

# 2013 SCPW MIGHTY MITE RULES



## General Rules (All Divisions)

- The intent of the Mitey Mites Division is to be instructional and a fun experience for our young participants.
- Jr. Mites will not play Sr. Mites and towns must commit teams as Jr. or Sr. by the August SCPW meeting.
- A Board member from each association will attend and be recognized at ALL Mighty Mite games. (See Section 13 of Mighty Mite Rules)
- All MPR monitoring will be done from the sidelines at both Sr. and Jr. Mites levels No Exceptions!
- All Mighty Mite Head Coaches will attend a Mandatory Mighty Mite meeting prior to the start of the season to review the rules and coaching behavior.

***NOTE:** The meeting will be held prior to the Annual West Haven Clinic. Attendance will be monitored by SCPW.*

- Eligibility for Mitey Mites: The Mitey Mites for SCPW would have two classifications: Jr. Mites and Sr. Mites.
- **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 Mitey Mite level**

## **Additional Requirements (All Divisions):**

Section 11: A Mighty Mite jamboree shall be held at the beginning of the season, where all teams shall be present for their official weigh-ins. Evaluation of “exceptions” shall be done at this time.

Section 12: 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.

Section 13: These rules shall be the responsibility of each coach to know and interpret. 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.

### **Sr. Mites**

Sr. Mites can be 7 - 9 years old with weight limits per national rulebook (45-90 lbs.).  
Sr. Mites will play by rules in National rulebook:

- 1) **Time : 4 -10 minute quarters (Stop & Go Clock)**
- 2) **Punting at the Sr. Mite Level will be a live punt with NO RUSH and will be called dead where the receiving team takes possession.**

#### ***Coaches: Game 1-3***

Only one (1) coach from each team will be allowed on the field at any time during any play. All coaches must be a minimum of 15 yards from the line of scrimmage when the ball is snapped.

#### ***Coaches: Game 4-8***

All Coaching will be from the sideline. A Coach may enter playing field only on a timeout or for a player injury.

### **Jr. Mites**

Jr. Mites will be 7 and 8 year olds with weight limits per National Rule Book (45-90 lbs). In addition, up to a **maximum** of **FOUR (4) 9 year olds under 65 lbs.** may be added to the roster. **Only Two (2) of the four (4) 9 year old players can be returning players (under 65 lbs.). The remaining 9 year olds (up to the maximum of 4) must be first year players (under 65 lbs.) – There will be no exceptions.** Jr. Mites will play by rules in National rulebook except as modified by this document:

- 1) **No kick-off: Ball will start on own 30**
- 2) **Punting: The Punt will be a 30 yard punt from where the ball is spotted.**  
**Note: A punt will not go inside the 20 yard line.**
- 3) **Time : 4 -10 minute quarters (Stop & Go Clock)**

#### ***Coaches: Game 1-3***

Only one (1) coach from each team will be allowed on the field at any time during any play. All coaches must be a minimum of 15 yards from the line of scrimmage when the ball is snapped.

#### ***Coaches: Game 4-8***

All coaching will be from the sideline. A coach may enter the playing field only on a timeout or for a player injury.