abuse the privilege, shall forfeit their rights to be on the field. A coach who is removed from the field SHALL NOT be replaced.

Points After Touchdown and Kicking Game

When a touchdown is scored six points will be awarded and then the following:

A. Two points shall be awarded as an incentive to any Franchise team that has trained or is in the process of training a player to kick for the "points after a touchdown." The extra points shall only be awarded, if the kick is good. The scoring team has the option of running a play to score one point.

B. During the kicking of extra points, the defense shall line-up in place, including the 5 down linemen. They shall remain in place, standing still, and

there shall be no rushing by the defensive line. No jumping or distracting the kicker.

C. Kickers must utilize a "kicking block."

D. These rules shall be applicable to teams kicking extra points, and also field goals. Again, the purpose here is to encourage the introduction of a "kicking game" into Pop Warner games at an early age.

JSPWFL MIGHTY MITE RULES – OFFENSE

Offense shall be run in accordance with National Pop Warner and High School Federation rules.

The only exception is that the line MUST have 3 on either side of center and 2 tight ends. This means no unbalanced line.

JSPWFL MIGHTY MITE RULES - DEFENSE

A. Absolutely no blitzing allowed. For the purposes of enforcement, you are considered to be "blitzing" anytime a tackle is made behind the line of scrimmage, from end to end, by anyone other than the five (5) "down" defensive linemen.

B. Exactly 5 down linemen are required in any defensive set. Down linemen MUST be in a 3 or 4 point stance ONLY and must be head up on any opposing lineman (including ends). Linebackers must be 5 yards from the line of scrimmage.

C. Ball carrier has to be outside the "tight end" position, or over line of scrimmage for linebackers to rush.

D. PENALTIES FOR BLITZING: First Offense - 5 YARDS/WARNING; Second Offense - 5 YARDS/FIRST DOWN, Third Offense - 15 YARDS. **The Administrative Secretary must be notified of a third or subsequent offense.

PUNTING: PUNTING IS ALLOWED UNDER THE FOLLOWING CONDITIONS:

A. No rushing by the defense. The defense will react "on the punt."

B. The official will notify the defense that there is going to be a punt. The clock is stopped.

C. The offense must punt, or run a play on "4th" down. If they elect to punt, the ball must be "snapped" to the punter and he then is provided the opportunity to punt the ball. NO FAKE PUNTS WILL BE ALLOWED!

PENALTIES FOR VIOLATIONS

Franchises found in violation of Mighty Mite Rules, either as they appear here or as prescribed elsewhere in these JSPWFL Titles and the national Pop Warner rules; the fine shall be double the minimum and maximum as provided in the appropriate section for the violation.