# Purpose:

This SOP will serve as the official rules for the Developmental Levels.

# Responsibility:

ASSOCIATIONS are required to follow all published PWLS rules as well as any and all changes listed in this SOP.

# The LEAGUE has authority over member teams, associations, and subsidiary groups, and all adults and juveniles officially connected with them. Leagues may intervene in the affairs of associations in place of an association authority when, in the Leagues sole opinion, an association is not discharging its responsibility. Leagues also have authority to settle disputes between member organizations. The President, Commissioner, any other League officer, or a member of its Board of Directors, may serve as League Hearing Officers. (Administration Manual Chapter 12)

**RULE 33: TINY MITES**

Although the game is serious to the kids, from the adult viewpoint, Tiny-Mites are strictly a training division, completely free of any pressure to win, with a total emphasis on learning. No scores are recorded & no local championship may be declared. The following are specific rules that must be followed for the Tiny Mite Division.

**S1:** Players: Maximum 16, Minimum 10

**S2:** Field Diameter: 80 yard field

**S3:** Scholastic Fitness: Report card from school or letter from parent.

**S4:** Coaches: Two coaches from each team are permitted to be on the field with the team. Once the team breaks from huddle, coaches must stay back 10 yards from the line of scrimmage. Starting on week 4 there shall be only be one coach allowed on the field.

**S5:** If associations have more than one team, age groups must be equally distributed across team roster. Once the roster has been approved by the League an association does not have to rebalance ages, when they have multiple teams, if a player drops. If players are added after the roster has been approved, then the additions must be placed on the rosters with intent of balancing ages.

**S6:** No kick offs, at the start of the game, the ball will be placed on the 20 yard line.

**S7:** No punting. On 4th down, a team has the option of (a) running or passing the ball from scrimmage (b) move the ball back to opponents 20 yard line and start offensive play from there.

**S8:** Penalties: Major penalty 10 yards. Minor penalty 5 yards.

**S9:** Game Time and Time Outs: Each half is 22 minutes. Game will consist of two (2) halves. Half time will be 10 minutes. All games will have a running clock except for clock stoppages on time outs, change of possession and injuries. Each team is allowed three (3) time outs per game.

**S10:** No score will be displayed on scoreboard. No tie breakers.

**S11:** No try for point after touchdown.

**S12:** Ball will be blown dead if fumbled behind the line of scrimmage. (Referee Discretion) However, ball will be live if fumbled beyond the line of scrimmage.

**S13:** Playing Time: All players must play a minimum of 15 plays per game. It is recommended that a 2 platoon system (offense/defense) be utilized to help teach the game. Each team must have three (3) captains per game. Every player on the team must be given an opportunity to be a captain.

**S14:** Offense: All offensive backs must be lined up behind the offensive line in some type of formation. You will be allowed, however, to split one offensive back no more than five (5) yards outside the tight end. MUST have minimum of 5 players on the offensive line.

**S15:** Defense: No defensive player can be placed directly over the center. Player must be three (3) yards off the center. Defensive line must be one (1) yard back from the offensive line. Linebackers must be 3 yards back from Line of Scrimmage. Defense must run 4,3,1 set. No more than four (4) defensive players can rush the ball. No blitzing. Defensive lineman can be no further outside of last offensive line player, than shading the outside shoulder. Linebackers can be no further outside of the single receiver, than shading the outside shoulder.

**S17:** Pop Warner Official Rule Book, Tiny Mites Same as Mitey Mite (Rules) plus R-1: S-3A Revised.

 **A.** There shall be:

1. No blitzing (defined as anyone rushing on the snap that is not considered on the line)
2. No more than four (4) defensive players can be on the line of scrimmage or rush the ball.
3. Defensive players on the line of scrimmage must be in either a three or four point stance and may not line up over center. Penalty for violation of the above: First violation: Warning: Additional violations:15 yards unsportsmanlike conduct.

**S18:** No post-seasons games. Teams may play a combination of 9 total games; a maximum of 1 pre-season game and 8 regular season games for a season total of 9 games.

**MIGHTY MITES**

Although the game is serious to the kids, from the adult viewpoint, Mighty-Mites are strictly a training division, completely free of any pressure to win, with a total emphasis on learning. Scores are recorded & a local championship may be declared. The following are specific rules that must be followed for the Mighty Mite Division.

Players: Maximum 32, Minimum 14

Field Diameter: 100 yard field

Scholastic Fitness: Report card from school

Coaches: One coach from each team are permitted to be on the field with the team. Once the team breaks from huddle, coaches must stay back 10 yards from the line of scrimmage. Starting on week 4 there shall be no coaches allowed on the field.

No kick offs, at the start of the game, the ball will be placed on the 30 yard line.

Penalties: Major penalty 10 yards. Minor penalty 5 yards.

Game Time and Time Outs: Each quarter is 10 minutes. Game will consist of four (4) quarters. Half time will be 10 minutes. Each team is allowed three (2) time outs per half.

Playing Time: Follow MPR form based on team size. 14-25 players is 12 plays, 26-30 players is 10 plays, 31-35 players is 8 plays. Each team must have three (3) captains per game. Every player on the team must be given an opportunity to be a captain.

Pop Warner Official Rule Book, Tiny Mites Same as Mitey Mite (Rules) plus R-1: S-3A Revised.

 **A.** There shall be:

1. No blitzing (defined as anyone rushing on the snap that is not considered on the line)
2. No more than six (6) defensive players can be on the line of scrimmage or rush the ball.
3. Defensive players on the line of scrimmage must be in either a three or four point stance and may not line up over center. Penalty for violation of the above: First violation: Warning: Additional violations:15 yards unsportsmanlike conduct.

Post-season games are allowed. Teams may play a combination of 12 total games; a maximum of 1 pre-season game and 10 regular season games and 2 post season games for a season total of 12 games.