

2018 SCPW 8U



General Rules (All Divisions)

- The intent of the Mitey Mite & 8U Divisions is to be **instructional and a fun experience** for our young participants.
- Jr. Mites will not play Sr. Mites and towns must commit teams as Jr. or Sr. by the August SCPW meeting. 8U will not play Jr. Mites or Sr. Mites.
- A Board member from each association will attend and be recognized at ALL Mighty Mite & 8U games. (See Section 13 of Mighty Mite Rules)
- All MPR monitoring will be done from the sidelines at Sr. Mite, Jr. Mite & 8U levels - No Exceptions!
- All Mighty Mite & 8U Head Coaches will attend a Mandatory Mighty Mite meeting prior to the start of the season to review the rules and coaching behavior.

***NOTE:** The meeting will be held prior to the Annual West Haven Clinic. Attendance will be monitored by SCPW.*

- Eligibility for Mitey Mites: The Mitey Mites for SCPW would have two classifications: Jr. Mites and Sr. Mites. 8U is the subsequent level for the Division III pilot program.
- **Each team will have its players checked (weight & paperwork for Mitey Mite levels and paperwork/ pictures for 8U) on Game Day PRIOR TO EACH GAME during the season to assure that the weight standards and/or certification are being maintained.**
- **Equipment allowance for weigh ins will be 7 lbs. at the Mitey Mite levels.**

Additional Requirements (All Divisions):

Section 11: A Mighty Mite jamboree shall be held at the beginning of the season, where all teams shall be present for their official weigh-ins & certification.

Section 12: There must be a qualified EMT at each game. At the beginning of each game the EMT shall be introduced to the opposing team and the EMT will let them know where on the sidelines they will be during the entire game.

Section 13: These rules shall be the responsibility of each coach to know and interpret. At the beginning of each game the **head coaches, association board members and referees** shall go over the rules so there is no misinterpretation of these rules.

8U

8U will be 7 and 8 year olds with NO weight limits.

8U will play by Mitey Mite rules in National rulebook except as modified by this below:

- 1) **No kick-off: Ball will start on own 35**
- 2) **Punting: The Punt will be a 30 yard punt from where the ball is spotted.**
Note: A punt will not go inside the 20 yard line.
- 3) **Time: 4 - 15 minute quarters running time.**
 - a. **Clock will stop for injuries**
 - b. **Timeouts will stop the clock after the 4 minute warning in the 2nd and 4th quarter ONLY.**

Coaches: Weeks 1-4

Two (2) coach from each team will be allowed on the field at any time during any play. All coaches must be a minimum of 15 yards from the line of scrimmage when the ball is snapped.

Coaches: Weeks 5-8

All coaching will be from the sideline. A coach may enter the playing field only on a timeout or for a player injury.

From The National Rule Book:

Special Note for Mitey Mites (Part 5; S3 – National Rulebook; Pg. 33)

S3-SPECIAL NOTE FOR MITEY-MITES: Although the game is serious to the kids, from the adult viewpoint, Mitey-Mite is strictly a training division, completely free of any pressure to win, with a total emphasis on learning. While scores are kept, no local championship may be declared, but post-season play is permitted.... There shall be:

- 1.) No blitzing
- 2.) No rushing of punts, field goals or point after touchdown (while attempting a kick) in Mitey-Mite/Tiny Mite play.
- 3.) No more than six (6) defensive players can be on the line of scrimmage or rush the ball.
- 4.) 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.

Clarifications:

The rules were designed to be minimal, but based on questions that have arisen; we compiled this “Clarifications” or “Frequently Asked Questions” section to help eliminate confusion.

- 1) **Center:** The offensive center cannot be covered. This means that no one can line up from the center’s shoulder to shoulder.
- 2) **Contact with the center:** Contact with the center after the snap will be treated the same as a long snapper at higher age levels. Meaning the CENTER cannot be “roughed” until he has time to defend himself. Contact with the center is legal as long as he is not “Roughed”.
- 3) **Shooting the gap:** It is legal to shoot all gaps, including the “A” gap! Even though shooting the “A” gap is permissible, pay attention to “Considerations #2: Contact with the Center.”
- 4) **Quarterback Sneaks:** Quarterback sneaks are permitted!
- 5) **Defensive Alignment:**
 - a. Defensive players do NOT have to line up “Head up” on the offensive linemen. They are permitted to line up in gaps.
 - b. There may only be 6 defensive players on the Line of Scrimmage. The Line of Scrimmage continues from sideline to sideline, and extends for 1.5 yards to either side of the plane. So, a Defensive Back that is within 1.5 yards of the Line of Scrimmage is considered one of the 6 players and must be in a 3- or 4- point stance.
 - c. Reminder - Per National Rule book all Defensive players on the line of scrimmage must be in either a three or four point stance.
 - d. Line Backers to be a min of three (3) yards off the line of scrimmage.
- 6) **Illegal Lineup:** Illegal lineup will result in the following penalties:
 - a. 1st offense - 5 yards
 - b. 2nd offense - 15 unsportsmanlike against the coach
 - c. 3rd offense -15 yards plus an ejection.
- 7) **No Blitzing:** Non Defensive linemen shall be at a minimum of three (3) yards off the ball. They are to take a read step prior to forward motion. A read step shall be a step left, right or back to read the direction of the play prior to attacking the line of scrimmage.
- 8) **Defensive alignment:** There may only be 6 defensive players on the Line of Scrimmage. The Line of Scrimmage continues from sideline to sideline, and extends for 1.5 yards to either side of the plane. So, a Defensive Back that is within 1.5 yards of the Line of Scrimmage is considered one of the 6 players and must be in a 3- or 4- point stance.