



NBJFL - Mighty Mite Rules



- 2 Halves - 20:00 minute running clock per half
 - Clock only stops for: called time out and injury
- Each team has 2 timeouts per half. Timeouts do not carry over. Halftime is exactly 5:00 to 10:00 minutes.
 - There is a 45 second play clock. This must be strictly enforced in the last 2 minutes of the game.
 - Referees are to give a 2-minute warning before the end of the half and the end of the game.
- There are no punts or kickoffs. The coin toss will determine who will receive or decline the ball. Start of possession is the 25-yard line.
 - If you choose to punt, it is a direct 20 -yard setback. No set back can put a team within their own 10 yard line.
 - EXAMPLE:. You are on your opponent's 22 yard line and elect to punt. They do not start at their own 2-yard line; they start at their 10-yard line.
- On defense, there is no lining up on the center or the A gaps. The defensive tackles should be lined up on the guards.
- Field Set up is 80 yards long plus 10 additional yard end zones on each side by 40 yards across.
 - The official Football is a Wilson K2 or Wilson K2 Composite or any football approved by the league of the NFHS.
- No more than 2 coaches may be on the field
- Please remember first and foremost this is an instructional league, which is primarily filled with first year players.
 - Neutral Zone infractions, false start, and motion penalties will result in the play being blown dead before it starts and resetting the kids without re-huddling.
- No penalty shall exceed 10 yards.
- Encroachment is a 5-yard penalty.
- Scoring-Touchdowns are six points. There are no 2-point conversions. All successful extra point tries are 1 point. Safeties are 2 points.
- At any time in the game where a team has taken a lead of 18 points or more both coaches must immediately replace their starting team with their "b team" i.e. their 3rd quarter team. The idea is not to let one team catch up but rather to keep the game from getting out of hand and insulating kids from embarrassment as much as possible.