

BUX-MONT POP WARNER YOUTH FOOTBALL LEAGUE

MANDATORY PLAY MONITORING FORM - JR. MITEY MITES & MITEY MITES

ASSOCIATION _____

DATE _____

DIVISION OF PLAY _____

OPPONENT _____

JERSEY NO.	NAME OF PLAYERS	STARTERS		1ST HALF						STARTERS		2ND HALF						CODE
		OFF.	DEF.	1	2	3	4	5	6	OFF.	DEF.	1	2	3	4	5	6	
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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	NON COMPETITIVE	6 PER HALF
26-30 Players	NON COMPETITIVE	5 PER HALF
31-35 Players	NON COMPETITIVE	4 PER HALF
DO NOT USE FOR FLAG, TINY MITE, JR. PEE WEE, PEE WEE OR JR. MIDGET GAMES		

Teams with less than 22 players - all players must be starters on either offense or defense.

Teams with 23-35 players - 11 players must be listed as offensive starters and another 11 as defensive starters. The balance of the team must be put in after starters have completed their minimum plays per half. No two player may play both ways until all mandatory plays have been met. Those players not starting the first half will start the second half.

All mandatory plays must be from the line of scrimmage. Kick-offs, PAT and penalties do not count. At the **4 MINUTE WARNING OF THE 2ND AND 4TH QUARTERS** 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.