



OFFICIAL TINY MITE PHILOSOPHY

THE POP WARNER TINY MITE PROGRAM IS ALL ABOUT THE KIDS.

The goals of the Tiny Mite program are safety, sportsmanship, learning, participation and ensuring that the kids have a fun and positive experience as defined by the kids NOT the coaches.

Success is measured by individual and team growth and learning, not by the outcome of a particular play. The competitive aspect of football is at best, a by-product of the program. Trying is just as important as succeeding. **IT IS ALL ABOUT THE KIDS.**

NOTE: ALL SE REGION TINY MITE COACHES ARE REQUIRED TO ATTEND THE TINY MITE COACHES CLINIC BEFORE BEING CERTIFIED TO COACH IN THIS DIVISION.

Football • Cheer & Dance • Scholastics

Pop Warner Little Scholars, Inc

Southeast Region

6847 Tango Lane N. Jacksonville, Fl. 32210

Dennis Connors, Region Director



RULES SOUTHEAST REGION TINY MITE PILOT 2011

NOTE: THE FOLLOWING RULES COMPLETELY REPLACE THE EXISTING TINY MITE RULES AS PUBLISHED IN THE POP WARNER NATIONAL RULE BOOK FOR THE 2011 SEASON.

RULE 33: TINY MITES

The following are specific rules that must be followed for the Tiny Mite Division

- S1:** Players: **Maximum 28, Minimum 16. The team must use a 2 platoon system with players split evenly between the offense and the defense regardless of the total number of players on the team. (ex: 19 players: 10 offense & 9 defense or 20 players: 10 offense & 10 defense or 25 players: 12 offense, 13 defense)**
- S2:** Field length: 80 yards
- S3:** Scholastic fitness: Report card from school or letter from parent
- S4:** Coaches: Two coaches allowed on the field for the first half of the season (games), one coach thereafter. Only one coach may address the referees and the team in the huddle. The second coach may only assist with the positioning of players. Once set, both coaches must remain at least 10 yards back from the line of scrimmage.
- S5:** If associations have more than one team, age groups must be equally distributed between the teams. Teams may not be stacked by age.
- S6:** Once the ball is set, the offensive team has 40 seconds to execute the next play
- S7:** All 11 players must participate in the huddle
- S8:** No kickoffs are permitted. At the start of the game and when the offensive team crosses the goal line, the ball is set on the 30 yard line of the team in possession.
- S9:** Punting is not permitted. On 4th down, the offense has the option of (a) running or passing the ball or, (b) turning the ball over to their opponent on the opponents 30 yard line
- S10:** Penalties: Major penalties: 10 yards, Minor penalties: 5 yards
- S11:** Game time and Time outs: Game will consist of two 22 minute halves with a 10 minute halftime. The game clock is a running clock and is stopped for timeouts, **change of possession (restart at the snap)**, and injury only. Each team may have two timeouts per half
- S12:** No score will be kept or posted on the scoreboard. There are no tiebreakers allowed.
- S13:** No try for point after touchdown.

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- S14:** The play will be blown dead if the ball is fumbled behind the line of scrimmage. If fumbled beyond the line of scrimmage, the ball is live unless the fumble is caused by the deliberate action of the defensive player to strip the ball.
- S15:** Playing Time: All players must play either offense or defense. This designation may not be changed during a half. **Minimum plays for each player is 15. An official MPR sheet must be kept for each game.**
- S16:** Offense: The offense must use a balanced, two tight end formation. Ends may not be split out. All offensive backs must lined up between the tight ends, except for one back which may be split out no more than 5 yards outside the end. Shotgun formations are permitted, provided the ball is passed, pitched or handed off by the player initially receiving the snap from center. Motion is not permitted.
- S17:** Defense: No player may line up over the center. Player must be at least 3 yards off the center. Defense must have no more than 6 and no less than 4 players on the line the line scrimmage. Defensive linemen must line up head-to-head with an offensive lineman, except the center. Defensive line must be in a 3 or 4 point stance at the snap of the ball. Defensive line shall must be one yard off the line of scrimmage. Linebackers and defensive backs must be at least 3 yards off the line of scrimmage. Blitzing is not permitted. Blitzing shall be defined as any linebacker or defensive back moving toward the line of scrimmage prior to the snap. No defensive back or linebacker may cross the line of scrimmage between offensive tackles.
- S18:** Game ball should be the Spalding Mitey Mite size.
- S19:** Other than as specified herein, the Pop Warner Mitey Mite rules shall apply including Rule 1, S-3.
- S20:** Tiny Mites are permitted a maximum of 1 pre-season game and 8 regular season Games, for a total of 9 games. No post-season play is permitted.

CLARIFICATION OF S14 REGARDING STRIPPING THE BALL: Fumbles which, in the judgment of the Game Officials, are caused by the deliberate action of a defensive player to “strip” the ball from the ball carrier, shall be ruled a dead ball foul and a penalty of 5 yards shall be assessed against the defense from the spot of the foul.

Coaches who are found to be teaching this technique shall be guilty of the Adult Offense of Teaching Prohibited Techniques and shall be subject the prescribed penalty for that offense.

CLARIFICATION OF S15 REGARDING SWING PLAYERS: When the game starts, all eligible players must be designated as either offense or defense. If the team has fewer than 22 eligible players at the start of- or any time during- the game, either the offense or the defense must have 11 players designated as such and this designation cannot change during any half. **EXAMPLE:** Assume a team has 18 players eligible for a game. 11 of these

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must be designated as either offense or defense. Only these players are eligible to swing. The other 7 players must play as designated for an entire half.

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