

Tiny Mite Rules

5 & 6 Year Olds - No Score Kept

Field Size - 100 Yards

Time - 22 min Half Running Clock
Stops for Change of Possession
Injury, Time outs (2) per team

Kick Offs - None

Start on 50 yd line

Punting - None

Play 4th Down w/ results
Declare Punt to 50 yd line
No rush or block on FG/Kick Try

Penalty Adjustments

15 Yards - Walk off 10 yds
10 & 5 Yards - Walk off 5 yds

Coaches - Max 2 on Field

No Directing Players After initial
line up or during live ball
Back 10 Yards

See Reverse for Offensive
and Defensive Rules

Jr. Mitey Mite Rules

7 & 8 Year Olds

Field Size - 100 Yards

Time - 10 Min Quarters, Regular
Clock Rules

Kick Offs - None

Start on 50 yd line

Punting - No Blocking or Rush

Must be Announced, No Fakes
Dead where touched, caught
or comes to rest. No Return.

No rush or block on FG/Kick Try

Penalties

Same as NFHS

Coaches - Max 2 on Field

No Directing Players After initial
line up or during live ball
Back 10 Yards

See Reverse for Offensive
and Defensive Rules

Mitey Mite Rules

9 Year Olds

Field Size - 100 Yards

Time - 10 Min Quarters, Regular
Clock Rules

Kick Offs - Yes from 40 unless
moved by penalty

Punting - No Blocking or Rush
Must be Announced, No Fakes

Live Ball after Kicked

Players may return, down,
pursue, tackle return man
NFHS Fundamentals Apply

Penalties for Blocking or

Releasing early

1st Warning/Subsequent - UNS

Coaches - Max 1 on Field

See Reverse for Offensive
and Defensive Rules

Scrimmage Rules

15 or Fewer Players at start or
at any point during game

Score is NOT kept

Kicking - No Kicks/Punts Allowed

First Half

Team A 15 Plays / 15 minutes from
-35 Yard Line

Team B 15 Plays / 15 minutes from
-35 Yard Line

10 Minute Half Time

Second Half

Team A 10 Plays / 10 minutes from
+35 Yard Line

Team B 10 Plays / 10 minutes from
+35 Yard Line

Reset to starting line after score

Officials are to prorate number of
plays if team drops below 16 after
half has started.

Jr. Mitey Mite Rules

7 & 8 Year Olds

Neutral Zone - 1 Full Yard between
Offense and Defense Lines

Offense Formations

Any Legal Allowed
Fumbles Anywhere Live Ball

Defense Rules

Nobody over Snapper
Maximum 6 Linemen
Line MUST use 3/4 Point Stance
Line backers must be 3 yards deep
Only Down Lineman can rush L.O.S.
Linebackers cannot Blitz
Linebackers may pursue and may
make tackles behind L.O.S. out-
side of tackle box

Penalties for Illegal Defense

First Time - Warning
Subsequent - Unsportsmanlike

Tiny Mite Rules

5 & 6 Year Olds - No Score Kept

Neutral Zone - 1 Full Yard between
Offense and Defense Lines

Offense Formations

1 Back may split not more than
5 yards from Tight End
Encourage Hustle, No Delay of
Game Penalties

Fumbles behind L.O.S. Blow Dead
Fumbles Beyond L.O.S. Live Ball

Defense Rules

Nobody over Snapper
MUST Use 6-4-1 Formation
Front 6 MUST use 3/4 Point Stance
Only Front 6 can rush L.O.S.
Linebackers must be 3 yds deep
Linebackers cannot Blitz

Penalties for Illegal Defense

First Time - Warning
Subsequent - Unsportsmanlike

Slaughter Rules

28+ Point Spread

Clock - Runs for remainder of game
Stops for Injury, Referee Discretion
Do NOT stop for charged team T/O

Trys - Must be attempted after TD

BLITZ: Neither team may Blitz

Winning Offense Restricted

May NOT pass
Cross L.O.S. Outside of Tackle Box
May run wide after crossing LOS
Penalties - 1st: Warning,
2nd: 5 yds. & loss of down

Losing Defense Restricted

May NOT Stack the Box
Line Backers must play back 3 yds
Advance fumbles or interceptions

On-Side Kicks - Not allowed

Winning Team

Must run legitimate plays
Use substitutions or play players
out-of-position

Mitey Mite Rules

9 Year Olds

Neutral Zone - Normal NFHS

Offense Formations

Any Legal Allowed
Fumbles Anywhere Live Ball

Defense Rules

Nobody over Snapper
Maximum 6 Linemen
Line MUST use 3/4 Point Stance
Line backers must be 3 yards deep
Only Down Lineman can rush L.O.S.
Linebackers cannot Blitz
Linebackers may pursue and may
make tackles behind L.O.S. out-
side of tackle box

Penalties for Illegal Defense

First Time - Warning
Subsequent - Unsportsmanlike