

MEADOWLANDS FOOTBALL LEAGUE

2019

Mighty Mites Rules

MEADOWLANDS FOOTBALL LEAGUE
MIGHTY MITES BI-LAWS UPDATED 2019

TIME & CLOCK

1. 4 Quarters consist of a 10:00 minute running clock. Clock only stops for:
Touchdowns, called time outs and injuries.

Each team has 2 time outs per half. Timeouts do not carry over to 2nd half.
Halftime is exactly 10:00 minutes. There is a 40 second play clock. This will be strictly enforced during the game. Referees are to give a 2 minute warning at the end of each half.

2. AT NO POINT DURING THE GAME WILL THE SCOREBOARD BE USE TO
KEEP SCORE (MUST REMAIN 0 – 0)

RESULTS IN KEEPING SCORE WILL BE:

FIRST OFFENSE WILL BE \$100.00 FINE
SECOND OFFENSE WILL BE A \$200.00 FINE
THIRD OFFENSE WILL BE HEAD COACH REMOVAL FOR REMAINING GAMES
OF THE SEASON.

THIS IS AN INSTRUCTIONAL LEAGUE AND WILL STAY THIS WAY !!

ELIGIBILITY

3. No player shall be permitted to play if his or her 8th birthday is before September 1st
- 3A Weight restrictions – ORIGINAL birth certificate must be presented for all children at the Official weigh-ins. Each coach must provide there teams weigh-in form & cards completely filled out (except for the weight) the day of the weigh-ins. Result of not have forms and card ready will result in a fine.

All players will be weighed in at the official weigh-ins. Any player weighing 75 ¼ and under will be allowed to line up in backfield as a running back carry or advance the ball. All players over 75 ¼ to the max weight of 100 lb are considered lineman and must wear a contrasting color piece of tape on their helmet to clearly designate their line only eligible.
(If a player weighs in at linemen weight at the official weigh-ins he is a linemen the whole year. Even if he losses weight during the year to go under 75lb)

- 3b All coaches are to have there own roster & card on them at every game.

4. FUMBLES & INTERCEPTIONS

All fumbles or interceptions can be returned by anyone on the defensive team.

Under Center Exchange – Fumbled snaps can only be picked up by the QB and if recovered

can continue play. If anyone other than the QB recovers the snap, it is blown dead and is a loss of down. There are no fumbles until the QB has total control of the snap.

Shot gun snaps – Live ball as soon as ball is snapped. If the ball is fumbled on the snap, it is a live ball and anyone can recover the ball.

5. OFFENSE

O-line must be in a double tight formation (no unbalanced lines)

Backfield can line up in any legal formation they want.

Tight Ends can catch & run with ball only if forward pass is beyond line of scrimmage.

No end arounds are allowed – (given ball in backfield).

All teams must go on “1” – there are no silent counts or going on “2”.

6. DEFENSE

All D-lineman must line head up across from the offensive man (no gap alignment), except for the DE they can line up on the outside shoulder of the end.

If using a nose guard, you must line up **1 yard** off the line of scrimmage (to allow the center to snap the ball).

LB must line up 3 yards off the ball until the ball is snapped. ONCE SNAPPED they can attack
There is NO BLITZING AT ANYTIME.

7. START OF PLAY

There are no punts or kickoffs. The coin toss will determine who will receive or decline the ball. Start of possession is the 25 yard line. If on 4th down you elect to punt, it will be an automatic 30 yrd setback from the line of scrimmage and change of possession.

No setback of a punt can put a team inside their own 10 yrd line. EXAMPLE: You on your opponent's 32 yard line and you elect to punt. They DO NOT start from the 2 yrd line, but will take over at their own 10 yrd line.

8. FIELD SET UP & BALL

Field set up is an 80 yrd playing field

The official football is a Wilson K2 or Wilson K2 Composite. No substitutions please.

9. FIELD COACHES

No more the 2 coaches may be on the field during the game. Both Coaches must be 5 yards behind their last player at the snap of the ball. Any infraction of this is a 5 yard penalty.

10. INFRACTIONS

Please remember first and foremost this is an instructional league, which is primarily filled with first year players.

Neutral Zone infractions, false starts and motion penalties will result in the play blown dead before it starts and resetting the players without re-huddling. If the same team commits the same penalty twice on the same play (offside's, neutral zone infraction or motion penalties) then a 5 yrd penalty will be enforced. This rule applies all game long for every play.

Personal fouls are 15-yard penalty.

Pass interference is a 1st down at the spot of the foul.

Pass interference in the end zone results in a first down at the 1 yrd line

11. PLAYING TIME

All children must play at least 1 full quarter. Anyone who did not start the game must **Start the 3rd or 4th quarter and play the entire quarter.** A player can not start the game, then be pulled after a couple of plays just to meet the playing time obligation. Please do not lose focus and realize the purpose of this league is to get all players the opportunity to play, not to be competitive and win. If you have a truly extenuating circumstance. (Example: 13 total players of which 10 are linemen) you **MUST** go over it with the opposing coach **BEFORE THE GAME** Be gentleman and lead by example for you kids.

12. HEAD COACH RESPONSIBILITIES

All Head Coaches are to email coach61@aol.com at the conclusion of their game & give summary or details of the game. All issues, positive or negative, need to be reported immediately. Any Head Coach not emailing game description, will be subject to fine or suspension. The email can simply be, "Everything went smoothly" or give detailed description.

Head Coaches must behave themselves in an appropriate manor. All parents and spectators at a game, as well as your assistant coaches, are ultimately the responsibility of the Head Coach.

Typically it is coaches who are too competitive, not the kids at this level. Please remember we are trying to promote the game of football, competition and good sportsmanship, while providing instruction for 6 and 7 year olds. All teams must shake hands after the game. Any team not shaking hands will be fined \$100 and the Head Coach will be suspended the next game.

13. UNSPORTSMANLIKE CONDUCT

Any Coach, cursing, talking to the other team or officials in a negative manner will be subject to a fine and suspension. Repeat offenders will removed from the league.

Any Coach thrown out of a game, will be suspended for at least the next game and possibly more once details of the incident is reviewed. All negative reports of Coaches, Players or Fans will be fully investigated & discipline will be handed out.

14. LEAGUE FEES

There is no league fee but there is a fee for the end of the year Mighty Mite Day \$150 to be paid to the hosting town for trophies, refs and food. Hosting town will pay for officials.

15. REFEREES

1 Referees will be required at each game. The referee fee is \$50 each. The home team is responsible for paying the referees for each game.

Head Official is:
Ron Waack

(H) 201-461-9138 (W) 201-328-4840
E-MAIL: sneakers8@verizon.net

Any cancellations or re-scheduling of games must be made by the home team A.S.A.P.