

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 ORGANIZATIONS

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

- A. Directors will be empowered with all rights to make immediate rulings on any questions of rules violations of questions raised for incidents bot covered by MMFL rules and regulations.
- B. Site-Official – This person will be responsible to be on site for all games at their league facilities, observing weigh-ins and games.

ARTICLE III – REGISTRATION FEE'S, UNIFORMS, FUNDRAISERS

Section 1: Each player wishing to participate in the MMFL will pay a fee of \$150.00 per individual. This fee includes UYFA/MMFL Registration, a physical that is available at registration days and gate admission to all games. The organization is open to all children that meet the specified requirements and live in the Union Public School District. (See Article IV Section 4)

Section 2: Each player must wear the required UYFA mighty mite uniform for that particular year. If a player does not have the required uniform, they will not be allowed to participate in MMFL games.

Section 3: Any team that wishes to do a team fundraiser must submit the UYFA FUNDRAISER FORM to the Mighty Mite age rep or UYFA board member for approval.

ARTICLE IV – COACHES AND PLAYERS

Section 1: All coaches must be USA FOOTBALL 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 personnel on the sidelines over the age of 16 (16) must be USA Football certified.

- C. The Head Coach is responsible for their sidelines. If the coaches are not wearing their NYSCA cards, the game may end in a forfeit.
- D. All coaches must wear their UYFA sideline pass. Anyone not wearing their issued pass will be removed from the sideline.

Section 2: Head Coach interview's and background checks are mandatory. The UYFA coach's board will interview all coaches and will also review all background checks.

Section 3: Rosters-

Each team must have a team roster submitted to the UYFA 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 14 player's 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 115 pounds.
- D. Maximum weight for advancing the ball is 70 pounds.
 - 1. 1 Striper: 70.1 – 90 pounds
 - 2. 2 striper: 90.01-115 pounds

Section 5: Player Participation and Weigh In:

- A. Each player must play 2 quarters of uninterrupted play. Playing at least 1 quarter in each half, BOTH OFFENSE AND DEFENSE. This must be shown on the roster and given to the opposing coach and site official at weigh in. THERE WILL BE NO SUBSTITUTIONS within a quarter other than for injury. Once injured player recovers, player must immediately re-enter the game to fulfill the quarter started. If a player is late for weigh in then that player will not play until the 2nd half and only be allowed to play one quarter.
- B. PENALTY -- The head coach proven to be in violation of the participation rule will be assessed a severe suspension or season removal penalty by the UYFA.
- C. Weigh-ins will begin 30 minutes prior to each scheduled game time.
- D. Site-official will be present at all weigh in's. . Coaches must have a completed roster.

- 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 any time shall a child be stripped down completely. Down to gym shorts only. Players not making weight will be striped accordingly. Any overweight players must remove their shoulder pads and remain on the sidelines. Opposing coaches need to make record of such actions. Violation of this rule will result in a one game suspension and disqualification from any MMFL playoffs.
- G. Players within the specified weight brackets will have their helmets striped accordingly with black or green tape horizontally on the back of the helmet.
- H. WEIGHT RESTRICTIONS WILL BE STRICTLY ENFORCED- NO EXCEPTIONS

Section 6: Player Draft –

- A. Coaches are allowed to have 4 protected players for NEW SQUADS ORGANIZED.
- B. EXISTING TEAMS are allowed to have 2 protected players.
- C. Players that are not protected or that are not on a team must participate in the combine.
- D. Players not protected or players that are not on a team that do not show up for the combine, will be placed in the HAT PICK.
- E. Players that were on a team the previous year and that team does not return. Those players will be able to be protected.
- F. Draft will start with coaches drawing from 1st to last pick. Draft will proceed until all players are drafted. A hat drawing will then take place for those players that did not participate in the combine.
- G. All 1st graders and 2nd graders are eligible to be drafted at any time in the draft.

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 or practice 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 in 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 balls are allowed. Leather and composite are allowed.
- B. Fumbles – A fumble may be allowed to advance by a non-striper 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 snapped to the punter, the ball may be Picked up and punted. There is no rush.
 - 4, THERE ARE NO DECLARED PUNTS IN MMFL.
 - 5, Field goals are allowed, no rushing.
 - 6, 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.
 - 7, Punter must be a non-striper.

- D, Ball Placement – There are no kick-off or returns. Ball is placed on the 35 YD line
1. At the start of the game
 2. After each touchdown, extra point, or field goal.
 3. The beginning of the first and 2nd 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 scored for a field goal.
- F, Mercy Rule – When a team reaches a point spread of 35 points, the score will freeze and the game will continue with a running clock and no 2-minute warning at the halves. No further points will be allowed by either team. Normal participation rules will still apply.
- G, Overtime – There is no overtime in regular season play. A tie will exist. In playoffs or super bowl. If there is a tie. Each team must play 4 downs. The winner will be the team that gets the highest score. IF neither team is able to score, the team with the most yardage will be the winner.
- H, Coaching:
1. One coach is allowed on the field during 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 one warning concerning this offense, and then you will be removed from the field.
 3. Coach must stand 15 yards behind the deepest player on offense or defense when play begins
 4. No parents are allowed on the sidelines at any time, unless approved by the Site-Official and Head Coach.
 5. Electronic equipment, video and head sets are allowed.

I, Games-Times and Locations

1. Games will be played at Union Facilities (unless special events)
2. Game-times and locations will vary depending on the availability of Union Facilities.

J, Practices – Teams may practice 3 times per week for 2 hours maximum each Practice and only 2 times per week after school starts.

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 re-entering the game. Anything that may be Considered sever should have medical attention a soon as possible.

L, CONCUSSION – Any player showing any symptoms of a concussion must be taken out of the game and checked. If that player has a concussion or if the Head Coach is unsure, that player must be reported to the UYFA Player Protection Coach ASAP. If the player has a concussion, they must get the Dr, release to the UYFA Protection Coach ASAP. The payer will not be able to play in the games unti that is taken care of.

ARTICLE VI – OFFENSE AND DEFENSE

OFFENSE

All teams must run the same offense as designed by the diagrams below UNTIL THE SNAP OF THE BALL. NO EXCEPTIONS.

1. Must have 5 players on the line of scrimmage, Center and guards must be in a DOWN POSITION. Offensive Ends may be in an “up position”
2. End position can be two stripes. 2 Stripers will also be allowed in UP position.
3. Ends cannot split out, but they can go out for a pass after the snap, following the ball advancement rules . I.E. No stripers.
4. Maximum splits on the line are fingertip to fingertip of the lineman.
5. Quarterback can start in the SHOTGUN formation directly behind the center 2-4 yards from the ball. The ball can be directly snapped to any of the backs in the backfield.
6. Must have 2 backs in the backfield that line up at least 2 yards deep from the line of scrimmage. (not counting the QB)

7. Backs must line up behind the guards in the split formation
8. Backs must line up behind the center in the I formation, no offset I formations. No players shall be in motion before the snap of the ball.
9. No more than (2) two striper are allowed on the field from each team at one time.

DEFENSE

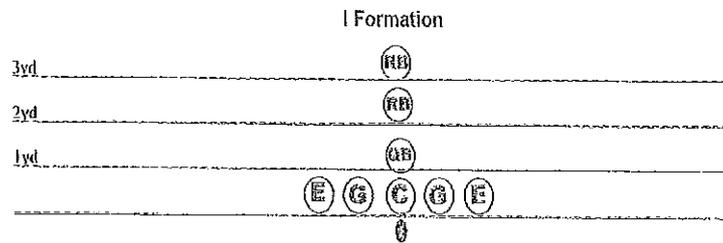
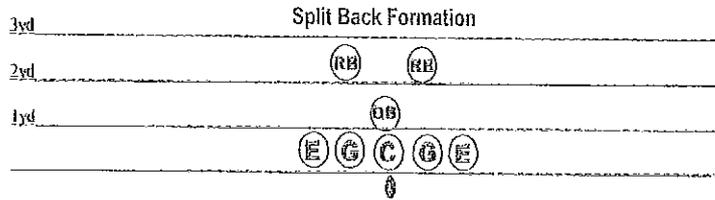
All teams must run the same defense as designed by the diagram above UNTIL THE SNAP OF THE BALL.

1. The safety must not line up closer than 5 yards from the line of scrimmage and can move laterally
2. Cornerbacks must be at least 3 yards out from the offensive End and 3 yards back from the line of scrimmage.
3. Must have 3 or 4 defensive lineman. DEFENSIVE GUARDS - must line head up with the offensive guard, not in the gaps and in a DOWN position. DEFENSIVE ENDS – must line head up or on the outside shoulder of the offensive end. Defensive Ends can be in an UP position or in a DOWN position.
4. All Defensive Guards must be in a DOWN position.
5. Defensive Ends CAN BE IN AN UP POSITION (including 2 stripers)
6. May have 1 or 2 Linebackers that must line up 3 yards back from the line of scrimmage, can move laterally between the center and the end. If there are two linebackers they must line up on opposite sides of the ball.
7. No more than (2) two stripers are allowed on the field at one time.
8. The offensive center is protected. A defensive player must go to the left or to the right of the center. The defense is frozen and no adjustments are allowed once the offensive line is set.
9. On defense a one or two striper player will be allowed to return an interception or fumble.

One Striper: A striper is not allowed to be in the offensive backfield. On defense a one striper can play all positions.
 Two Striper: A two striper must be a lineman in a down position three or four point stance; offense or defense.

Players within the specified weight ranges of one or two stripes will have their helmets marked accordingly:
 One Striper - A stripe placed vertically at the center rear base of the helmet.
 Two Striper - A "x" placed at the center rear base of the helmet.

OFFENSE



DEFENSE

