

2019 Mid-Michigan Pony Football League Rules

Eric Emery- President

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League Phone: (517) 983-8651

RULES Revised July 2019

This Corporation is governed under the Articles of Incorporation in conformity with ACT 327, Public Acts of 1931, as amended by the Michigan Department of Commerce, the State of Michigan.

MISSION

To provide and establish a wholesome youth tackle football league that promotes sportsmanship and fair play. Where all players get an opportunity to play each game and the emphasis is on teaching character, athletic and social skills, and a healthy attitude. That winning is not the most important objective. Where coaches teach and lead through example.

PHILOSOPHY

The Mid-Michigan Pony Football League, Inc., hereafter referred to as MMPFL, founded for promoting a healthy, typical American contact sport for the youth in our area. If young people will play football with or without proper equipment or supervision, the Corporation feels that by providing proper protective equipment, playing fields, and supervisory personnel, injuries will be at a minimum.

The MMPFL recognizes the valid criticism leveled at programs of this nature. We feel the good done by the program, as a whole, outweighs the harm derived from the undue mental pressures placed upon the youths by the need to win. For this reason, the MMPFL has no championships or playoffs, no individual player awards or recognitions. This is not to say that the MMPFL de-emphasizes winning instead, the program places emphasis on good sportsmanship, teamwork, and team discipline. The unwavering desire to win at all costs is what is de-emphasized in our program. The youth play a good hard game and, of course, one team will lose each time, as it must be. The MMPFL wants the half that loses to be proud players and parents who can take pride in the program that they have developed in their community.

NON-DISCRIMINANT CLAUSE

Mid-Michigan Pony Football League, Inc. (MMPFL) does not discriminate based on religion, race, sex, creed, color, disability, citizenship, and national origin. Membership in the MMPFL and member communities is at-will.

COACHES

The MMPFL recognizes the coaches are the most important part of it succeeding at its mission. Therefore, we have developed some procedures to screen and evaluate coaches. All coaches who wish to coach in the MMPFL must be dedicated to our mission and philosophy and must work hard at accomplishing them. Coaches with a criminal record, depending on the violation, could be ineligible to coach. MMPFL requires all coaches to have a criminal history check through the Michigan State Police. Districts are to make sure the coach satisfies the minimum criteria as set by the Michigan Public Schools. Coaches must sign a MMPFL creed and submit it to their community representative. The MMPFL reserves the rights to discipline, suspend, or ban a coach from coaching for any violation of unsportsmanlike conduct, misbehavior, or any violation of the rules in the Coaches Creed. Any coach that is a member of the MMPFL cannot attempt to remove any team or teams from the MMPFL without Board approval.

Banned from coaching in the MMPFL will be the result of any violation of this rule. By Board decision, infractions of any rules could result in the suspension of the coach for one or more games or, depending on the infraction, could be indefinitely.

Negative coaching (swearing, striking, grabbing face masks) is not acceptable behavior for practice or games. At practice, coaches will not make contact with players during drills except to hold arm shields or dummies.

CONCERNS

The MMPFL desires the officials to feel that they are an integral part of our instructional staff, both in technical and sportsmanship aspects of the game. The MMPFL also wants the parents of players to feel comfortable that the MMPFL will listen to any ideas or concerns that they may have, as well as any suggestions for improvement in the operation of the MMPFL. Officials and parents may direct their concerns to the MMPFL President.

MID-MICHIGAN PONY FOOTBALL LEAGUE, INC.

*10089 Lafayette Ln.
Dimondale, MI. 48821*

CURRENT EXECUTIVE BOARD:

PRESIDENT

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SECRETARY

*Jason Armstrong-
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1st VICE PRESIDENT

*Bob Stevens-Portland
744 Riverside Drive
Portland, MI 48875
Cell Phone: (517) 526-1109*

TREASURER

*Carl Ballard – Lansing
10089 Lafayette Ln.
Dimondale, MI 48821
Phone: (517) 515-3129*

GENERAL RULES

1A. Any changes in these Articles of Association and their approved amendments require a 51% majority vote of the Board of Directors.

2A. Communities who do not attend at least 3 out of 5 required meetings for the MMPFL are subject to paying additional fees above the \$50 registration fee for each team registered in the league.

3A. Member City Statement – Two members from each city must sign a statement agreeing to comply with the terms and conditions of the MMPFL and that they have received and read a copy of the MMPFL rules.

4A. There shall be a three--member audit committee to review the financial records. The MMPFL President will appoint this committee for a 1-year term (excluded are the MMPFL President and MMPFL Treasurer). **Also, we will have a scheduling committee that will meet in June to create schedules as it relates to the number of teams available.**

5A. The exploitation of the MMPFL as a whole, team or as an individual player with benefit or otherwise to an individual or business will not be condoned. The sole aim of any contributor, both in time and/or in financial assistance, should be to assist all youth and to make their community a better place in which to live. Individuals who persist in any type of exploitation of the youth run the risk of losing their right to participate by action of the Board of Directors. All persons affiliated with this organization, whether they are active or not, must abide by these rules.

6A. No team or individual players' trophies, awards or statistics will be given out at the year end banquet or at any time will any statistics or individual player recognition be posted in the newspaper or in any other way by individuals associated with the MMPFL or the parents. The Board of Directors must approve all certificates of participation. A city, as recognition of participation, can give identical trophies to all players. The Board has approved posting of scores, video replay on public access channels and all teams are to receive equal representation within each city. Keep in mind Rule 14A, page 4.

7A. All levels will play one game prior to Labor Day weekend, allowing the season to end earlier in the year. No games scheduled after November 1st.

8A. The MMPFL Scheduling Committee will not accept any requests for game scheduling preferences other than those of field availability.

9A. Each district must submit their final number of teams, by division, in writing for the upcoming season to the Scheduling Committee by **JULY 15TH**. The cut off date for adding new players is up to each community keeping in mind conditioning requirements (Rule 6B - page 5) and team sizes (Rule 4B- page 5).

10A. Requests to add teams after the cut off date are not accepted. The MMPFL will impose a penalty for a city dropping a team after the **JULY 15TH** deadline. The penalty may be a reduction of home games and no refund shall be given for teams dropped after the cut off date. **Exception** – If team numbers are not sufficient to support at least one team in a division, the city must contact the MMPFL President and an executive board meeting will be held.

11A. MMPFL Fees – Each community must pay a fee to the MMPFL. The Board of Directors

determines the amount of the fees at the beginning of the season. The fees pay for liability insurance, MMPFL President's costs, and any other expenses incurred by the MMPFL. The fees must be paid by check or money order made payable to the MMPFL no later than **JULY 15TH**. Each community must have an organization account (DBA). No individuals receive MMPFL checks for referee fees. Mail MMPFL fees to the Treasurer (see Board Committee).

12A. No admission fees to MMPFL games.

13A. Rosters—A Community Board Representative, other than the coach, must sign a roster completed on the form issued by the MMPFL. Each roster must list the players' criteria: name, address, grade, date of birth, school and a statement verifying that the players, to the best of your knowledge, attend that school and are in the grades listed, and that all other information is accurate. All the information on the roster must be written or typed in ink and cannot be changed in any manner. New roster submission is required if mistakes are made. The city representative is to retain the rosters.

14A. Mandatory coaches meeting – There will be a mandatory meeting for all coaches (head and assistant coaches new and returning). Coaches who do not attend one of the meeting dates cannot coach in the MMPFL unless approved by the MMPFL President. A training committee forms in June (chaired by the MMPFL President) and provides dates and locations for the meetings. Communities must ensure that their coaches attend a rules meeting. **A list of all coaches must be submitted to the MMPFL prior to games starting and verification will be made to ensure that all coaches have attended the mandatory meetings. Failure to meet the above criteria can be subject to game suspension by the MMPFL.**

15A. Parent statement – All coaches must have a signed statement by the players' parent or legal guardian stating they give their consent for the player to participate in the MMPFL. Such a statement will acknowledge that the parent or guardian is aware of the possibility that injury could occur to the child when participating. Include a statement that the parent authorizes emergency medical treatment if the child requires it and the parent is unreachable. The statement will give names and phone numbers of two persons to be contacted in case of emergency. Each coach must also have a signed statement from the players' parents or guardian stating they are aware of the MMPFL mandated number of plays per half. The League recommends that all parents sign a "Code of Conduct" and a statement that they know the rules and agree to them. The Board of Directors of the MMPFL designates the city representatives responsible for this rule.

16A. No children permitted to attend a MMPFL Board of Directors meeting unless invited.

17A. Rule Changes—Rule changes are made only at the ****FEBRUARY*** Rules Meeting. After ****FEBRUARY***, rule changes require a 100% vote of the Board of Directors (all member communities).

18A. MMPFL does not allow its members to ride in the back of a pickup truck or in any other manner deemed unsafe by the MMPFL. Breaking this rule can result in the expulsion of player(s) and/or coaches/parents from participating in the MMPFL.

19A. No MMPFL team can participate in another league during the MMPFL season. No MMPFL coach can coach a team outside of the MMPFL that has any members on it from his/her MMPFL team.

20A. Any scrimmage outside the MMPFL must have prior Board approval. If granted approval, you must follow all rules incorporated here within at all times during scrimmages.

21A. Every MMPFL head coach and one other coach per team must complete the Heads Up USA Football Certification Program in order to coach by July 31 of the current year. This certification will be \$10 for each coach. Any replacement coach after the season begins must complete this program before they are allowed to be on the field.

****22A. The Board of Directors has the right to create a rule during the season that may not be demonstrated in the Rule Book, also known as the "X-Rule".***

GENERAL TEAM RULES

1B. Each member city will submit their district boundaries to the League. **Players must attend a school in the district for which they play. THERE ARE NO EXCEPTIONS.** If no team exists in a district, students must play on a team in the school district in which they reside. Players must play in the division for the grade they are in unless the city or League determines, for safety reasons; the player should be moved up one division. Players may not be moved down a division.

2B. PLAYER ELIGIBILITY - The program is open to all students in the 3rd, 4th, 5th, 6th, 7th, and 8th grades. Divisions will consist of 3rd, 4th, 5th, 6th, 7th, and 8th grades.*Players who are 7 years old on or before September 1st or in 3rd grade of the current year will play in the 3rd grade division. Players who are 9 years old on or before September 1st or in 4th grade of the current year will play in the 4th grade division. Players who are 10 years old on or before September 1st or in 5th grade of the current year will play in the 5th grade division. Players who are 12 years old before September 1st or in 6th grade must play in the 6th grade division. Players who are 13 years old before September 1st or in 7th grade must play in the 7th grade division. Players who are 14 years old before September 1st of in 8th grade must play in the 8th grade division. No player who reaches the age of 15 before September 1st shall play.

3B. The MMPFL Board Directors reserves the right to move a player up one grade level for the safety of all the players.

4B. Recommended team size is 25 players. Team size is up to each member city. Each member city should attempt to divide teams equally by ability. Registration of players will be as each member city sets up. Denying the opportunity to a qualified player who desires to play is allowed only with the majority vote of the Board of Directors. Playing time should be considered when determining team size.

5B. There shall be no conditioning or player participation in the program until there is a recent physical examination by a licensed physician who will sign a statement that the player is fit to participate. All physical cards must be on file with each city's Board of Directors ****and be dated no earlier than April 15th of the current year.***

6B. Conditioning – Players in the **3rd, 4th, 5th and 6th grades** must have a minimum of **8 hours** before they can start progressive live contact. **7th and 8th grade** must have **6 hours** of conditioning. The **maximum** conditioning time any player can participate in a 24-hour period is 2 hours with a **total** of 8 hours in any calendar week. **When adding players late, they must complete their conditioning hours plus an equal number of hours of progressive contact prior to participating in games.**

7B. Player Injury – Players returning to practice from an injury must have a doctor's statement and a coach's evaluation stating they are game ready.

8B. Practice- The starting date shall be the date set by the MHSAA for High School football. No

practice of any kind may take place before the set start date without the approval from the MMPFL Board. Violation of the practice start date will result in the violating coaches' suspension or banning. Summer camps permitted must be open to all MMPFL participants. A two-week notification of dates and times are to be mailed to all city representatives by the hosting cities.

9B. After Labor Day, for the 3rd, 4th, 5th, 6th, 7th, you can have no more than 2 hours of practice in a 24-hour period with a total of 6 hours per calendar week. For grade 8th, this rule does not apply. The MMPFL recommends 8th grade practices not exceed that of the High School schedule (game and practice).

10B. Adverse weather conditions prohibit practice. Adverse weather conditions is defined as a weather warning by the local or national weather service, heavy rain, or any time when lightening or thunder is present, or when the weather is of danger to the participants.

11B. All team activities must be within the guidelines of these rules and approved by the Board of Directors. This especially holds true to outside scrimmages.

GENERAL RULES

1C. Rosters – Each head coach must turn in a game roster to the press box and the opposing coach at least 15 minutes prior to the start of their game. (New) **Rosters and the use of a template including that it must be typed, include phonetic spelling, numerical order, ball carrier/non ball carrier. (See page 22).** Failure to do so is a major infraction, unsportsmanlike conduct and is to be reported to the host community rep. The host city's rep is responsible for reporting the violation to the League's President. Game rosters shall not include player nicknames that are either derogatory or inflammatory. If the player's weight is found to be **4lbs** or greater than indicated on the roster, the violation must be reported to the League President immediately. The League will make arrangements for the player to be weighed prior to his/her next contest. If the player's weight is found to be ***4lbs over the maximum weight for their grade level**, the head coach will be cited for unsportsmanlike conduct. Please see **Rule 3D – Page 7** for penalties.

2C. Team Introductions – Team introductions must be started at least 5 minutes prior to the scheduled game and 10 minutes if the national anthem is played.

3C. First Aid - All teams must provide and bring to each game a minor first aid kit (supplies to include ice packet, bandages, smelling salts, latex gloves, and any other necessary minor first aid products).

4C. All home field member cities must supply a telephone or an ambulance for use in case of an emergency at their playing site.

5C. Game Officials – Four MHSAA registered officials are required for each game. The officials are responsible for enforcing the playing rules of the MHSAA and the MMPFL. **No games will be played with less than 3 MHSAA registered officials.** If only 2 registered officials are present at the game start time, there will be a 15-minute delay. If during that 15-minute delay the official fails to show, result is the game(s) postponement and the Board of Directors will re-schedule.

The MMPFL contracts all officials. Officials are paid by each member city. **If only 3 of the 4 referees show up to a game the community will pay for 3 referees and the league will pay the remaining fees and report the "no show" to the league assigner. This will only occur once per crew per season. All crews are designated by the Crew Chief.** Officials are paid for any games as defined under the MSHAA Rules.

6C. Adverse weather – When adverse weather conditions prevail, the game officials make the decision to continue or suspend play. The game official's decision will be final. The site director will make an announcement over the PA to all spectators. Under no circumstances will play continue if a weather warning has been issued or lightning or thunder is present. Game Suspension – First quarter suspension cannot exceed 40 minutes. After a delay, the game clock is continuous and half time is shortened to the 3-minute minimum. Second quarter and later, the game is suspended and will be rescheduled if possible. The last game of the day will have no more than two thirty minute delays, daylight permitting. If any team has more than one game to make up at the end of the season, only the first cancelled game of the scheduled season is available for make-up. The Board will schedule any make up games.

7C. Injury delays – Injury delays of more than **20 minutes may suspend** the game unless it is the last game of the day. The shortening of half times, running of clocks, etc., to make up time can occur. The shortening of games can occur so they do not interfere with the scheduled start time for the next game. The intent of this rule is to stay on schedule and prevent game suspensions/cancellations. The Board will schedule any make up games.

8C. Earlier Start in Bad Weather – The last game of the day could start 15 minutes prior to the scheduled start time if agreed to by both head coaches. This would allow for an earlier start in bad weather conditions out of consideration for the participants and spectators.

9C. Spectators – Each community is requested to provide a designated spectator area. When this is not possible, spectators are to remain 30 feet or as far back as possible from the designated team area. It is the coaches' responsibility to ensure spectators remain in the designated area.

PENALTIES FOR VIOLATIONS

1D. Cities documented of failing to comply with the MMPFL rules may see a reduction in home games the following season (probation) by action of the Board of Directors.

2D. Coaches documented of not complying with the MMPFL rules, if not disciplined by their local board, may cause a reduction in home games in the following season by action of the Board of Directors.

3D. Major infractions – Major infractions: (Practice) Rules 8B. page 5 , (Rosters) 1C. page 6, (Weight restrictions), (Playing time) – See detailed restrictions and requirements per grade level.

1st Violation – One--week suspension

2nd Violation – Season suspension

3rd Violation – Life suspension

4D. Minor infraction – Minor infractions are all other rules not listed above.

1st Violation - Written warning

2nd Violation - One week suspension

3rd Violation – Season suspension

4th Violation – Life suspension

5D. Penalties may differ from above at the discretion of the MMPFL Board of Directors.

****6D. Coaches Ejections: A two game suspension for any coach that is ejected from any game while coaching a MMPFL team. That coach cannot be anywhere on the premises of an MMPFL event for the next two games.***

**If needed, the suspension will be carried over to the next season. The Commissioner will notify the MMPFL President of a suspension to a coach or a referee prior to next week's game in effort to support the Executive Board an enforcing discipline applied.*

3RD GRADE DIVISION GAME RULES

All playing rules will be the current year MHSAA approved rules, with exceptions and or additional age appropriate MMPFL rules.

The 3rd grade division will play **6 games** in an 8-week schedule.

Playing time – All players (3rd grade) must receive a minimum of **7 plays per half** unless the player is injured or is being disciplined by the discretion of the coach.

Coaches on the field – One coach is allowed on the field except during time outs. Coaches are only at the team huddle and not at the line of scrimmage or at the site of the tackle. At the time of the snap, the coach must be at least 10 yards behind the deepest player on his team. During the play, the coach must make an honest attempt to stay out of the action. NO coaching during live ball plays. Violations of this rule are at the referees' discretion and considered unsportsmanlike conduct.

Unsportsmanlike conduct – If a player is ejected from a game, they may not participate in the following game and this ban carries over to the following year if the infraction occurs in the final game of a season. If two unsportsmanlike flags occur on the same player/game, that player is ejected/suspended for the next game and this carries over to the following year.

Ball Size – PEE WEE. Each home team is required to have a designated game ball.

Playing Shoes – 1/2 " screws in plastic or rubber cleats are acceptable. No metal tip cleats are to be used.

Games – Games consist of four 10-minute quarters. 30 seconds between plays is given. Teams shall be allowed three, one minute, time outs per half.

Half time is 10 minutes unless shortened due to injury and/or weather delays or to get the days schedule back on time. Half time must be at least 3 minutes regardless currant situation.

Communities may choose to put 10 minutes on the clock (this will include the 3 minute warm up) or 7 minutes and then 3 minutes for the warm up.

THE CLOCK WILL OPER ATE UNDER CURRENT NATIONAL FEDERATION AND MHSAA RULES WITH THE EXCEPTION OF AFTER A CHANGE OF POSSESSION. THE CLOCK WILL START WHEN BOTH TEAMS HAVE 11 PLAYERS OR 30 SECONDS FROM THE PREVIOUS PLAY WHAT EVER COMES FIRST.

Defensive formations – Coaches are to teach and utilize conventional defensive formations. For example 4-4, 5-2, 5-3, 6-2, 3-4. Avoid placing 10 players on the line of scrimmage.

If the referees feels coaches are using unconventional defenses in a manner deemed unsportsmanlike, coaches will receive a warning and the formation will be changed to a conventional formation before play begins. If they continue to use unsportsmanlike formations a 15-yard dead ball penalty will be accessed for unsportsmanlike conduct against the head coach. This is at the discretion of the referees.

NO DEFENSIVE BLITZING. Defense must set up in a conventional formation. No player can show blitz before the ball is snapped. (Read and react)

BLOCKING – All blocking rules shall be pursuant to MHSAA rules.

MMPFL prohibits the use of radios, headphones, or cell phones for communication between the press box and the benches.

Weight restriction — 3rd Grade: Players that are ball handlers cannot exceed **100 lbs.** Weight restrictions do not apply to the kickoff kicker, punter, holder, field goal/extra point kicker in the 3rd grade.

Any requested weigh-in is to take place 15 minutes prior to the start of the game. Each player is permitted only one weigh-in per game. The site director/***Designee** or MMPFL ***Executive Board member** will perform the weighing of players. Weighing is with helmet, shoulder pads, game pants, complete with hip pad, tail pad, kneepads, thigh pads, belt and shoes. The MMPFL President and/or an executive board member may perform random weight checks at any given time. Each city must provide a set of reputable scales at their game site. If a player is not available for weigh-in or no scales are available, the officials should be notified immediately that the game is being played under protest. The MMPFL President is also to be notified. Any player exceeding the weight limit participating in live play while their team has possession of the ball must play tackle to tackle. Tackle eligible plays are not legal, as they would violate the weight limit rule. Punt and kick off receiving teams will use conventional kicking and receiving formations, i.e. punt receiving - two deepest players will not exceed the weight limit for kick receiving - 4 deepest players will not exceed the weight limit.

***Kick off and Return—** *At the start of each half, the appropriate team shall place the ball on the 40-yard line to start the possession or after a score.*

***PUNTS—** *Move the ball 20-yards from the line of scrimmage. The placement of the ball cannot be inside the opponents 20 yard. When walking off the punt, the officials will stop the clock.*

There shall be **NO** fake kicks.

FIELD GOALS are dead ball kicks, with no contact allowed. **Weight restrictions do not apply to kickers or holders in a dead ball situation.** Defensive players may jump up and down, and make non-offensive noise. Ball must be placed and kicked behind the snapper and behind the line of scrimmage.

Once ball is kicked it is a dead ball. Ball turned over on downs. 1st and 10 from previous line of scrimmage.

PAT-Extra Points KICKS — (Dead ball) successful kicks are worth 2 points, **ball will be placed and snapped from the goal line.**

PAT-Extra Point Try's — (Live ball) successful running/passing plays are worth 1 point. Ball will be

placed at the 3 yard line and is a live ball play.

SAFETY – When a safety occurs, 2 points are scored and a free kick is given. The kick is from the 20-yard line.

Mercy Rule – Running clock when the point differential is at 24 points or more in the second half. Clock will operate under the current **MHSAA (T. I. P. S. rule)**.

Any coaches running up scores (unsportsmanlike) are subject to review by the Board of Directors. When a team clearly indicates an intention to run out the clock by taking a knee, there will be **NO** contact from either team. This **MUST** be done with a direct snap with the QB underneath the center. **NO** Shotgun Formation.

Tie Game – Tie games at the end of regulation time remain a tie. **NO** Overtime.

4TH GRADE DIVISION GAME RULES

All playing rules will be the current year MHSAA approved rules, with exceptions and or additional age appropriate divisions.

The 4th grade division will play **6 games** in an 8-week schedule.

Playing time – All players (4th grade) must receive a minimum of 7 plays per half unless the player is injured or is being disciplined by the discretion of the coach.

Coaches on the field – **One coach** is allowed on the field except during time outs. Coaches are only at the team huddle and not at the line of scrimmage or at the site of the tackle. At the time of the snap, the coach must be at least 10 yards behind the deepest player on his team. During the play, the coach must make an honest attempt to stay out of the action. **NO** coaching during live ball plays. Violations of this rule are at the referees' discretion and considered unsportsmanlike conduct.

Unsportsmanlike conduct – If a player is ejected from a game, they may not participate in the following game and this ban carries over to the following year if the infraction occurs in the final game of a season. If two unsportsmanlike flags occur on the same player/game, that player is ejected/suspended for the next game and this carries over to the following year.

Ball Size – **Junior**. Each home team is required to have a designated game ball.

Playing Shoes – 1/2 " screws in plastic or rubber cleats are acceptable. No metal tip cleats are to be used.

Games – Games consist of four 10-minute quarters. 30 seconds between plays is given. Teams shall be allowed three, one minute, time outs per half. Half time is 10 minutes unless shortened due to injury and/or weather delays or to get the days schedule back on time. Half time must be at least 3 minutes regardless current situation. Communities may choose to put 10 minutes on the clock (this will include the 3 minute warm up) or 7 minutes and then 3 minutes for the warm up.

THE CLOCK WILL OPERATE UNDER CURRENT NATIONAL FEDERATION AND MHSAA RULES WITH THE EXCEPTIONS AFTER A CHANGE OF POSSESSION. THE CLOCK WILL

START WHEN BOTH TEAMS HAVE 11 PLAYERS OR 30 SECONDS FROM THE PREVIOUS PLAY WHATEVER COMES FIRST.

Defensive formations – Coaches are to teach and utilize conventional defensive formations. For example 4-4, 5-2, 5-3, 6-2, 3-4. Avoid placing 10 players on the line of scrimmage.

If the referees feel coaches are using unconventional defenses in a manner deemed unsportsmanlike, coaches will receive a warning and the formation will be changed to a conventional formation before play begins. If they continue to use unsportsmanlike formations a 15-yard dead ball penalty will be assessed for unsportsmanlike conduct against the head coach. This is at the discretion of the referees.

BLITZING—No Defensive BLITZING. Defense must set up in a conventional formation. No player can show blitz before the ball is snapped. (Read and react)

BLOCKING – All blocking rules shall be pursuant to MHSAA rules.

MMPFL prohibits the use of radios, headphones, or cell phones for communication between the press box and the benches.

Weight restriction – 4th Grade: Players that are ball handlers cannot exceed **115 lbs.** (rule 3D) Weight restrictions do not apply to the kickoff kicker, punter, holder, field goal/extra point kicker in the 4th grade.

Any requested weigh-in is to take place 15 minutes prior to the start of the game. Each player is permitted only one weigh-in per game. The site director/****Designee*** or MMPFL ****Executive Board member*** will perform the weighing of players. Weighing is with helmet, shoulder pads, game pants, complete with hip pad, tail pad, kneepads, thigh pads, belt and shoes. The MMPFL President and/or an executive board member may perform random weight checks at any given time. Each community must provide a set of reputable scales at their game site. If a player is not available for weigh-in or no scales are available, the officials should be notified immediately that the game is being played under protest. The MMPFL President is also to be notified. Any player exceeding the weight limit participating in live play while their team has possession of the ball must play tackle to tackle. Tackle eligible plays are not legal, as they would violate the weight limit rule. Punt and kick off receiving teams will use conventional kicking and receiving formations, i.e. punt receiving - two deepest players will not exceed the weight limit for kick receiving - 4 deepest players will not exceed the weight limit.

Kick off and return – At the start of each half, the appropriate team shall kick off from their 40-yard line. Kick off and receive teams shall use conventional formations as outlined in **3D— page 7**. The ball is a live ball and can be recovered. The receiving team must line up with at least ***5** players on the receiving line 10 yard from the free kick line. **The clock will start when the ball is touched by the receiving team.** If an “on-side” kick occurs, the ball handler is considered a defensive player, and weight restrictions do not apply.

PUNTS—A Punt is a **DEAD BALL KICK WITH NO RETURN** or a 20 yard walk off (The placement of the ball cannot be inside the opponents 20 yard line when using this option). When electing to punt, the officials must be notified the clock will stop. Kicking team must set up in a standard punt formation. Return team must set up in a standard return formation (7 men on the line of

scrimmage) 1 to 3 player deep. Play will end and the ball placed where the kick is first touched or goes out of bounds or rolls to a stop. There shall be **NO** fake kicks.

FIELD GOALS— Field Goals are dead ball kicks, with no contact allowed. **Weight restrictions do not apply to kickers or holders in a dead ball situation.** Defensive players may jump up and down, and make non-offensive noise. Ball must be placed and kicked behind the snapper and behind the line of scrimmage. Once ball is kicked it is a dead ball. Ball turned over on downs. 1st and 10 from previous line of scrimmage.

PAT-Extra Points KICKS — (Dead ball) successful kicks are worth 2 points, **Ball will be placed and snapped from the goal line.**

PAT-Extra Point Try's — (Live ball) successful running/passing plays are worth 1 point. Ball will be placed at the 3 yard line and is a Live ball play.

SAFETY – When a safety occurs, 2 points are scored and a free kick is given. The kick is from the 20-yard line.

Mercy Rule – Running clock when the point differential is at 24 points or more in the second half. Clock will operate under the current **MHSAA (T.I.P.S. rule).**

Any coaches running up scores (unsportsmanlike) are subject to review by the Board of Directors.

When a team clearly indicates an intention to run out the clock by taking a knee, There will **NO** contact from either team. This **MUST** be done with a direct snap with QB underneath center. **NO** Shotgun formation.

Tie Game – Tie games at the end of regulation time remain a tie. There is **NO** overtime.

5TH GRADE DIVISION GAME RULES

All playing rules will be the current year MHSAA approved rules, with exceptions and or additional age appropriate MMPFL rules.

The 5th grade division will play **6 games** in an 8-week schedule.

Playing time – All players (5th grade) must receive a minimum of **7 plays** per half unless the player is injured or is being disciplined by the discretion of the coach.

Coaches on the field – **One coach** is allowed on the field except during time outs. Coaches are only at the team huddle and not at the line of scrimmage or at the site of the tackle. At the time of the snap, the coach must be at least 10 yards behind the deepest player on his team. During the play, the coach must make an honest attempt to stay out of the action. **NO** coaching during live ball plays. Violations of this rule are at the referees' discretion and considered unsportsmanlike conduct.

Unsportsmanlike conduct – If a player is ejected from a game, they may not participate in the following game and this ban carries over to the following year if the infraction occurs in the final game of a season. If two unsportsmanlike flags occur on the same player/game, that player is ejected/

suspended for the next game and this carries over to the following year.

Ball Size—Junior. Each home team is required to have a designated game ball.

Playing Shoes – 1/2” screws in plastic or rubber cleats are acceptable. No metal tip cleats are to be used.

Games – Games consist of four 10-minute quarters. 30 seconds between plays is given. Teams shall be allowed three, one minute, time outs per half.

Half time is 10 minutes unless shortened due to injury and/or weather delays or to get the days schedule back on time. Half time must be at least 3 minutes regardless current situation. Cities may choose to put 10 minutes on the clock (this will include the 3 minute warm up) or 7 minutes and then 3 minutes for the warm up.

THE CLOCK WILL OPERATE UNDER CURRENT NATIONAL FEDERATION AND MHSAA RULES WITH THE EXCEPTION OF AFTER A CHANGE OF POSSESSION. THE CLOCK WILL START WHEN BOTH TEAMS HAVE 11 PLAYERS OR 30 SECONDS FROM THE PREVIOUS PLAY WHATEVER COMES FIRST.

Defensive formations – Coaches are to teach and utilize conventional defensive formations. For example 4-4, 5-2, 5-3, 6-2, 3-4. Avoid placing 10 players on the line of scrimmage. **If the referees feel coaches are using unconventional defenses in a manner deemed unsportsmanlike, coaches will receive a warning and the formation will be changed to a conventional formation before play begins. If they continue to use unsportsmanlike formations a 15-yard dead ball penalty will be assessed for unsportsmanlike conduct against the head coach. This is at the discretion of the referees.**

Blitzing is ALLOWED at the 5th grade level.

BLOCKING – All blocking rules shall be pursuant to MHSAA rules.

MMPFL prohibits the use of radios, headphones, or cell phones for communication between the press box and the benches.

Weight restriction—5th Grade: Players that are ball handlers cannot exceed **125 lbs**. Weight restrictions do not apply to the kickoff kicker, punter, holder, field goal/extra point kicker in the 5th grade.

Any requested weigh-in is to take place 15 minutes prior to the start of the game. Each player is permitted only one weigh-in per game. The site director /***Designee** or MMPFL ***Executive Board member** will perform the weighing of players. Weighing is with helmet, shoulder pads, game pants, complete with hip pad, tail pad, kneepads, thigh pads, belt and shoes. The MMPFL President and/or an executive board member may perform random weight checks at any given time. Each community must provide a set of reputable scales at their game site. If a player is not available for weigh-in or no scales are available, the officials should be notified immediately that the game is being played under protest. The MMPFL President is also to be notified. Any player exceeding the weight limit participating in live play while their team has possession of the ball must play tackle to tackle. Tackle eligible plays are not legal, as they would violate the weight limit rule. Punt and kick off receiving teams will use conventional kicking and receiving formations, i.e. punt receiving - two deepest players will not exceed the weight limit for kick receiving - 4 deepest players will not exceed the weight limit.

Kick off and return – At the start of each half, the appropriate team shall kick off from their 40-yard

line. Kick off and receive teams shall use conventional formations as outlined. The ball is a live ball and can be recovered. The receiving team must line up with at least ***5** players on the receiving line 10 yard from the free kick line. If an “on-side” kick occurs, the ball handler is considered a defensive player, and weight restrictions do not apply.

PUNTS—*In punting situations the offensive team may* elect to punt the ball (Dead ball kick) or elect to advance the ball 20 yards down the field from the current line of scrimmage (**The placement of the ball cannot be inside the opponents 20 yard line when using this option**). If electing to punt, the officials must be notified the clock will stop and the defensive team must be allowed time to set up to receive the kick.

Punts shall be live plays, with live returns, strictly adhering to conventional punt formations, the receiving team must line up with at least 7 players on the line of scrimmage. Deep returners shall be subject to weight restrictions as they are considered ball handlers.

There shall be **NO** rush allowed, and no crossing the line of scrimmage, until the ball is punted. The receiving team will take possession of the ball where the punt returner is downed or where the ball goes out of bounds. If ball is muffed by the receiving team may be recovered by the kicking team but not advanced. **The clock will start when the ball is punted.**

There shall be **NO** fake kicks.

FIELD GOALS are dead ball kicks, with no contact allowed. **Weight restrictions do not apply to kickers or holders in a dead ball situation.** Defensive players may jump up and down, and make non-offensive noise. Ball must be placed and kicked behind the snapper and behind the line of scrimmage. Once ball is kicked it is a dead ball. Ball turned over on downs. 1st and 10 from previous line of scrimmage.

PAT-Extra Points KICKS— (Dead ball) with no contact allowed successful kicks are worth 2 points, **Ball will be placed and snapped from the goal line.**

PAT-Extra Point Try— (Live ball) successful running/passing plays are worth 1 point. Ball will be placed at the 3 yard line and is a live ball play.

SAFETY – When a safety occurs, 2 points are scored and a free kick is given. The kick is from the 20-yard line.

Mercy Rule – Running clock when the point differential is at 24 points or more in the second half. Clock will operate under the current **MHSAA (T. I. P. S. rule)**.

Any coaches running up scores (unsportsmanlike) are subject to review by the Board of Directors. When a team clearly indicates an intention to run out the clock by taking a knee, there will **NO** contact from either team. This **MUST** be done with a direct snap with the QB underneath center. **NO** Shotgun formation.

Tie Game— Tie games at the end of regulation time remain a tie. **NO** Overtime.

6TH GRADE DIVISION GAME RULES

All playing rules will be the current year MHSAA approved rules, with exceptions and or additional age appropriate MMPFL rules.

The 6th grade division will play **6 games** in an 8-week schedule.

Playing time – All players (6th grade) must receive a minimum of **7 plays** per half unless the player is injured or is being disciplined by the discretion of the coach.

Coaches on the field – **One coach** is allowed on the field except during time outs. Coaches are only at the team huddle and not at the line of scrimmage or at the site of the tackle. At the time of the snap, the coach must be at least 10 yards behind the deepest player on his team. During the play, the coach must make an honest attempt to stay out of the action. **NO** coaching during live ball plays. Violations of this rule are at the referees' discretion and considered unsportsmanlike conduct.

Unsportsmanlike conduct – If a player is ejected from a game, they may not participate in the following game and this ban carries over to the following year if the infraction occurs in the final game of a season. If two unsportsmanlike flags occur on the same player/game, that player is ejected/suspended for the next game and this carries over to the following year.

Ball Size – **Junior or Intermediate**, Each home team is required to have a designated game ball. Team cannot switch ball size during game.

Playing Shoes – 1/2" screws in plastic or rubber cleats are acceptable. No metal tip cleats are to be used.

Games – Games consist of four 10-minute quarters. 30 seconds between plays is given. Teams shall be allowed three, one minute, time outs per half. Half-time is 10 minutes unless shortened due to injury and/or weather delays or to get the days schedule back on time. Half time must be at least 3 minutes regardless current situation. Cities may choose to put 10 minutes on the clock (this will include the 3 minute warm up) or 7 minutes and then 3 minutes for the warm up.

THE CLOCK WILL OPERATE UNDER CURRENT NATIONAL FEDERATION AND MHSAA RULES WITH THE EXCEPTION OF AFTER A CHANGE OF POSSESSION. THE CLOCK WILL START WHEN BOTH TEAMS HAVE 11 PLAYERS OR 30 SECONDS FROM THE PREVIOUS PLAY WHATEVER COMES FIRST.

Defensive formations – Coaches are to teach and utilize conventional defensive formations. For example 4-4, 5-2, 5-3, 6-2, 3-4. Avoid placing 10 players on the line of scrimmage. **If the referees feel coaches are using unconventional defenses in a manner deemed unsportsmanlike, coaches will receive a warning and the formation will be changed to a conventional formation before play begins. If they continue to use unsportsmanlike formations a 15-yard dead ball penalty will be assessed for unsportsmanlike conduct against the head coach. This is at the discretion of the referees.**

BLITZING—Blitzing is **ALLOWED** at the 6th grade level.

BLOCKING – All blocking rules shall be pursuant to MHSAA rules.

MMPFL prohibits the use of radios, headphones, or cell phones for communication between the press box and the benches.

Weight restriction— 6th Grade: Players that are ball handlers cannot exceed **140 lbs**. Weight restrictions do not apply to the kickoff kicker, punter, holder, field goal/extra point kicker in the 6th grade. Any requested weigh-in is to take place 15 minutes prior to the start of the game. Each player is permitted only one weigh-in per game. The site director/***Designee** or MMPFL ***Executive Board member** will perform the weighing of players. Weighing is with helmet, shoulder pads, game pants, complete with hip pad, tail pad, kneepads, thigh pads, belt and shoes. The MMPFL President and/or an executive board member may perform random weight checks at any given time. Each community must provide a set of reputable scales at their game site. If a player is not available for weigh-in or no scales are available, the officials should be notified immediately that the game is being played under protest. The MMPFL President is also to be notified. Any player exceeding the weight limit participating in live play while their team has possession of the ball must play tackle to tackle. Tackle eligible plays are not legal, as they would violate the weight limit rule. Punt and kick off receiving teams will use conventional kicking and receiving formations, i.e. punt receiving - two deepest players will not exceed the weight limit for kick receiving - 4 deepest players will not exceed the weight limit.

Kick off and return – At the start of each half, the appropriate team shall kick off from their 40-yard line. Kick off and receive teams shall use conventional formations as outlined. The ball is a live ball and can be recovered. The receiving team must line up with at least ***5** players on the receiving line 10 yard from the free kick line. If an “on-side” kick occurs, the ball handler is considered a defensive player, and weight restrictions do not apply.

PUNTS—In punting situations the offensive team may elect to punt the ball (Dead ball kick) or elect to advance the ball 20 yards down the field from the current line of scrimmage (**The placement of the ball cannot be inside the opponents 20 yard line when using this option**). If electing to punt, the officials must be notified the clock will stop and the defensive team must be allowed time to set up to receive the kick. Punts shall be live plays, with live returns, strictly adhering to conventional punt formations, the receiving team must line up with at least 7 players on the line of scrimmage. Deep returners shall be subject to weight restrictions as they are considered ball handlers. There shall be **NO** rush allowed, and no crossing the line of scrimmage, until the ball is punted. The receiving team will take possession of the ball where the punt returner is downed or where the ball goes out of bounds. If ball is muffed by the receiving team may be recovered by the kicking team but not advanced. The clock will start when the ball is punted. There shall be **NO** fake kicks.

FIELD GOALS—Field Goals are dead ball kicks, with no contact allowed. **Weight restrictions do not apply to kickers or holders in a dead ball situation**. Defensive players may jump up and down, and make non-offensive noise. Ball must be placed and kicked behind the snapper and behind the line of scrimmage. Once ball is kicked it is a dead ball. Ball turned over on downs. 1st and 10 from previous line of scrimmage.

PAT-Extra Points KICKS —(Dead ball) with no contact allowed successful kicks are worth 2 points, **Ball will be placed and snapped from the 3yd line**

PAT-Extra Point Try —(Live ball) successful running/passing plays are worth 1 point. Ball will be placed at the 3 yard line and is a live ball play.

SAFETY – When a safety occurs, 2 points are scored and a free kick is given. The kick is from the 20-yard line.

Mercy Rule – Running clock when the point differential is at 24 points or more in the second half. Clock will operate under the current **MHSAA (T.I.P.S. rule)**. Any coaches running up scores (unsportsmanlike) are subject to review by the Board of Directors. When a team clearly indicates an intention to run out the clock by taking a knee, there will **NO** contact from either team. This **MUST** be done with a direct snap with the QB underneath center. **NO** Shotgun formation.

TIE GAME – Tie games at the end of regulation time remain a tie. **NO** Overtime.

7TH GRADE DIVISION GAME RULES

All playing rules will be the current year MHSAA approved rules, with exceptions and or additional age appropriate MMPFL rules. The 7th grade division will play **8 games** in an 9 week schedule.

Playing time – All players (7th grade) must receive a minimum of 7 plays per half unless the player is injured or is being disciplined by the discretion of the coach.

Coaches on the field – **NO coach** is allowed on the field except during time outs.

Unsportsmanlike conduct – If a player is ejected from a game, they may not participate in the following game and this ban carries over to the following year if the infraction occurs in the final game of a season. If two unsportsmanlike flags occur on the same player/game, that player is ejected/suspended for the next game and this carries over to the following year.

Ball Size— **Intermediate or Regulation**, Each home team is required to have a designated game ball. Team cannot switch ball size during game.

Playing Shoes – 1/2” screws in plastic or rubber cleats are acceptable. No metal tip cleats are to be used.

Games – Games consist of 4-10-minute quarters. 30 seconds between plays is given. Teams shall be allowed three, one minute, time outs per half. Half time is 10 minutes unless shortened due to injury and/or weather delays or to get the days schedule back on time. Half time must be at least 3 minutes regardless current situation. Communities may choose to put 10 minutes on the clock (**this will include the 3 minute warm up**) or 7 minutes and then 3 minutes for the warm up.

THE CLOCK WILL OPERATE UNDER CURRENT NATIONAL FEDERATION AND MHSAA RULES WITH THE EXCEPTION OF AFTER A CHANGE OF POSSESSION. THE CLOCK WILL START WHEN BOTH TEAMS HAVE 11 PLAYERS OR 30 SECONDS FROM THE PREVIOUS PLAY WHAT EVER COMES FIRST.

Defensive formations – Coaches are to teach and utilize conventional defensive formations. For example 4-4, 5-2, 5-3, 6-2, 3-4. Avoid placing 10 players on the line of scrimmage. **If the referees feel coaches are using unconventional defenses in a manner deemed unsportsmanlike, coaches will receive a warning and the formation will be changed to a conventional formation before play begins. If they continue to use unsportsmanlike formations a 15-yard dead ball penalty will be accessed for unsportsmanlike conduct against the head coach. This is at the discretion of the referees.**

BLITZING—Blitzing is **ALLOWED** at the 7th grade level.

BLOCKING – All blocking rules shall be pursuant to MHSAA rules.

MMPFL prohibits the use of radios, headphones, or cell phones for communication between the press box and the benches.

Weight restriction – 7th Grade: Players that are ball handlers cannot exceed **160 lbs.**

Any player that is over the ball carrier weight limit **WOULD** be allowed to kick a **PUNT, PAT, and FIELD GOAL**. That player must be reported and identified prior to the game to the head official and roster given with that players name, number and identified as a kicker to the opposing head coach. That player can only advance the ball by a kick. Once a player that exceeds the weight restriction takes a kickers position. **NO ONE** on the kicking team may advance the ball by running or passing the ball. Defense may recover and advance the ball within MHSAA rule. **NO FAKE PUNTS, PAT, or FIELD GOALS.**

Any requested weigh-in is to take place 15 minutes prior to the start of the game. Each player is permitted only one weigh-in per game. The site director/***Designee** or MMPFL ***Executive Board member** will perform the weighing of players. Weighing is with helmet, shoulder pads, game pants, complete with hip pad, tail pad, kneepads, thigh pads, belt and shoes. The MMPFL President and/or an executive board member may perform random weight checks at any given time. Each community must provide a set of reputable scales at their game site. If a player is not available for weigh-in or no scales are available, the officials should be notified immediately that the game is being played under protest. The MMPFL President is also to be notified. Any player exceeding the weight limit participating in live play while their team has possession of the ball must play tackle to tackle. Tackle eligible plays are not legal, as they would violate the weight limit rule. Punt and kick off receiving teams will use conventional kicking and receiving formations, i.e., punt receiving - two deepest players will not exceed the weight limit for kick receiving - 4 deepest players will not exceed the weight limit.

Kick off and return— At the start of each half, the appropriate team shall kick off from their 40-yard line. The kicker is not limited by any weight restriction. If an “on-side” kick occurs, the ball handler is considered a defensive player, and weight restrictions do not apply.

PUNTS—A Punt shall be a live play, with live returns. Deep returners shall be subject to weight restrictions as well as they are considered ball handlers. The receiving team will take possession of the ball where the punt returner is downed, where the ball goes out of bounds, or legally downed by the kicking team. If ball is muffed by the receiving team may be recovered by the kicking team but not advanced.

FIELD GOALS—**FIELD GOALS** shall be live plays.

PAT-Extra Points KICKS—Shall be live plays Successful kicks are worth 2 points, **The ball will be placed and snapped from the 3 yd line.**

PAT-Extra Point Try— (Live ball) successful running/passing plays are worth 1 point. Ball will be placed at the 3 yard line and is a live ball play.

SAFETY – When a safety occurs, 2 points are scored and a free kick is given. The kick is from the 20-yard line.

Mercy Rule – When 21 or more points behind, there may be a running clock in the 2nd half. The decision is made by the coach of the trailing team at any time during the 2nd half. If a team is 35 or more points behind, there is a mandatory running clock until the deficit drops to below 35 points

MHSAA (T.I.P.S. rule). Any coaches running up scores (unsportsmanlike) are subject to review by the Board of Directors.

When a team clearly indicates an intention to run out the clock by taking a knee, there will **NO** contact from either team. This **MUST** be done with a direct snap with the QB underneath center. **NO** Shotgun formation.

Tie Game – Tie games at the end of regulation time remain a tie. **NO** Overtime.

8TH GRADE DIVISION GAME RULES

All playing rules will be the current year MHSAA approved rules, with exceptions and or additional age appropriate MMPFL rules.

The 8th grade division will play **8 games** in an 9 week schedule.

Playing time – All players (8th grade) must receive a minimum of **6 plays** per half unless the player is injured or is being disciplined by the discretion of the coach.

Coaches on the field – **NO coach** is allowed on the field except during time outs.

Unsportsmanlike conduct – If a player is ejected from a game, they may not participate in the following game and this ban carries over to the following year if the infraction occurs in the final game of a season. If two unsportsmanlike flags occur on the same player/game, that player is ejected / suspended for the next game and this carries over to the following year.

Ball Size—Intermediate or Regulation, Each home team is required to have a designated game ball. Team cannot switch ball size during game.

Games – Games consist of 4-10-minute quarters. 30 seconds between plays is given. Teams shall be allowed three, one minute, time outs per half. Half time is 10 minutes unless shortened due to injury and/or weather delays or to get the days schedule back on time. Half time must be at least 3 minutes regardless current situation. Community may choose to put 10 minutes on the clock (**this will include the 3 minute warm up**) or 7 minutes and then 3 minutes for the warm up.

THE CLOCK WILL OPERATE UNDER CURRENT NATIONAL FEDERATION AND MHSAA RULES WITH THE EXCEPTION OF AFTER A CHANGE OF POSSESSION. THE

CLOCK WILL START WHEN BOTH TEAMS HAVE 11 PLAYERS OR 30 SECONDS FROM THE PREVIOUS PLAY WHAT EVER COMES FIRST.

Defensive formations – Coaches are to teach and utilize conventional defensive formations. For example 4-4, 5-2, 5-3, 6-2, 3-4. Avoid placing 10 players on the line of scrimmage. **If the referees feel coaches are using unconventional defenses in a manner deemed unsportsmanlike, coaches will receive a warning and the formation will be changed to a conventional formation before play begins. If they continue to use unsportsmanlike formations a 15-yard dead ball penalty will be accessed for unsportsmanlike conduct against the head coach. This is at the discretion of the referees.**

BLITZING—Blitzing is **ALLOWED** at the 8th grade level.

BLOCKING – All blocking rules shall be pursuant to MHSAA rules.

MMPFL prohibits the use of radios, headphones, or cell phones for communication between the press box and the benches.

Weight restriction – 8th Grade: Players that are ball handlers cannot exceed **200 lbs.** Any player that is over the ball carrier weight limit **WOULD** be allowed to kick a **PUNT, PAT, and FIELD GOAL**. That player must be reported and identified prior to the game to the head official and roster given with that players name, number and identified as a kicker to the opposing head coach. That player can only advanced the ball by a kick. Once a player that exceeds the weight restriction takes a kickers position. **NO ONE** on the kicking team may advance the ball by running or passing the ball. Defense may recover and advance the ball within MHSAA rule. **NO FAKE PUNTS, PAT or FIELD GOALS.**

Any requested weigh-in is to take place 15 minutes prior to the start of the game. Each player is permitted only one weigh-in per game. The site director/***Designee** or MMPFL ***Executive Board member** will perform the weighing of players. Weighing is with helmet, shoulder pads, game pants, complete with hip pad, tail pad, kneepads, thigh pads, belt and shoes. The MMPFL President and/or an executive board member may perform random weight checks at any given time. Each community must provide a set of reputable scales at their game site. If a player is not available for weigh-in or no scales are available, the officials should be notified immediately that the game is being played under protest. The MMPFL President is also to be notified. Any player exceeding the weight limit participating in live play while their team has possession of the ball must play tackle to tackle. Tackle eligible plays are not legal, as they would violate the weight limit rule. Punt and kick off receiving teams will use conventional kicking and receiving formations, i.e. punt receiving - two deepest players will not exceed the weight limit for kick receiving - 4 deepest players will not exceed the weight limit.

Kick off and return – At the start of each half, the appropriate team shall kick off from their 40-yard line. The kicker is not limited by any weight restriction If an “on-side” kick occurs, the ball handler is considered a defensive player, and **weight restrictions do not apply.**

PUNTS—Punts shall be live plays, with live returns. Deep returners shall be subject to weight restrictions as well as they are considered ball handlers. The receiving team will take possession of the ball where the punt returner is downed, where the ball goes out of bounds, or legally downed by the kicking team. If ball is muffed by the receiving team may be recovered by the kicking team but not advanced.

FIELD GOALS —**FIELD GOALS** shall be live plays.

PAT-Extra Points KICKS—Shall be live plays. Successful kicks are worth 2 points, **Ball will be placed and snapped from the 3 yd line.**

PAT-Extra Point Try—(Live ball) successful running/passing plays are worth 1 point. Ball will be placed at the 3 yard line and is a live ball play.

SAFETY— When a safety occurs, 2 points are scored and a free kick is given. The kick is from the 20-yard line.

Mercy Rule – When 21 or more points behind, there may be a running clock in the 2nd half. The decision is made by the coach of the trailing team at any time during the 2nd half. If a team is 35 or more points behind, there is a mandatory running clock until the deficit drops to below 35 points **MHSAA (T.I.P.S. rule)**. Any coaches running up scores (unsportsmanlike) are subject to review by the Board of Directors. When a team clearly indicates an intention to run out the clock by taking a knee, there will **NO** contact from either team. This **MUST** be done with a direct snap with the QB underneath center. **NO** Shotgun formation.

Tie Game – Tie games at the end of regulation time remain a tie. **NO** Overtime.

1C. Roster Example:**8th Grade Charlotte Junior Orioles Roster**

Number	Name	Phonetic Spelling	Position	BC/NC
2	Bob Stevens	(Bob St-EE-vens)	QB	BC
3	David Baranowski	(David Ba-ra-nof-ski)	WR/CB	BC
6	Phil Berkompas	(Phil Bur-kump-ess)	WR/LB	BC
10	Jim Jones		RB/DB	BC
11	Joe Draper		WR/CB	BC
12	Jerry Rice		WR/DE	BC
22	Cooper Rush		QB/WR	BC
24	Brian Thelen	(Brian Th-aye-len)	WR/CB	BC
26	James Hoyt	(James Ho-eet)	WR/DE	BC
45	Mike Sevinski		OL/DL	NBC
56	Scott Stanley		OL/DL	NBC
58	Jeff Waldron	(Jeff Wall-drin)	OL/DL	NBC
60	Joe Pacheco	(Joe Patch-eko)	OL/DL	NBC
77	Eric Emery		OL/DL	NBC

Head Coach: Todd Wertz***Assistant: Tom Landry***