

Mitey Mite Rules

1. In Mitey Mite play it shall be allowed to have up to two (2) coaches from each team on the field during the game. They shall remain at least five (5) yards behind the deepest player on the field during each play.
2. All offensive lineman and defensive players on the line of scrimmage and within the free blocking zone shall be in a three (3) or four (4) point stance and heads up. The free blocking zone, in this instance, is defined as between the outside shoulders of the offensive lineman.
3. The offense will have a thirty five (35) second time limit once the ball is put into play by the officials or a delay of game (5 yard) will be assessed.
4. There shall be no blitzing of linebackers and/or defensive backs. The linebackers and/or defensive backs must line up no closer than four (4) yards behind the line of scrimmage. Must have five (5) players rushing the defensive line (except inside the five (5) yard line). You may cover Tight End heads up.
5. No "NO HUDDLE" offensive plays except in the last two (2) minutes of the first and second halves.
6. The offensive coach must advise the officials and the opposing coach of the intent to punt. The defense shall not rush the punter and blocking on the line can only be initiated after the kick is away. No fake punts or loss of down. The punting rules do not apply to quick kicks. No kicking P.A.T.'s or Field Goals.
7. A Mitey Mite game that has a tied score at the end of regulation play shall stand as a tie.

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