

## AYS MIGHTY MITE DIVISIONAL RULES

These rules are meant to be in accordance with the USA Football rules, and the AYSA Rules. Any variation to these rules should be referenced back to USA Football and AYSA Rules.

1. **MODIFIED RUNNING CLOCK:** A modified running clock is used in all Mighty Mite games. A Modified running clock means that the Clock does not stop unless a time out is called, or an official request until the last two minutes of the first half and game. If the Score is greater than a differential of 20 at either point, the clock does not stop.
  - a. In the last two minutes of the half or game, the clock stops in accordance with the regular running clock. Thus an incomplete pass, out of bounds or other normal stoppage of the clock applies.
  - b. During any time in a game, if either sides calls timeout, the clock stops on the signal from the official that a time out has been called. The ball is then reset for play. The officials should not keep the clock running to set the ball.
  - c. If the official counts to 25 after the teams are set for play and the Offensive has not run a play, there will be a penalty for delay of game and the clock stopped.
2. **PROTECTION OF THE CENTER:** At the mighty mite division, we want the kids to learn how to play the game and protect the kids. For both of these purposes, it is important that the Center- QB exchange be protected, and we are not putting the Centers in additional harm. In our league, in accordance with USA Football, the Defense is not allowed to line up on the Center. There can be a Defensive Lineman on either Guard, and a linebacker 1 yard off the Center. We believe this will allow protection to the Center, and also allow a play to develop so the kids learn how to react. This rule applies to special teams as well.
3. **SPECIAL TEAMS:** Special teams are part of Football. We encourage all teams to take the time to teach their players about kick off, and other special teams. In AYSA there will be kick off and punts. Punts are to be at the choice of the Offensive. If a team is down by more than 20 points, we will allow a mercy punt. On Fourth down, the offensive team can signal to the referee for a mercy punt and the ball will be moved 30 yards down the field and set for play with a change of possession.
4. **FORWARD PASS:** As passes are not common in Mighty Mite, any pass thrown will be considered a forward pass. Thus, a team cannot lose possession if the ball hits the ground on a backward pass. This rule is to encourage more passing and development in the game. A pitch or any other fumble is still considered a live ball situation.
5. **RUNNING UP THE SCORE:** The Mighty Mite division is set to encourage kids to learn and to love Football. In this division, blowouts are tough on kids. AYSA rules already have a section regarding running up the score in Mighty Mite, and this is a reminder of those rules. If any team is up by 20 points, we would encourage the coaches to use that time to teach the kids how to play. Let other kids have the joy of running the ball or trying a pass. The last thing we want to do is have kids discouraged from playing.