

BUX-MONT POP WARNER YOUTH FOOTBALL LEAGUE

MANDATORY PLAY MONITORING FORM - COMPETITIVE TACKLE FOOTBALL

ASSOCIATION _____

DATE _____

DIVISION OF PLAY _____

OPPONENT _____

JERSEY NO.	NAME OF PLAYER	STARTERS		MANDATORY PLAYS										CODE			
		OFF.	DEF.	1	2	3	4	5	6	7	8	9	10				
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HOME TEAM MONITOR _____

OPPOSING TEAM MONITOR _____

Codes for Code Column:	A = Absent or Dropped
	D = Disciplinary Restraint
	I = Injured During Game
	S = Sick/Injured & Cannot Play
	W = LIST PLAYER'S WEIGHT

MANDATORY PLAYS (eligible players at game time)		
16-25 Players	COMPETITIVE LEVELS ONLY	10 Plays
26-30 Players		8 Plays
31-35 Players		6 Plays
DO NOT USE FOR FLAG, TINY MITES, JR. MITEY MITES OR MITEY MITES		

All mandatory plays must be from the line of scrimmage. Kick-offs, PAT and penalties do not count. At the conclusion of the third quarter the game shall be stopped and any players not satisfying the mandatory playing time shall be placed in the game at that time until their manatory plays have been completed. Home Team Monitor will turn in completed Mandatory Play Sheets to the HOME team Head Coach.