

MEADOWLANDS FOOTBALL LEAGUE

2024 Mighty Mites Rules

Time & Clock

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 the 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.

AT NO POINT DURING THE GAME WILL THE SCOREBOARD BE USED 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

A player who turns 8 prior to September 1st, is ineligible to be on mighty mite roster.

We have an exception to rule for pee wee who are called down to participate, they still must meet the weight requirements. These players are to be used to fill out the team and need to be agreed upon by both teams prior to the game.

Original Birth Certificates are required for all mighty mites for the initial weigh in , copies will not be permitted. (player cards become official document after this year so no exceptions)

Backfield weight 75.5 lbs Lineman Weight 100 lbs.

To line up in back field and carry the ball you must weigh in at or below the backfield weight at the initial weigh in. Linemen who are overweight will be allowed to weigh in weekly to achieve weight and participate.

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 to 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.

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”.

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.**

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 35-yard line. If on 4th down you elect to punt, it will be an automatic 30 yd setback from the line of scrimmage and change of possession.

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

FIELD SET UP & BALL

Field set up is an 80 yd playing field

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

INFRACTIONS

No more than 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.

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 being 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 yd 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 yd line

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 cannot start the game, then is 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 your kids.

HEAD COACH RESPONSIBILITIES

All Head Coaches are to email admin@meadowlandsfootball.net, or fill out google form at the conclusion of their game & give a 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 in an appropriate manner. 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.

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 be 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.

LEAGUE FEES

There is no league fee but there is a fee for the end of the year Mighty Mite Day \$250 to be paid to the hosting town for trophies, refs and food. The hosting town will pay for officials.

REFEREES

One Referee will be required at each game. The referee fee is \$70. The home team is responsible for paying the referee for each game.