

2013 MIDGET DIVISION GAME RULE MODIFICATIONS (9-18-13)

For Ages 9 – 10, Weight limit of 135 lbs.

1. **THE PROPER SHOE (CLEAT)**
Football shoes with a male screw-in plastic cleats may be used in the Midget games
2. **THE GAME BALL FOR THE MIDGET DIVISION**
Midget \implies Wilson TDJ, Nike Junior Football
3. **THE LENGTH OF THE GAME**
Midget \implies Four (7) minute quarters of regulation time
4. **THE PRE-GAME COIN TOSS**
 - a.) The head coach and team captains are to meet with the officials at mid-field.
 - b.) Each team is limited to (4) team captains to go to mid-field prior to the game.
5. **THE COACHES ON THE SIDELINE:**
 - A. Each team is permitted (6) coaches on the field.
 - B. This does not include the organizational coordinator
6. **THE START OF THE GAME**
Midget \implies Kickoff from the (40) yard line for the offensive team.
7. **TEAM TIME OUTS**
 - A. Each team gets five (5) time outs during the regulation game.
 - B. Each team gets one (1) additional time out in overtime.
 - C. Timeouts can be carried over to the next period including the O.T. period.
8. **WHEN A SAFETY OCCURS** **After the safety,**
The game official will place the ball at mid-field for play.
9. **THE HEAD COACH IS THE ONLY PERSON TO ADDRESS THE GAME REFEREES**
 - a.) The head coach is the only coach to talk to the referees during the game on rule Interpretations or issues in a **sportsmanlike manner.**

Points of Emphasis

10. **CENTER – KEEP YOUR HEAD UP:**
The center is to keep his head up when snapping the ball to the QB in a shotgun formation.
11. **GOOD SPORTSMANSHIP IS A REQUIREMENT**
Officials are to penalize those participants (both coaches and players) when their conduct violates good sportsmanship guidelines.
12. **ILLEGAL HELMET HITS ARE A BIG POINT OF EMPHASIS THIS YEAR**
No spearing, No helmet to helmet, No initial contact to head, No Face tackling will be carefully watched and penalized in 2012.

Special Punt Rule for this Division is on the back of this card.

Points of emphasis on the back of this rule card.

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THE PUNT RULE IN THE MIDGET DIVISION ONLY

STEP 1: The Head Coach and his captain meet with the game officials before their game for the traditional coin toss.

The head coach will inform the official that in any punt situation – His team will do (1) of the following:

- a. **Use the Automatic Punt Rule**
- b. **Our team will actual kick the ball on punt plays**

Note: Whatever decision the coach makes at the pre-game meeting stays that way the entire game for his team. The decision is it for the entire game.

ON AN ACTUAL PUNT IN THE MIDGET DIVISION

Defensive charge may only come from outside the tackles.

POINTS OF EMPHASIS FOR THE 2013 SEASON

1. **Spearing** - any act by the offense or defensive player who initiates contact against any opponent with the top of his helmet.
2. **Face tackling** - an act by the defensive player who initiates contact with a runner with the front of his helmet.
3. **Butt blocking** - an act by the offensive or defensive player who initiates contact against an opponent who is not running with the front of his helmet.
4. **Blows to the head by the defender** - an act by the defensive player hand(s) to slap the opponents head is illegal. A blocker may not initiate contact with his arm or hand against an opponent above the opponents shoulder.
5. **Initiating contact to the head** - it is illegal for either team to use any other part of the body or equipment to initiate contact to the head. Contact to the helmet of another player could be one of the three specific illegal contact fouls or it could also be a personal foul for unnecessary roughness. This is not limited to acts by the defensive (such as a defensive back making a big hit on the receiver, or the linebacker making the big blow against a back out of the backfield). When in doubt the official shall call a foul.
6. **Helmet to Helmet contact** - initiated acts of helmet to helmet contact will be penalized when they occur in all contest. Contact initiated by one player with a helmet to helmet of another player could be one of the three specific illegal contact fouls or it could also be a personal foul for unnecessary roughness. When in doubt the official will always rule it a foul.
7. **Making a initial contact with a defender with head down** - this act by the runner lowering his helmet to spear an opponent is not legal. The acts noted above have no place in the game. When in doubt, all the acts will be viewed as illegal by the officials and will be penalized accordingly.