

2019 Mid-Michigan Pony Football League Rules

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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.

PHILOSOPY

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.

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.

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***