2026 Mid-Michigan Pony Football League Rules

Al Morgan- League President
Email: mmpflleague@gmail.com
League Phone: (517) 213-1729
League Website: www.mmpfl.com
Revised-April 2026

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.

PHILOSOPHY

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 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 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 recognition. 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 them succeeding at its mission. Therefore, we have developed 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. All coaches will be selected by each districts President or community representative. This President/community representative per community will be responsible and held accountable for any coach issue that may occur during the season. Districts are to make sure the coach satisfies the minimum criteria as set by the Michigan Public Schools. Coaches must sign a MMPFL coaches' creed and submit it to their President/community representative. This creed must be signed after you have attended the League Rules Meeting. All Rule Meetings must be done by the first game of the season. The MMPFL reserves the right 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. Banned from coaching in the MMPFL will be the result of any violation of this rule. By Board decision, infractions of any rules could result in the suspension of the coach for one or more games or, depending on the infraction, could be indefinite.

Negative coaching (swearing, striking, grabbing face masks) is not acceptable behavior for practice or games. At practice, coaches will not contact players during drills except to hold arm shields or dummies.

CONCERNS

The MMPFL desires the officials to feel that they are an integral part of our instructional staff, both in the technical and sportsmanship aspects of the game. The MMPFL also wants the parents of players to feel comfortable that the MMPFL will listen to any ideas or concerns that they may have, as well as any suggestions for improvement in the operation of the MMPFL. Officials and parents may direct their concerns to the MMPFL President or League Board if only after they have followed the Chain of Command and feel that the solution provided has not met their needs.

MID-MICHIGAN PONY FOOTBALL LEAGUE, INC.

MMPFL Executive Board

President: Al Morgan **Email:** morganad2009@gmail.com **Phone:** 517.712.2583
Vice President: Matt Painter **Email:** mpainter@ci.ionia.mi.us **Phone:** 616.523.1800 Ext. 2
Secretary: Corey Feldpausch **Email:** mmpfleague@gmail.com **Phone:** 517.285.3039
Treasurer: Carl Ballard **Email:** cballard123@msn.com **Phone:** 517.515.3129
Trustee Bob Stevens **Email:** bobstevens7@gmail.com **Phone:** 517.526.1109
Trustee Bobby Rose **Email:** bobstevens7@gmail.com **Phone:** 517.505.4486

GENERAL RULES

1A. Any changes in these Articles of Association and their approved amendments require a 51% majority vote of the Board of Directors.

2A. Communities who do not attend at least 80% of the required meetings for the MMPFL are subject to loss of vote the following season. The league will allow 2 excused absences that do not count toward your attendance.

3A. Member City Statement -The President or Community Representative per city must sign a statement agreeing to follow the terms and conditions of the MMPFL and that they have received and read a copy of the MMPFL rules.

4A. The Board of Directors will be the audit committee to review the financial records. (MMPFL Treasurer is excluded). ***Also, we will have a scheduling committee that will meet in July to create schedules as it relates to the number of teams available.*** *Schedules will be completed no later than September 1st.*

5A. The exploitation of the MMPFL, team or as an individual player with benefit or otherwise to an individual or business will not be condoned. The sole aim of any contributor, both in time and/or in financial aid, should be to assist all youth and to make their community a better place in which to live. Individuals who persist in any type of exploitation of the youth run the risk of losing their right to take part in the action of the Board of Directors. All people affiliated with this organization, whether they are active or not, must abide by these rules.

6A. No team or individual players' trophies or awards will be given out at the year-end banquet or at any time will any statistics or individual player recognition be posted in the newspaper or in any other way by individuals associated with the MMPFL or the parents. Coaches may hand out helmet decals during the season for exceptional effort and plays, but they must do their best to be equal and fair to all players. The Board of Directors must approve all certificates of participation. A city, as recognition of participation, can give identical trophies to all players. The Board has approved posting of scores, video replay on public access channels and all teams are to receive equal representation within each city.

7A. All levels will play after Labor Day weekend with no games scheduled after November 1st.

8A. The MMPFL Scheduling Committee will not accept any requests for game scheduling preferences other than those of field availability.

9A. Each district must give their final number of teams, by division, in writing for the upcoming season to the Scheduling Committee by **June 22nd**. The cutoff date for adding new players is up to each President/Community Representative keeping in mind conditioning requirements (Rule 6B - page 5) and team sizes (Rule 4B- page 5).

10A. Adding an additional team after the deadline will not be accepted. The MMPFL will impose a penalty for a city dropping a team after the **JULY 18th** deadline. The penalty may be a reduction of home games, and no refund shall be given for teams dropped after the cutoff date.

Exception – If team numbers are not sufficient to support at least one team in a division, the president/community representative must contact the MMPFL President, and an executive board meeting will be held.

11A. MMPFL Fees – Each community must pay a fee to the MMPFL. The Executive Board decides the amount of the fees at the beginning of the season. The fees pay the for the liability insurance, MMPFL President's costs, and any other expenses incurred by the MMPFL. The fees must be paid by check or money order made payable to the MMPFL no later than **June 22.** Each community must have an organization account (DBA). No individuals receive MMPFL checks for referee fees. Mail MMPFL fees to the Treasurer (see Board of Directors on pg. 2).

12A. There shall be no admission fees to any MMPFL game. Donation jars must be approved by the Board of Directors.

13A. Rosters—The President/Community Representative must sign a roster completed before Labor Day weekend. Each roster must list the players' criteria: First and Last name, Phonetic Pronunciation (if needed), Weight, Ball carrier/nonball carrier, Position child plays, Jersey number, and Coaches for the team listed at the bottom of the page. All the information on the roster must be written or typed in ink and cannot be changed in any manner. A new roster submission is required if mistakes are made. The President/Community Representative is to retain the rosters. The roster that each President or Community Representative signed for each team per club should be submitted to the League President no later than the Thursday before Labor Day weekend. This same roster is to be turned into the press box per game and given to the opposing teams coach. Every community should use the same spreadsheet that can be found on the MMPFL website. Each roster is subject to the League Presidents' approval. If the League finds that this roster changes without the League Board of Directors being notified, then Penalties of Violations 3D will be used for disciplinary actions for the Coach of that team. All rosters once approved by the MMPFL will be sent out to each community representative or community president for that season.

14A. Mandatory Rules Meeting – There will be a mandatory meeting for all coaches (Head and Assistant coaches new and returning). Coaches who do not attend the meeting will not be allowed to coach that season. The President or Community representative of each community will supply dates for your community meeting. Community Presidents/Community Representatives must ensure that their coaches attend their rules meeting. Each Community representative/ community president will be the facilitator for their rules meeting. Each Coach will sign a coach's creed after receiving the rules and each community representative or community president must keep these for the season. A list of all coaches per community must be given to the MMPFL board one week prior to Labor Day weekend. Verification will be made to ensure that all coaches have attended the mandatory Rules Meetings and are USA certified. Failure to meet the above criteria can be subject to game suspension by the MMPFL.

15A. Parent statement – All community representative/ Presidents must have a signed statement by the players' parent or legal guardian stating they give their consent for the player to participate in the MMPFL. Such a statement will acknowledge that the parent or guardian is aware of the possibility that injury could occur to the child when participating. Include a

statement that the parent authorizes emergency medical treatment if the child requires it, and the parent is unreachable. The statement will give the names and phone numbers of two people to be contacted in case of emergency. The League requires that all parents sign a "Code of Conduct" which states our spectator expectations and if they violate this each community representative, president, or white hat referee can ask them to leave, and the incident will be reported to the league.

16A. No children are permitted to attend an MMPFL Board of Directors meeting unless invited.

17A. Rule Changes—Rule changes are made only at the ***FEBRUARY*** Rules Meeting. After ***FEBRUARY***, rule changes require a 100% vote of the Board of Directors (all member communities).

18A. MMPFL does not allow its members to ride in the back of a pickup truck or in any other manner deemed unsafe by the MMPFL. Breaking this rule can result in the expulsion of player(s) and/or coaches/parents from participating in the MMPFL.

19A. No MMPFL team can participate in another league during the MMPFL season. No MMPFL coach can coach a team outside of the MMPFL that has any members on it from his/her MMPFL team.

20A. Any scrimmage outside the MMPFL must have prior Executive Board approval. If granted approval, you must follow all rules always incorporated here within during scrimmages. There will be a penalty for not getting approval by the board.

21A. All coaches must complete the Heads-Up USA Football Certification Program to coach by the first day of conditioning of the current year. This certification will be between $15 and $25 for each new and returning coach. Any replacement Head Coach or 1st Assistant after the season has started must complete this program before they are allowed to be on the field-No Exceptions.

22A. The Board of Directors has the right to create a rule during the season that may not be demonstrated in the Rule Book, also known as the "X-Rule".

23A. Each Community must have insurance for their own club. Liability, Fire Theft, Equipment, etc.

24A. Each community reserves the right to make decisions regarding participation when the participant and/or participants' family members have had egregious or ongoing behavior issues or conduct detrimental to the program, as determined by the community's governing body.

GENERAL TEAM RULES

1B. **All kids must play for the club in the school district where they reside.** If there is not a club in the district in which the player resides then the player is free to play where they would like. If a child is home schooled, they are free to play for whatever club they prefer. If a child is a school of choice, they are allowed to play for the school they are attending even if their city offers a club. If a child's parent is requesting for the child to play for a district different from the

school district they reside in, both Club President/Community Representatives must come to an agreement before that said child will be allowed to participate in any type of club function they are requesting to play for. If both Club President/Community Representatives can't come to an agreement the League Executive Board will then make the decision based on what they believe would be the most beneficial for the child, clubs involved, and factual evidence provided.

2B. PLAYER ELIGIBILITY - The program is open to all students in the 3rd, 4th, 5th, & 6th grades. Divisions will consist of 3rd, 4th, 5th, and 6th grades. *Players who are 7 years old on or before September 1st or in 3rd grade of the current year will play in the 3rd grade division. Each player should play for the division in which grade they are in there after unless a child is moved up a division by the community President/Community Representative based on the said child's athleticism and the safety of other players. A Player may not be moved down a division. Each club will take careful consideration when allowing this. No player of 13 years of age should be allowed to play unless factual evidence is provided to the league showing they are in 6th grade.

3B. The MMPFL Executive Board reserves the right to move a player up one grade level for the safety of all the players. The MMPFL executive board will only get involved if a coach or parent of the said child is having issues with their community board allowing them to move up a division.

4B. Recommended team size is 25 players. Team size is up to each Community President/Community-Representative. Each Community President/Community representative is responsible for the splitting their teams. Each President/Community Representative is to be transparent with the League Executive Board and the league scheduling committee on how their teams were split. The scheduling committee will use this information to schedule each team to the best of their ability, against teams with the same athleticism. There will be a 34 minimum player per grade before a split will be considered by each community president. Playing time should be considered when determining team size. If the League Executive Board finds that a President/Community Representative was dishonest about their split to benefit the chances of winning, penalties of violation 4D will be used for that Community President and might result in a new schedule for that said team. The registration of players will be as community president/representative sets up. Denying the opportunity to a qualified player who desires to play is allowed only with the majority vote of the community's executive board**.**

5B. There shall be no conditioning or player participation in the program until there is a recent physical examination by a licensed physician who will sign a statement that the player is fit to participate. All physical must be on file with each community Secretary or community representative. ***and be dated no earlier than April 15th of the current year.***

6B. Conditioning – Players in the 3rd, 4th, 5th, and 6th grades must have a minimum of **8 hours** before they can start progressive live contact. The maximum conditioning time any

player can participate in a 24-hour period is 2 hours with a total of 8 hours in any calendar week. ***When adding players late, they must complete their conditioning hours plus an equal number of hours of progressive contact prior to participating in games.**

7B. Player Injury – Players returning to practice from an injury must have a doctor's statement and a coach's evaluation stating they are game ready.

8B. Practice- The starting date shall be the date set by the MHSAA for High School football. No practice of any kind may take place before the start date without the approval from the MMPFL Board. Violation of the practice start date will result in Violation 3D. Summer camps permitted must be open to all MMPFL participants. A two-week notification of dates and times is to be emailed to the league president. Offseason workouts are approved, and each Club will be able to start after Memorial Weekend every year. 4 hours per week. Only football helmets and football shoes are permitted out of season; shoulder pads and leg pads are not permitted. No running plays or routes with 8 or more players. Contact with a pad is allowed, quarter back "ball throwing" is allowed with a coach and 3 other players.

9B. After Labor Day, for the 3rd, 4th, 5th, and 6th grades you can have no more than 2 hours of practice in a 24-hour period with a total of 6 hours per calendar week.

10B. Adverse weather conditions prohibit practice. Adverse weather conditions are defined as a weather warning by the local or national weather service, heavy rain, or any time when lightning or thunder is present, or when the weather is of danger to the participants.

11B. All team activities must be within the guidelines of these rules and approved by the MMPFL Executive Board. This especially holds true to outside scrimmages.

GENERAL RULES

1C. Rosters – Each head coach must turn in a game roster to the press box and the opposing coach at least 30 minutes prior to the start of their game. ***Rosters must be typed which includes phonetic spelling, numerical order, ball carrier/non-ball carrier****, position* ***and weight and list of coaches at the bottom of the page***. (***See page 13)*****.** Failure to do so is a major infraction, unsportsmanlike conduct and is to be reported to the host community rep. or president. The host city's rep or president is responsible for reporting the violation to the League's President. Game rosters will not include player nicknames that are either derogatory or inflammatory. If the player's weight is found to be greater than indicated on the roster, the violation must be reported to the League President immediately. The League will make proper arrangements for that player to be weighed prior to his/her next game. If the player's weight is found to be **over the maximum weight for their grade level,** the head coach will be sited for unsportsmanlike conduct. Please see **Rule 3D – Page 7** for penalties. Due to the 5 lbs weight increase for every grade there will be zero tolerance and penalites will be given. The template that each community is to use is located on the MMPFL website.

2C. Team Introductions – Team introductions must be started at least 5 minutes prior to the scheduled game and 10 minutes if the national anthem is played.

3C. First Aid - All teams must provide and bring to each game a minor first aid kit (supplies to include ice packets, bandages, smelling salts, latex gloves, and any other necessary minor first aid products).

4C. Emergency - All home field member cities must supply a telephone or an ambulance for use in case of an emergency at their playing site.

5C. Game Officials – Three officials are required for each game. The officials are responsible for enforcing the playing rules of the MHSAA and the MMPFL. **No games will be played with less than 2 officials.** If only 1 registered official is present at the game start time, there will be a 15-minute delay. If during that 15-minute delay the official fails to show, result is the game(s) postponement, and the Board of Directors will re-schedule.

The MMPFL contracts all officials. Officials should not officiate any games where a perceived conflict of interest exists. Officials are paid by each hosting community. Officials are paid for any games as defined under the MMPFL Rules. In the event of a game forfeiture, the forfeiting community shall be responsible for the cost of the game officials. The hosting community shall pay the officials in accordance with normal game procedures. The league shall reimburse the hosting community for the officials' fees, and the forfeiting community shall reimburse the league for those costs.

The forfeiting community must reimburse the league within sixty (60) days of the forfeited game.

This reimbursement requirement shall be waived only if written notice of the forfeiture is provided by email to the game officials and the hosting community no later than Monday at 11:59 PM during the same week as the scheduled Saturday game.

6C. Adverse weather – When adverse weather conditions prevail, the game officials make the decision to continue or suspend play. The game official's decision will be final. The site director will make an announcement over the PA to all spectators. Under no circumstances will play continue if a weather warning has been issued or lightning or thunder is present. **Game Suspension** – First quarter suspension cannot exceed 40 minutes. After a delay, the game clock is continuous, and half time is shortened to the 3-minute minimum. Second quarter and later, the game is suspended and will be rescheduled if possible. The last game of the day will have no more than two thirty-minute delays, daylight permitting. If any team has more than one game to make up at the end of the season, only the first canceled game of the scheduled season is available for make-up. The Board will schedule any make up games.

7C. Injury delays – Injury delays of more than **20 minutes may suspend** the game unless it is the last game of the day. The shortening of half time, running of clocks, etc.to make up time can occur. The shortening of games can occur, so they do not interfere with

the scheduled start time for the next game. The intent of this rule is to stay on schedule and prevent game suspensions/cancellations. The Board will schedule any make up games.

8C. Earlier Start in Bad Weather – The last game of the day could start 15 minutes prior to the scheduled start time if agreed to by both head coaches. This would allow for an earlier start in bad weather conditions for consideration for the participants and spectators.

9C. Spectators – Each community is requested to provide a designated spectator area. If this is not possible, spectators are to remain 30 feet or as far back as possible from the designated team area. It is the community representative or president's responsibility to ensure spectators remain in the designated area. If at any point during a game, a game official has an issue with a spectator, penalty for violation 4D will be used. Any penalty given to a spectator must be reported to the President of the league and he will email the appropriate club, officials, or coaches deemed necessary.

10C. Covid 19 – The MMPFL will follow MHSAA guidelines and standards set by the CDC regarding Covid or any Covid-like outbreaks.

PENALTIES FOR VIOLATIONS

1D. Cities documented of failing to comply with the MMPFL rules may see a reduction in home games the following season (probation) by action of the MMPFL Executive Board.

2D. Coaches documented of not complying with the MMPFL rules, if not disciplined by their local board, may cause a reduction in home games in the following season by action of the MMPFL Executive Board.

3D. Coaches Major infractions – Major infractions: (Practice) Rules 8B. page 6, (Rosters) 1C. page 7, (Weight restrictions) page 11, (Playing time) page 9– See detailed restrictions and requirements per grade level.

1st Violation – One--week suspension 2nd Violation – Season suspension
3rd Violation – Life suspension

4D. Minor infraction – Minor infractions are all other rules not listed above.
1st Violation - Written warning 2nd Violation - One-week suspension 3rd Violation - Season
4th Violation –
Life

5D. Penalties may differ from the above at the discretion of the MMPFL Executive Board.

6D. Coaches Ejections: Any coach ejected from a game while participating with an MMPFL team shall be subject to disciplinary action as determined by the league. Upon receiving notice of an ejection, the Head of Officials shall report the incident to the MMPFL Executive Board for review.

The league shall determine the appropriate disciplinary action and shall notify the coach's community of the penalty as soon as reasonably possible, while adhering to the league's forty-eight (48) hour rule.

Disciplinary action may include, but is not limited to, game suspensions, restrictions from league events, or other penalties deemed appropriate by the league. Any suspension may extend to future games or seasons if necessary to fulfill the imposed penalty.

A community may submit an appeal to the league requesting a reduction or modification of the imposed penalty. The league shall review the appeal and issue a final determination.

3RD-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.

Schedule - The 3rd - 6th grade divisions will play **6 games** in an 8-week schedule.

Playing Time– For teams with 25 players or less, all players must receive a minimum of **7 plays per half.** For teams with greater than 25 players, all players must receive a minimum of **5 plays per half.**

Playing time may be reduced without league permission: if the player is injured, the player is being disciplined by the discretion of the coach, by discretion of the coach and community for safety concerns for an athlete, **or there is a running clock due to the mercy rule.**

Coaches on the field – One coach is allowed on the field except during time outs, field goals, and kick off. Coaches are allowed to set the ball and team up but must be off the field when the play starts. 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. There will be a maximum number of 4 coaches per team allowed on the sideline.

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.

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. MHSAA Uses the 40/25 play clock MMPFL will use the concept, but the play clock is 45/30 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 day's schedule back on time. Half time must be at least 3 minutes regardless of the 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 warmup.

THE CLOCK WILL OPERATE UNDER CURRENT NATIONAL FEDERATION AND MHSAA RULES (40/25) 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 that 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.

BLOCKING – All blocking rules shall be pursuant to MHSAA rules.

COMMUNICATION DEVICES - The MMPFL prohibits the use of radios, headphones, or electronic devices like cell phones/tablets for communication between the press box and the benches.

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 the 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. The 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.**

3rd-6th GRADE SPECIFIC RULES

BALL SIZE
3rd grade - PEE WEE
4th grade - JUNIOR.
5th grade - JUNIOR.
6th grade - JUNIOR OR INTERMEDIATE
Each home team is required to have a designated game ball.

BLITZING
3rd or 4th grades - NO DEFENSIVE BLITZING Defense must set up in a conventional formation. No player can show blitz before the ball is snapped (Read and react). No child is to be lined up directly over the center. Defensive Player must be lined up outside of centers shoulder. All defensive line must be in a 3-point stance.
5th and 6th Grades - BLITZING IS ALLOWED only for 5th and 6th Grades.

Weight Restrictions
3rd Grade - Players that are ball handlers cannot exceed **105 lbs.**
4th Grade - Players that are ball handlers cannot exceed **120 lbs.**
5th Grade - Players that are ball handlers cannot exceed **130 lbs.**
6th Grade - Players that are ball handlers cannot exceed **145 lbs.**

Any requested weigh-in is to take place 30 minutes prior to the start of the game. Each player is permitted only one weigh-in per game. The site director/official when available/***Designee*** or MMPFL***Board of Directors member and head coach from each team*** 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 city 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 kickoff 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.

Weight restrictions do not apply to the kickoff kicker, punter, holder, field goal/extra point kicker

KICK OFF & RETURNS

3rd and 4th Grade - No Live Kicks. At the start of each half, the appropriate team shall place the ball on the 40-yard line to start the possession or after a score.

5TH AND 6TH Grade– 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 yards 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

3rd and 4th Grade - *No* Live Kicks. Move the ball 20-yards from the line of scrimmage. The placement of the ball cannot be inside the opponent's 20 yard. When walking off the punt, the officials will stop the clock.

5TH AND 6TH Grade - 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 punter shall not intentionally advance the ball forward beyond a normal punting motion from the spot where the snap is received prior to kicking the ball. All punts must be executed at least five (5) yards behind the line of scrimmage and directly behind the snapper.

In the event of a fumbled snap, the punter may retrieve the ball and return to the original punting position in order to complete the punt.

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 the ball is muffed, 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 punts.

Tie Game – Tie games at the end of regulation time remain a tie. **NO OVERTIME**

USA FOOTBALL YOUTH CERTIFICATION LINK:
https://footballdevelopment.com/youth-certifications/

8th Grade Portland Jr. Raiders Team Roster

Numbers	Players	Phonetic Pronunciation	Position	Ball Carrier/ Non-Ball Carrier
2	Bob Stevens	(Bob St-EE-vens)	QB	BC-135
3	David Baranowski	(David Ba-ra-now-ski)	WR/CB	BC-160
6	Phil Berkompas	(Phil Bur-kump-ess)	WR/LB	BC-124
10	Zarley Zalapski	(Zarl-ee Zal-ap-ski)	RB/DB	BC-134
11	Ron Bristol		WR/CB	BC-175
12	Gene Achtymichuk	(Gene Act-tie-michhook)	WR/DE	BC-95
22	Cooper Rush		QB/WR	BC-199
24	Troy Smith		WR/CB	BC-150
26	James Hoyt	(James Ho-eet)	WR/DE	BC-125
45	Mike Sevenski		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: TOM LANDRY

ASSISTANT COACH: MIKE DITKA