

Cornwall - Goshen-Highland - Kingston - Marlboro - Middletown - Minisink Valley - Monroe  
Newburgh - Pine Bush - Port Jervis - Valley Central - Wallkill - Warwick- Washingtonville



## OCYFL Mighty Mites Rules – 2025

### MM Philosophy

The Mighty Mite program is designed to teach the fundamentals of football while emphasizing sportsmanship, teamwork, commitment, and self-confidence. Coaches must lead by example. Patience and positive encouragement are required. Profanity and negative behavior from players, coaches, or spectators will not be tolerated.

### MM Age & Weight

- Age: 6 & 7 years old on or before 11/1
- Weight Limit: 120 lbs (123.9 max with digital scale)
- No play downs from Division 1 allowed

### MM Pre-Game Weigh In

- Occurs at halftime of prior game or 30 min before 1st game
- Rosters must be exchanged; no roster = forfeit (scrimmage still played)
- Players allowed 3 lbs for gear
- One weigh-in attempt (players can remove gear for re-weigh on site)
- Late arrivals pre-coin toss may weigh in and play 1st half
- Late after coin toss = may weigh in at half and play 2nd half

### MM Playing Time

- 30+ players: 6 plays
- 25–29: 8 plays
- 19–24: 10 plays
- 18 or fewer: 12 plays
- Non-compliance = 1 game coach suspension and possible forfeiture

- Players refusing to play must remove helmet

### **MM Special Rules**

- Controlled scrimmage format
- 2 certified refs are required
- Coin toss to decide first possession (winner chooses)
- 48 total plays (12 per side, 2x each)
- Ball starts on 50-yard line; no first downs
- 3 scores per series = sub QB & RBs (interior line only afterward)
- Coaches must be 10 yards from the ball before snap
- 2 coaches allowed on field per team

### **MM Offense**

- Run any offense with 2 TEs, QB, and one wide out or up to 3 backs
- One RB must be in the tackle box, 3+ yards deep
- No QB sneaks, rollouts, bootlegs, or backfield motion
- Only QB can handoff or pass
- Fumbled snap or handoff = dead play, counts
- Huddles: 1 minute max (1st warning, 2nd = loss of down)
- No blocking below the knees

### **MM Defense**

- Standard 4-4-3 alignment only
- 4 down linemen (2 guards, 2 DEs)
- 4 standing LBs (2 inside head-up on tackles, 2 outside 1 yd outside TEs)
- 2 CBs and 1 safety
- Head-on alignment required — no slants/gaps/loops
- No blitzing
- LB, CB, safety must align at 3, 5, or 7 yards (no more, no less)

### **MM Penalties**

Offense:

- False start (if advantage): replay down
- Holding/block in back (if affects play): spot reset, play counts
- Facemask or below-knee block: spot reset, play counts

Defense:

- Offsides (if advantage): dead play, replay down
- Facemask: play counts, replay that numbered play