



Rules & Regulations Mighty-Mite Football League



ARTICLE I-Name

Section 1: The name of this organization shall be known as Mighty-Mite Football League (MMFL).

Section 2: The MMFL was organized on January 16, 2002 to promote the education of and dissemination of knowledge and training about tackle football specifically for 1st and 2nd graders, parents or guardians, and coaches.

ARTICLE II-Offices and Organization

Section 1: Offices-MMFL There will be a Director, 2 Assistant-Directors, Treasurer and Site-Officials.

A. Directors will be empowered with all rights to make immediate rulings on any questions of rule violations of questions raised for incidents not covered by MMFL rules and regulations.

B. Site-Official-This person will be responsible to be onsite for all games at their league facilities, observing weigh-ins and games.

C. Treasurer-This person will be responsible and accountable to all leagues represented for assets and expenditures of the MMFL.

ARTICLE III-Fees

Section 1: Each player wishing to participate in the MMFL will pay a fee of \$140.00 per individual. This fee includes UYFA/MMFA Registration, a physical that is available at registration, and gate admission to all games. This organization is open to all children that meet the specified requirements in the Tulsa area. (See article IV section 4)

ARTICLE IV-Coaches and Players

Section 1: All coaches must be NYSCA certified in tackle football and will show proof if requested by Director, Assistant Director, Site-Official or Referee.

A. Each team is allowed to have 4 coaches including the head coach.

B. All personal on the sidelines over the age of sixteen (16) must be NYSCA certified.

C. The Head Coach is responsible for there sidelines. If the coaches are not wearing their NYSCA cards the game may end in a forfeit.

Section 2: Head coach interviews and background

checks are mandatory. A committee chosen by the Director and Assistant Directors must interview all coaches.

Section 3: Rosters-Each team must have a team roster submitted to the MMFL office 2 weeks prior to the first league game. The official roster form will be furnished and must be filled out in full.

A. A team may have no more than 12 players maximum.

B. A team must have 8 players present to start a game.

Section 4: Player Restrictions-

A. Players' 9 years old before September 1st of the current year may not play in this league.

B. Players must be attending school to be eligible.

C. Maximum playing weight is 105 pounds.

D. Maximum weight for advancing the ball is 65 pounds.

1. 1 striper: over 65-85 pounds

2. 2 striper: over 85-105 pounds

Section 5: Player participation and weigh-in:

A. Each player must participate in a minimum of 12 plays per game.

B. A typed roster must be provided to the opposing team at weigh in and for the announcer.

C. Weigh-ins will start 30 minutes prior to scheduled game time.

D. Site-Official will be present at all weigh-ins.

E. Players must have their jerseys and helmets at weigh in (at this time helmets will be striped if necessary).

F. It is suggested that all players be dressed in a manner suitable for expediting the weigh-in. At no time shall a child be stripped completely. Down to gym shorts only. Players not making weight will be striped accordingly. Any overweight players must remove their shoulder pads to remain on the sidelines. Opposing coaches need to make record of such actions. Violation of this rule will result in a 1 game suspension and disqualification from any OMMFA tournaments or playoffs.

G. Players within the specified weight brackets will have their helmets striped accordingly with black tape 3 inches in length, horizontally at the back base of the helmet.

H. WEIGHT RESTRICTIONS WILL BE STRICTLY ENFORCED-NO EXCEPTIONS.

Section 6: Player Draft-All players will participate in a draft.

A. Coaches are allowed to have 4 protected players for new squads organized. New teams are allowed 4 New Player Protects and 2 Coach Kids Protects. (Total players to start at draft 6).

B. Returning coaches Team may keep any returning players. Returning teams are allowed to protect 2 additional players. (Total players to start at draft 7 or 8)

Returning Teams with 6 or more returning players get 2 New Player Protects and 0 Coach Kids Protects. (Total players to start at draft 8 or more)(not to exceed 12 total per team)

C. Players not protected or that are not on a team from the previous year must participate in the combine.

D. Players not protected or on a team from the previous year and do not participate in the combine will be picked from a hat at the draft.

E. Draft will start with coaches drawing from first to last pick. All 1st graders will be drafted first, then 2nd graders. Draft will proceed till all players are drafted. A hat drawing will then take place for those players that did not participate in the combine.

Section 7: Conduct-Code of Ethics

A. At no time shall any coach, player, spectator, fan or relative touch in any manner an official, coach or staff from any opposing team. Whether on or off the field, the infraction committed will be treated as a confrontation and immediate expulsion from the league will result.

B. All league members are to police and discipline their own personnel, players, coaches, fans, parents and relatives, in regards to but not limited to registrations, scouting and conduct both on and off the field.

C. Each league member is responsible for the proper sportsmanship and physical well being of its players at all times. To assure health, safety and proper supervision of its teams in and out of game time.

D. At no time shall any profanity or foul language be used during practices or during games.

E. No person shall smoke, chew, or use any tobacco products inside game field areas.

F. The use of alcoholic beverages is strictly prohibited during practice sessions, games or on the field or at a park when league members are involved. Expulsion from the league will be the penalty for players or coaches violating this rule.

ARTICLE V

Section 1:

RULES: Oklahoma High School Rules will be utilized in MMFL with the exception of the in-house rules noted.

A. Game Time- 8 minute quarters will be utilized for all MMFL play.

1. A continuous running clock, stopping only for touchdowns, time-outs, injuries and extra points.

2. Offense is allowed 35 seconds between each play. Time starts once official places the ball.

3. A 2-minute warning will be given at the end of each half. At this time it will be regulation play (no running clock).

4. A K-2 Wilson or the equivalent will be used for game play. No rubber, leather and composite is allowed.

B. Fumbles- A fumble may be advanced by non-striped player.

C. Punts- Punting team must notify the official that they will punt.

1. No fake punts.

2. No rushing the punter.

3. If the ball touches the ground when hiked to the punter, the ball may be picked up and punted. There is no rush. .

4. Field goals are allowed-no rushing.

5. There are no punt returns-ball may be caught but no contact is allowed. If the ball is dropped or is not caught, the ball is downed where contact is first made.

6. Punter must be a non-striper.

D. Ball Placement- There are no kick-off or returns. Ball is placed on the 35-yard line.

1. At the start of the game.

2. After each touchdown, extra point or field goal.

3. The beginning of the first and second half.

E. Points-

1. 6 points for a touchdown
2. 1 point for an extra point scored by a run.
3. 2 points for an extra point scored by a pass or kick.
4. 3 points for a field goal

F. Mercy Rule- When a team reaches a point spread of 28 points, the score will freeze and the game will continue with a running clock and no 2-minute warning at half's. No further points will be allowed by either team. Normal participation rules still apply.

G. Overtime- there is no overtime play. A tie will exist.

H. Coaching:

1. One coach is allowed on the field during game play. Other coaches must remain on the sideline in the designated area.

2. **NO COACHING WHILE PLAY IS IN PROGRESS!** Once the offensive cadence has started, coaches must only observe. Site-Official will give 1 warning concerning this offense, and then you will be removed from the field.

3. Coach must stand 15 yards behind deepest player on offense or defense when play begins.

4. No parents are allow on the sidelines at anytime unless approved be the Site-Official and Head Coach.

5. Electronic equipment, video and headsets are allowed.

I. Games-Times and Locations

1. Games will be played at Union facilities (other fields if necessary).

2. There will be no Saturday games (except for tournaments). Games will be Monday and Tuesday nights.

3. Game times will be 6:30pm and 7:30pm on these evenings.

4. Admission will be \$2.00 per adult, \$1.00 per child. Children 6 and under are free. Players and Cheerleaders are free. (4 Coaches passes will be provided per team)

J. Practices-Teams may practice 3 times a week for 2 hours maximum each practice.

K. Injuries- Should a child get cut or skinned, causing blood to appear, or any other cause of bleeding, that player must be removed, blood cleaned and wound re-bandaged before reentering the game. Anything that may be considered severe should have medical attention

as soon as possible. **BETTER SAFE THAN SORRY.**

ARTICLE VI-Offense and Defense

Section 1:

OFFENSE:

A. 8-Man Football

1. Must have 5 players on the line of scrimmage.
2. 2-striper may only play down lineman (3-point stance).
3. No more than 2 backs in the backfield (not including the QB).
4. Backs can be spilt out as receivers.
5. End position can be a 2 striper as long as they are a tight end and in a down position.
6. Ends may be split out (must be non-striper). If you chose this kind of formation, you will leave a defender uncovered.
7. No more than two 2-striper are allowed on the field at one time.

Section 2:

DEFENSE:

1. No more than 3 players on the line of scrimmage.
2. 2-striper may only play down lineman (3-point stance).
3. Linebackers must be a minimum of 5 yards from the line of scrimmage but may move laterally within the defensive tackles. See Diagram A on the following page.
4. **NO BLITZING IS ALLOWED.**
5. Cornerbacks must be 2 yards off the line of scrimmage and 8 yards from the ball.
6. Safety must be 8 yards off the ball and may move laterally between the sidelines. See Diagram B on the following page.
7. Defensive lineman must line head up from the offensive center and ends. If offensive end is split out, defender is opened!
8. No more than two 2-striper are allowed on the field at one time.

