

NEBRASKA MIDGET FOOTBALL LEAGUE RULES 2010

Member

*Nebraska Midget
Football League*



Mandatory league meetings are scheduled the 1st Sunday of February and the 3rd Sunday of July. (These dates are subject to change).

PLAYING FIELDS

Games are to be played on the fields indicated on the schedule. In the event of a change, the League will notify all coaches by 9:00 AM on game day. Home field representatives have the right to make a final decision on the playability of their field. **Fields must have 10 yards or more of space between fence and sideline of field.** Please indicate if field has bleachers. NMFL reserves the right to choose game fields to play on.

TEAM ROSTER

An "Official Team Roster" will be provided from each coach. All rosters must be properly completed with Jersey numbers, player names, player ages, team name, Coach's signature and Coach's phone number. Team Rosters must be completed with the Official Team Roster Excel File.

A **properly completed** Official Team Roster must be emailed to the League Secretary no later than 2 days prior of the League weigh-in date. A print out of the Roster will be handed to the weigh in table on the day of weigh ins. The team's players will not be weighed unless an official league roster is sent to the Secretary and presented at weigh-ins.

- A. All Divisional teams may carry a maximum of 36 players.
- B. No player may be added to the roster after the second Sunday of league play unless approved by the League Executive Board. Approval will be based upon, but not limited, to a weigh-in and presentation of satisfactory proof-of-age documents in accordance with Article VI.

WEIGH-INS

- A. The first weigh-in will be held prior to the first game. Time and place of the first weigh-in will be determined by the League Board. Schedules, if not yet sent, will be available at weigh-ins.
- B. Any player missing the first weigh-in, for any reason, may weigh-in on the Saturday, prior to the first game. However, that player is not eligible to play the first game.
- C. Any player unable to meet the weight requirements at the initial weigh-in is not eligible to play the first game. Tuesday night overweight weigh-in players cannot re-weigh on Wednesday. However, that player may re-weigh on the Saturday prior to the first game. The player is not eligible for the first game.
- D. A player will not be weighed without presenting the league form and proof of age.
- E. Players may not change weight (striped) positions once position has been noted on weigh in roster. Any player identified as a striped player with a stripe on their helmet, remains a striped player for the entire season. Stripes can't be removed
- F. Players may not be listed on two separate Rosters and or age divisions. Any player caught playing on two separate NMFL teams will result in:
Player suspension
Team forfeiture of games in which violating player participated
Suspension of team coach on which the player is listed on team roster
Suspension of team coach on which the player is illegally playing for
Organization will be subject to league hearing of incident.
- G. **Any player who weighs-in or re-weighs on the Saturday prior to the first scheduled game is not eligible to play the first game.**

WEIGHT LIMITS

Division A: Players age 13 or 14

Division B: Players age 12's

Division C: Players age 11's

Division D: Players age 10's

Division E: Players age 9's

Division F: Players age 8's

1. **Division A:** Any player in Division A (13-14's) at or over 166 pounds will be allowed to play only an interior line position (tackle to tackle) either offensively or defensively.
2. **Division B:** Any player in Division B (12's) at or over 146 pounds will be allowed to play only on the interior line position (tackle to tackle)

either offensively or defensively.

3. **Division C:** Any player in Division C (11's) at or over 126 pounds will be allowed to play only an interior line position (tackle to tackle) either offensively or defensively.
4. **Division D:** Any player in Division D (10's) at or over 116 pounds will be allowed to play an interior line position (tackle to tackle) either offensively or defensively.
5. **Division E:** Any player in Division E (9's) at or over 95 pounds will be allowed to play only an interior line position (tackle to tackle) either offensively or defensively.
6. **Division F:** Any player in Division F (8's) at or over 81 pounds will be allowed to play only an interior line position (tackle to tackle) either offensively or defensively.

*Overweight players in any division: All overweight players must mark their helmet with one (1) taped circle. ****TAPE NOTE****. TAPE MUST BE OPPOSITE COLOR OF HELMET.*

**** TAPE NOTE ****

BLACK TAPE MUST BE USED ON WHITE HELMETS, AND WHITE TAPE ON BLACK OR DARKER COLORED HELMETS. TAPE SHOULD BE PLACED AROUND THE HELMET IN A CIRCULAR FASHION. THE TAPE SHOULD BE AT LEAST ONE INCH WIDE.

****ON OFFENSE, THIS CONSISTS OF NO MORE THAN 5 PLAYERS; CENTER, 2 GUARDS, AND 2 TACKLES. OFF-BALANCED LINES ARE ALLOWED, BUT YOU MAY NOT USE 6 TAPED PLAYERS. THE END FROM THE OPPOSITE SIDE MUST BE USED ON THE OFF BALANCE LINE. NOW YOU ARE STILL PLAYING WITH 5 PLAYERS FROM TACKLE TO TACKLE. THE PLAYERS ON THE SHORT SIDE OF THE OFF BALANCED LINE MUST BE A GUARD AND AN END. STRIPERS MUST BE TACKLE TO TACKLE.**

****ON DEFENSE, THE TAPED PLAYER MUST ALSO PLAY FROM TACKLE TO TACKLE, (no further of the outside shoulder of the offensive tackle. Must be in a three point stance) NOT AT THE LINEBACKER POSITION, OR STARTING AS A LINEMAN AND SHIFTING TO A LINEBACKER. HE MUST START ON THE LINE. AGAIN, NO MORE THAN 5 TAPED PLAYERS ARE ALLOWED ON THE LINE AND CANNOT BE LINED UP ON THE OUTSIDE OF THE OFFENSIVE END. A TAPED PLAYER MUST PLAY INSIDE THE DEFENSIVE ENDS. IF THE DEFENSIVE END SHIFTS TO COVER A SPLIT END, THE TAPED PLAYER MUST STAY ON THE LINE UNTIL THE BALL IS SNAPPED.**

****SPECIAL TEAMS...TAPED PLAYERS WILL NOT PARTICIPATE ON A THE KICK-OFF OR KICK-RETURN TEAMS, UNLESS ONE TEAM DOES NOT HAVE ENOUGH PLAYERS TO FIELD A TEAM. IF THIS HAPPENS, THE COACH MUST INFORM THE REFEREE AND THE OPPOSING COACH PREVIOUS TO THE GAME. THE OPPOSING COACH MAY THEN DO THE SAME IF HE CHOOSES TO. TAPED PLAYERS MAY PARTICIPATE ON THE PUNT-TEAM AND MAY RELEASE ON THE SNAP OF THE BALL: THEY MAY ALSO PARTICIPATE ON THE POINT-AFTER THE TOUCHDOWN TEAM.**

****THE BALL WILL BECOME A "DEAD BALL" WHENEVER A TAPED PLAYER GAINS CONTROL OF THE BALL, EXCEPT IN THE ENDZONE, WHERE IT WOULD BECOME A TOUCHDOWN, SAFETY, OR TOUCHBACK.**

****ANY TAPED PLAYER NOT PLAYING IN THE APPROPRIATE POSITION, OR ANY PLAYER WHO'S HELMET IS NOT APPROPRIATELY TAPED ONE THE PLAYING FIELD WILL RESULT IN AN "ILLEGAL PARTICIPATION" PENALTY.**

AGE LIMITS

Division A: Players age 13 or 14

Division B: Players age 12's

Division C: Players age 11's

Division D: Players age 10's

Division E: Players age 9's

Division F: Players age 8's

This year all teams are American Division Teams: Players' ages are determined by their attained age on **August 1st** of the current year.

PROOF OF AGE

Birth Certificate, Baptismal Record, Military ID, Boys Town ID or legible photocopy of these documents must be presented to the League Commissioner at the weigh-in.

EQUIPMENT

Helmets must be equipped with face guards. Shoes must be of leather or canvas tops. Rubber cleats are permissible, not to exceed 1/2 inch in length. Mouth pieces are mandatory both during a game and at any full contact scrimmage. Nebraska High School football equipment rules apply.(Mouth pieces must be colored, 100% clear face shield only, No colored face sheilds,4 pt chin straps)

GAME RULES

Nebraska High School Rules will be followed, but with the following exceptions:

All Divisions: Will play 10 minute quarters with a 10 minute half-time period.

Extra Points: Kick 2 points, Run or Pass 1 point.

Division D,E,F:

Teams have the option of a free punt on any down. The ball will be advanced 20 yards on a free punt, but cannot be advanced within the opponents 20 yard line.

Division F: Each Team is allowed **ONE** Coach on the field during the game. While the game is in progress you must be 15yards off the line of scrimmage and toward your sideline (outside of the hash marks). You may be in the huddle during the play calling once the team leaves the huddle then you must retreat to your area. The play clock is the same as the rest of the League. If the play is coming your way you must make every effort to stay out of the way of the players.

Coaches are not allowed to talk to the opposing team. You will be given only one warning of these rules. The official has the right to send violating coaches to the sideline for the rest of the game.

Game Balls: Game ball size for Division A,B,C shall be TDY or equivalent, Division D,E, shall be TDJ or equivalent, **Division F shall TK2,PeeWee or equivalent.**

Mercy Rule

Anytime one team is twenty-eight(28 points) ahead of another team, and the team that is trailing scores, the trailing team will receive the ball on the leading team 40 yd line.(short 40), if the leading teams scores ; the trailing team will receive the ball on the leading teams 40 yd line. (NO KICK OFF).

Minimum numbers of players: Each team must have at 11 players to start the game.

Game Start times: Scheduled game time is the start time of all games. If a team fails to show up on time it will be considered a forfeit. NO EXCEPTIONS

PRACTICE

Practice may start August 1st. (No organized practice before the August 1st. date).

SCHEDULES

Scheduling charts will be used and drawings held at league scheduling meetings. Scheduling meeting sites will be determined by the League Executive Board. Printed schedules will be sent or emailed to all teams prior to start of season. Playoff system will be determined at time of schedule. If a division has more than 7 teams, that division will take the top 4 teams of league play and have a playoff to determine division champions, other teams will play other teams in that division which include possible cross over games. 6 or less teams in a division playoff system will be determined at time of scheduling by the directors of scheduling.

TEAM COLORS

Existing teams will retain their present colors, or may change with the League BOD approval. New teams must have the League's approval on the teams color to avoid conflict. ** IF ANY TEAMS HAVE THE SAME COLOR THAT AREA PLAYING EACH OTHER , BOTH TEAMS MUST WEAR AN OPPOSING COLOR PULLOVER, ONE TEAM WILL WEAR IT THE FIRST HALF OF THE GAME THE : OTHER TEAM WILL WEAR THEM THE 2nd HALF OF THE GAME.

** NO EXCEPTIONS**

JERSEY NUMBERS: All organizations and teams should try to avoid any duplication of numbers on the same team. If an organization or team cannot avoid the duplication of numbers, a team may have a duplication of (max. 2) jerseys numbers on the same team under one condition: You are not allowed to have the same number on a STRIPER AND A NON STRIPER at the same time. The Duplication of numbers can only be on 2 players that play within the same weight restriction category.

CONDUCT

The coaches of each team are responsible for the conduct of their team on and off the field. Coaches and players must stay between the 25 yard line.

- A. Any player ejected by an official for unsportsmanlike conduct is ineligible to participate in the next scheduled game. Suspensions will carry over to the following season if necessary.
- B. Any coach ejected for unsportsmanlike conduct **he or she will be suspended for the next game. If the coach is ejected a second time in the season that coach** will be subjected to a league Board hearing. **All suspensions will be carried over to the next year if that coach returns.** Judgement will be passed on by a league vote.
- A. Any coach or player(s) violating league rules of weigh-ins, age and a verification procedures will be subject to a League Hearing at any time of

the year.

- D. Coaches are reminded that there will be no cussing, smoking or use of tobacco on the sideline.
- E. \$100.00 fine will be imposed on any organization that has a team not show to scheduled game. This fine will be carried over to the next season if the fine has not been paid in that season. If it is carried over that organization will not be allowed to play any of the scheduled games until the fine has been paid in full.
- F. SEE Nebraska Midget Football League **Zero Tolerance Policy**

ENTRY FEE

The entry fee is set at \$495.00 dollars per team and is due by the 4th Monday of August. Once the entry fee has been received, there will be no refunds. Any first year organization in the Nebraska Midget Football League will pay the entire entry fee two weeks after acceptance into the league.(You may mail your check to Darrel Meyer, 7052 Bedford Ave, Omaha NE 68104. Make checks payable to Nebraska Midget Football League.)

LEAGUE TIE BREAKER ----- CONFERENCE STANDING

Should there be a tie between teams within a division conference, the following criteria will be used to break the tie:

- 1.) Head to Head record
- 2.) Overall record
- 3.) If Tie Breaker rules #1 and #2 are exactly equal we will have a playoff game. (this will only be used for the right to play for the championship in that division)
- 4.) Coin Toss

New Organization Application

All applications for Nebraska Midget Football League (NMFL) membership must be presented at the February League meeting.

Score Reporting

All scores will be reported to Steve Hall by:

Email (**preferred**) - stevenr0@msn.com

or

Phone (voice mail) - 571-8063

Each organization (not team) shall appoint an (1) individual (score reporter) to report the scores for the organization's teams to Steve Hall. This individual will also be responsible for reporting the number of officials at each game.

Each game will have 3 officials. If fewer than 3 officials are present at the opening Kickoff, or during the game at any time, coaches will report this to their organization's score reporter, who will report this to the league score keeper.

All Sunday scores should be reported by NOON, Monday.

All Wednesday night scores should be reported by NOON, Thursday.

Game results not reported will be indicated as NR (Not Reported) on the Scores and Standings sheet. The Scores and Standings sheet will be emailed by NOON, Tuesday. Wednesday night scores will be included on the following week's Scores and Standings sheet.

2010 NMFL ORGANIZATIONS

SPIRIT FOOTBALL (PAPILLION)

Don Bellino (NMFL BOD): 339-1853 bellinoent@qwest.net

Russ Armstrong: 990-2007 - rdarmstrong99@yahoo.com

John Sanderson: 932-4720 - jcsanderson@cox.net

OMAHA CHIEFS

Darrel Meyer (NMFL BOD): 551-9285 - 677-7688 – cell - dgmjdm@cox.net

Rick Sibert: 573-1183, 320-3440 (cell), kericsibert@msn.com

RALSTON ALL-AMERICAN FOOTBALL

Paul Weber: 339-7976 HM – 681-5431 pweber@sternoil.com

LaVISTA REC. FOOTBALL

Eddie Burns: 331-3455 eburns@lavista.org

Scott Stopak: 331-3455

MILLARD ATHLETIC ASSOC.

Rick Noel: 592-5874 – 250-4284 cell, footballpres@millardathletics.com

OMAHA STORM

Michael Koenig: 597-0080, Cell -968-5031 omahastorm@cox.net

Shawn Vosler: 733-5327, Cell 699-3428 vosler39@cox.net

NEBRASKA WARRIORS

Ricky Smith: Home: 573-1725, 453-9730 work – 201-8618 cell - rsmith@urbanleagueneb.org

Jimmy Smith: 453-8816 & 203-6768 (cell) - nebraskawarriors@cox.net

NYAA Sharks (Lincoln)

Jeral Moreland: 402-730-0585 - jmoreland@nyaasharks.com

Jon Locus: 402-438-4686

WESTSIDE JR. WARRIORS

Gary Rothermund: 593-7534 - glroth@cox.net

Omaha Youth Athletics

Jim Shively – 510-2761 - jandtshively@cox.net

N.F.A (Lincoln)

Vershan Jackson – 402-312-3097 – vershanj@yahoo.com

HEAD OFFICIAL

Larry Bleach (NMFL BOD): 733-4404 cell – 681-9206 ngbacoach@hotmail.com

Secretary

Tony Lasauskas (NMFL BOD): 894-5474 – 556-7000 – 681-8630 (cell) tlas07@msn.com & tonyl@palcosys.com

Others

Tim Papstein (NMFL BOD): 339-4051 HM, 306-8471 cell tpapstein@aol.com

Steve Hall (NMFL BOD/Coach's Rep.) – 571-8063 HM, 250-1704 cell shall@mccneb.edu & stevenr0@msn.com