

Tiny Mite Rules (Page 1 of 2)

C. Special Tiny Mite (Instructional Level) Rules

1. Age
 - a. Participants must be League age of 5 years old, Minimum.
 - b. Participants must be League age of 7 years old, Maximum.
 - c. League age will be as of July 31st.
 - d. No older lighter will be allowed.
2. Weight
 - a. Maximum weight without equipment will be 70 pounds.
 - b. Minimum weight without equipment will be 35 pounds.
 - c. Standard weight allowance of 7 pounds will be allowed for equipment.
 - d. In season weight allowance will be 1 pound per week.
 - e. Weight increase will begin after the first game.
3. Roster Size
 - a. Maximum roster size will be 22 players.
 - b. Minimum roster size will be 16 players.
4. Mandatory Play
 - a. The head coach is responsible for making sure that each player is assigned as an offensive or defensive starter prior to the start of the game.
 - b. Prior to each game the head coach will have completed a League mandated play sheet listing the starting offensive and defensive units.
 - c. Head Coaches may make changes to this list at half time. The Play monitor will be notified of changes prior to the start of the second half.
 - d. Teams with less than 22 players will only list a player once on the play sheet. Open positions can be fill by anyone on the team.
 - e. Head coach may remove a player only for injury related or safety related reasons only. Once the player has been cleared to return, the player will return to their designated starting unit.
 - f. Each team will provide one play monitor, who will located on the opponent's sideline.
5. Required Player Equipment
 - a. Required equipment will be the same as outlined in the National Pop Warner Rulebook and Section IX of the Bux-Mont Youth Football League tackle playing rules. Under no condition will any rule conflict with a National Pop Warner rule.
6. Playing Field
 - a. The length of the playing field will be a 100-yard playing field.

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7. Playing Rules, except for the following will be the same as used for the Mitey Mite and Jr. Mitey Mite divisions.
 - a. Game Time
 1. The game will consist of (4) quarters.
 2. Each quarter will be 8 minutes in length.
 3. A standard PIAA clock will be used.
 4. Each team will be allow 2 time outs per half.
 5. There will be a 10-minute half time period.
 6. Play clock will be 30 seconds.
 - b. Kick offs
 1. There will be no kick offs.
 2. Ball will be placed on the team's 50-yard line.
 - c. Punts
 1. There will be no punts.
 2. On 4th down a team will have 2 options.
 - a. Running or passing the ball from the line of scrimmage.
 - b. Moving the ball to the opponent's 40 yard line (change of possession)
 - d. Offensive Alignments
 1. All offensive backs will be behind the offensive line.
 2. One split back may be lined up no more than 5 yard outside the ends.
 - e. Defensive Alignments
 1. No defensive player will be lined up over the center.
 2. Any defensive player in front of the center must be 3 yards off the center.
 3. Defense must be in a 6-4-1 formation.
 4. Only the six players on the line can rush the ball at the snap.
 5. No Blitzing.
 - f. Scoring
 1. Touchdowns will be 6 points.
 2. Safety will be 2 points.
 3. No try for point after touchdown.
 4. No score displayed on the scoreboard.
 5. No tie breakers.
 - g. Fumbles
 1. The ball will be blown dead for all fumbles behind the line of scrimmage.
 2. The ball is live if fumbled beyond the line of scrimmage.
 - h. Coaches on the field
 1. One coach is permitted on the field.
 2. Once the offensive team breaks from the huddle, coaches must be 10 yard from line of scrimmage.
 3. Coaches during the play must remain silent at all times.
 - i. Penalties
 1. Major Violations - 10 yards.
 2. Minor Violations - 5 yards.
8. Number of Games
 - a. Maximum number of preseason games will be 1.
 - b. Maximum number of League scheduled games will be 8
 - c. There will be no post-season games.