

NORTHERN BERGEN *mighty mite* FOOTBALL LEAGUE 2010

BASIC RULES OF PLAY:

TIME & CLOCK

1. 4 Quarters consist of a 12:00 minute running clock. Clock only stops for: Touchdown and extra point, called time out, injury.

Each team has 2 time outs per half. Timeouts do not carry over. Halftime is exactly 10:00 minutes. There is a: 40 play clock. This must be strictly enforced the last 4 minutes of the game. Referees are to give a 2-minute warning before the end of the half and the end of the game.

ELIGIBILITY

2. Every player must be entering into either 1st or 2nd grade. No player entering into 3rd grade may play regardless of age/birth date. No player shall be permitted to play if his or her 8th birthday is before July 1, 2002.

Example: 7/01/02 or after is ok 6/30/02 or before is not ok.

2B Weight Restrictions- Birth Certificates must be presented for all children at weigh-ins. Each coach must provide 2 weight cards with photo ID's for each player. Each player will be weighed in. **No player weighing over 75lbs WITHOUT EQUIPMENT will be allowed to carry or advance the ball. The maximum weight limit for all positions is 107 lbs.**

Any child who weighs **over 75 lbs will be REQUIRED to wear a piece of RED** tape across their helmet to clearly designate their line only eligibility. *****Note no child will be permitted to step back on the scale. Each child will be weighed one time. If the child is 75 and a half pounds with sneakers on they are line only. You cannot re-weigh them. Be aware of this before the kid ever gets on the scale. Weight cards will be filled in and each coach will be REQUIRED to keep a card roster with them during all games. If anyone is caught playing a restricted kid out of position without tape, the game will be immediately forfeited and there will be an immediate hearing by the board to determine if that town will immediately forfeit their remaining games and be expelled from the league. CHILDRENS SAFETY IS OUR PRIMARY CONCERN. Any player who possesses the ball, I.E. fumble, interception, etc who is a "tape head" automatically calls for the whistle to blow and the ball is dead at that spot. The play cannot be advanced.

START OF PLAY

3. 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 you choose to punt, it is

a direct 30-yard setback. No set back can put a team within their own 10 yard line. EXAMPLE. You are on your opponents 32 yard line and elect to punt. They do not start at their own 2-yard line; they start at their 10-yard line.

- Nose tackle red tape player ok to play position and must be 1 yard off the ball in three point stance..
- Red tape player can only play inside the tackles.
- No blitzing A or B Gaps
- No Silent Snaps..

FIELD SET UP & BALL

4. Field Set up is 80 yards long plus 10 additional yard end zones on each side by 40 yards across. The official Football is a Wilson K2 or Wilson K2 Composite. No Nike Balls or other substitutions.

FIELD COACHES

5. No more than 2 coaches may be on the field for Defense . and 3 Coaches for offense..

INFRACTIONS

6. Please remember **first and foremost this is an instructional league**, which is primarily filled with first year players. Neutral Zone infractions and motion penalties will result in the play being blown dead before it starts and resetting the kids without re-huddling. No penalty shall exceed 10 yards. Encroachment is a 5-yard penalty. Pass interference is a 1st down at spot of the ball. Pass interference in the end zone results in a first down at the 1 yard line.

POINT SYSTEM

7. Scoring-Touchdowns are six points. There are no 2-point conversions. All successful extra point tries are 1 point. Safeties are 2 points.

7B League point system- A Win is 2 points. A tie is 1 point. A loss is zero points. There is no overtime. Teams will be matched on mighty mite day at seasons end based on points. (Match-ups for Mighty Mite Day will be determined at the league Presidents discretion. There is no championship game.)
All teams will play.

REFEREES

8. Steve Pelozzo will be the head referee. Steve's contact information is as follows:
Cell 908-642-7377e-mail steve.peloso@evonik.com

2 referees will be required for each game. The referee's fee is \$55 each. The home team is responsible for paying the referee's for each game. If a game is cancelled, the protocol is as follows: Log onto www.arbitersports.com. You then need to go to your game and cancel it. It is the home teams responsibility to do this. Your referee's information is on the site. You need to contact him. After you have, you need to e-mail me at peterm@universalvalve.com and let me know whom you spoke with and at what time. If for arguments sake you got a voicemail and left a message, e-mail me and tell me that so I can then forward all of the days cancellations along with details to Steve.

note sending a last minute e mail does not consist of appropriate notification. Steve must receive confirmation of cancellation at **least 2 hours prior to scheduled start time.**

PLAYING TIME

9. All children must play at least 1 full quarter. Anyone who did not start the game must **start the 3rd quarter and play the entire third quarter.** Please do not lose focus and realize the purpose of this league is to get all kids the opportunity to play even more than it is to be competitive and ultimately win. A child cannot start the game, be pulled after the first play and have met the playing time obligation. Each coach will be required to give the opposing coach an A team and B team schedule at least 15 minutes before the start of the game as to eliminate any questions about playing time for all. Each coach will list by jersey number who will be starting on offense and defense in both the 1st quarter and 3rd quarter. You will receive a standardized player position chart to make it easy for you. Teams that do not have enough kids to field a complete b team may not move their QB to halfback and halfback to QB. Find a way to develop a second team QB and a second team HB before the season starts. If you only have a truly extenuating circumstance, (such as 13 total players of which 8 are line only) you **MUST** go over it with the opposing coach before the game. Be Gentleman and lead by example for your kids. Typically it is coaches who are too competitive, not the kids!

18 POINT RULE

10. At anytime in the game where a team has taken a lead of 18 points or more both coaches must immediately replace their starting team with their "b team" i.e. their 3rd quarter team. The idea is not to let one team catch up but rather to keep the game from getting out of hand and insulating kids from embarrassment as much as possible.

HEAD COACH RESPONSIBILITIES

11. Coaches must behave themselves in an appropriate manor. All parents and spectators at a game are ultimately the responsibility of the head coach. Please remember we are trying to promote the game of football, competition, and good sportsmanship while providing instruction for 6, 7, and 8-year-old kids. All teams must shake hands after the game, win, lose, or tie.

*****IT IS NOT KIDS OR REFEREES THAT CREATE PROBLEMS IT IS THE COACHES, PARENTS, AND SPECTATORS*****

LEAGUE FEE

12. There is no league fee. The monies collected go towards our year end Showcase called Mighty Mite Day.

Each team will pay the sum of \$20 per child on their roster plus \$55 for a mighty mite day referee. Additionally, the home team will be responsible for paying 2 referees for each game. If a referee does not show, you are not to pay the one referee who does show up twice as much.

On Mighty Mite Day, each child will receive a trophy, a commemorative T Shirt listing all the match-ups, as well as lunch. (pizza or hot dg, chips, and a beverage)

Mighty Mite Day

Match-ups for Mighty Mite Day will be determined at the league Presidents discretion. There is no championship game.