

17. SPECIAL RULES FOR THE MIGHTY MITE DIVISION

- A. Regulation field shall be used. Eleven players per side.
- B. NFHS rules will be used with exceptions listed on this sheet.
- C. Each game shall be played using four (4) eight-minute quarters, regulation clock.
- D. Delay of game shall be called following 30 seconds from the ready for play signal.
- E. There shall be no kick-offs. The ball will be placed on the 40-yard line.
- F. Kicks:
 - 1. On 4th down, the head coach of the team on offense must declare to the referee if he is going for it, punting or wants the ball placed ten yards down field.
 - a. The offense may choose to punt the ball or have the ball spotted ten yards from their line of scrimmage and the ball will turn over on downs at that spot.
 - b. On punts, the kicker must kick the ball without being rushed. The defense must move outside the hash marks. Following the punt, the ball will automatically be dead at the spot where it rolls.
 - c. The ball will be dead. There shall be NO returns on punts.
- G. One (1) coach may be on the field, with each team and may not have contact, including verbal, once