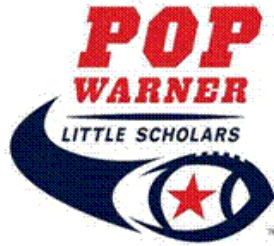


2010

Mighty Mite Rules of Play:

100 Yard Field

- 1 Coach on field with team. They must remain 10 yards from the line of scrimmage at start of play.
- Game clock 4, 10 minute quarters, 10 minutes for halftime.
- Running Clock: Clock will only stop on PAT attempts, injury time outs, extended penalty explanations at the discretion of the referee, and time outs (3 per half). **A 45 second "play clock" will be used between plays, at the discretion of the referee.**
- There is no blitzing allowed no more than 6 men on line of scrimmage.
- PAT Kicks and Punts there will be no rush allowed.
- Once Offense and/or defense breaks from huddle, coach must remain quiet until play is blown dead.



2010

Tiny Mite Rules of Play: 80 Yard Field

- **2 Coaches on field with team. They must remain 10 yards from the line of scrimmage at start of play.**
- **Game clock is 2, 22 minute halves with 10 min halftime.**
- **Running Clock: Clock will only stop on injury time outs, and time outs (2 per half).**
- **No kickoffs: To start each possession the offensive team will start from there own 30 yard line.**
- **No Punts: On 4th down, a team has the option of running, passing, or turning over the ball to the opponents own 30 yard line.**
- **No Score will be displayed on Scoreboards**
- **No PAT attempts**
- **Ball will be blown dead if fumbled behind line of scrimmage; However, ball will be live if fumbled beyond line of scrimmage.**
- **Offense: All offensive backs must be lined up behind the offensive line. You will be allowed to split one offensive back no more that five (5) yards outside the tight end.**
- **Defense: No defensive player can be placed over the center. Player must be 3 yards off the center. Defensive line must be one (1) yard back from the offensive line. No more than six (6) defensive line men on the line of scrimmage.**