

2018 SCPW TINY MITE RULES



General Rules (All Divisions)

- The intent of the Tiny Mite Division is to be instructional and a fun experience for our young participants.
- A Board member from each association will attend and be recognized at ALL Tiny Mite games.
- All MPR monitoring will be done from the sidelines. No Exceptions!
- All Tiny Mite Head Coaches will attend a Mandatory meeting prior to the start of the season to review the rules and coaching behavior.
- Eligibility for Tiny Mites: The Tiny Mites for SCPW are ages 5 & 6 **Unlimited weight** are to be placed on a 6U team.
- **Each team will have its players checked on Game Day PRIOR TO EACH GAME during the season to assure that the weight standards are being maintained.**
- **Equipment allowance will be 7 lbs. at the Tiny Mite level.**
- Maximum of 28 and 11 Minimum players per roster.

A Tiny Mite jamboree will be held at the beginning of the season (at leagues discretion), where teams shall be present for their official weigh-ins. In the case where a pre-season Jamboree does not take place, weigh-in will be handled at the first game.

There must be a qualified EMT at each game. At the beginning of each game the EMT shall be introduced to the opposing team and the EMT will let them know where on the sidelines they will be during the entire game.

These rules shall be the responsibility of each coach to know. At the beginning of each game the **head coaches, association board members, and referees** shall go over the rules so there is no misinterpretation of these rules.

Tiny Mites will play by rules in National rulebook:

- 1) **Game will consist of two 25 minute running Halves with a 10 min halftime. Clock stoppage will only occur on timeouts (each team is allowed 2 per half) and change of possession as well as during injuries AT THE REFS DISCRETION.**

- 2) Game is to be played on an 80 yd field, when on a full field make one endzone the 20 yd line this would make the 40 yd line mid-field.
- 3) No kick-off: Ball will be placed on the 30 yd line.
- 4) Punting: Teams have the option of running a play on 4th down or choosing to Punt, a punt will be placed on the opponents 30 yd line.
Note: A punt will not go inside the 20 yard line.
- 5) Major Penalties are 10 yds, minor penalties are 5yds.
- 6) Fumbles behind the line of scrimmage are blown dead and offense maintains possession. Fumbles past the line of scrimmage are live.
- 7) No score is to be displayed on the scoreboard!
- 8) There are NO extra points and there are NO tie breakers!
- 9) Minimum Play Rule for Tiny Mites is 15 plays! 2 platoon system is recommended. 3 captains per game and ALL players must be given a chance to be a captain during the season.

Coaches:

Only two (2) coaches from each team will be allowed on the field at any time during any play. All coaches must be a minimum of 10 yards from the line of scrimmage when the ball is snapped.

Offense:

All offensive backs must be lined up behind the offensive line in any formation, however you are allowed to split one (1) offensive back no more than 5 yds outside the tight end.

Defense:

No defensive player can be placed directly over the Center; Any player over the center, must be 3 yards back from the center. Defensive line must be 1 yd back from the offensive line.

Defense **MUST RUN** a 6-4-1 defensive set. Players on the end of the defensive line (traditionally defensive ends) MUST BE in a 3 or 4 point stance. No more than 6 defensive players can rush the ball!

ABSOLUTELY NO BLITZING!!!