

SDAYF TINY MITE RULES – 2017

GAME:

Team consists of eleven players on each team. A team will have 30 seconds to put the ball in play after the ready signal. The field shall be regulation size.

No blitzing allowed. Players cannot line up over the center. Players lined up in the “A” gap cannot make contact with the center without making contact with another offensive player first.

All defensive line players must be in a 3 or 4 point stance. The defense cannot line up wider than one (1) yard from the last offensive player on the line. This does not include wide receivers. All other players must be at least four (4) yards back and cannot cross the line of scrimmage until the ball carrier is outside the end man on the offensive line (tackle box). No more than 6 and no less than 4 players can be on the D Line.

Only players on the line of scrimmage can make a tackle in the back field. Exception – when the ball carrier is outside the tackle box, any player may cross the line of scrimmage and make a tackle in the back field.

One coach for each team will be permitted on the field. The coach may enter the huddle between downs, call plays and give coaching instruction. When the team breaks the huddle, the coach must be at least five (5) yards back from the deepest player and cannot give any further instruction.

TIME:

- 12 minute running quarters. Clock is regulation for last 2 minutes of 2nd and 4th quarters.
- Two (2) time-outs per half.
- Five (5) minutes halftime. No three (3) minute warmup.
- Drop dead time is 1 hour and 25 minutes (85 minutes).

KICKOFFS: No kickoffs – Ball will be placed on the 40 yard line after a score.

PUNTING: Punts are rarely used in Tiny Mite. If there is, follow the same rules as Mitey Mite.

CENTER: The center must snap the ball between his legs.

RECEIVING: All players are eligible to receive forward passes.

DEAD BALL:

All balls touching the ground are immediately dead (except punts).

- When the ball hits the ground as a result of a fumble or muffed ball. **THERE ARE NO FUMBLE RECOVERIES IN SDAYF TINY MITE.**
- If a lateral touches the ground, the ball is declared dead. If a lateral goes out-of- bounds, the ball is ruled dead at the point it crosses the boundary line.
- When a player on the punting team touches a punt before a player on the receiving team, the ball is dead at that spot.
- A fair catch during a punt cannot be advanced.
- All turnovers are blown dead. Interceptions cannot be ran back (no pick 6).

SCORING VALUES:

- Touchdown - 6 points
- Safety - 2 points
- Points after touchdown: from 10 yard line - 2 points; From 5 yard line - 1 point

TIE GAME: *There is no overtime in AYF Tiny Mite.*