

Player Eligibility

Ages and Weights

- All players must meet the age limits in order to certify.
- All players must meet the weight limits in order to certify.
 - Beginning with the 2008 season players will be required to make weight each week for certification purposes.
 - All players will weigh-in at Jamboree
 - Any player failing to make weight by the 3rd game of the regular season will be dismissed from the team.
 - Players may not participate in jamboree or regular season games until they have certified.
- Players may only attempt to certify for one age group/division.
 - Player card has to be in the official book prior to stepping on the scale.
 - A player that does not certify at jamboree may move up to the next level and certify at weigh-in by the 3rd regular game day
- Players may only attempt to weigh-in one time per weigh-in session
- Any player not certifying by the 3rd (third) game of season will be dismissed from the team.
- The players' age on 08/01 (August 1st) of the current year shall be the certified age for the coming season.

Age	Mighty-Mite 1,2	Jr Pee wee	Pee wee	Jr Midget	Midget 3,
6	Up to 90				
7	Up to 90				
8	Up to 90	Up to 100			
9	No OL	Up to 100	Up to 120		
10		Up to 100	Up to 120	Up to 140	
11		No OL	Up to 120	Up to 140	Up to 175
12			No OL	Up to 140	Up to 175
13				No OL	Up to 175
14					Up to 175

- It is up to each individual association if they wish to allow 6 (six) year olds to participate and the number of 6 year olds they will accept.
- Mighty Mites may have a maximum of 15 (fifteen) 8 (eight) year old players.
- Midgets are limited to a maximum of 8 (eight) Freshman players.
- Players may not be at a grade level higher than 9 (Freshman).
- Freshman players can weigh no more than 175 (one hundred seventy-five) pounds for certification. After that they are subject to normal weight gain rules.

X-Man

Age →	6	7	8	9	10	11	12	13	14	X-Man Weight
Mighty Mite	Yes	Yes	No							100
Jr. Pee Wee			Yes	Yes	No					110
Pee Wee				Yes	Yes	No				130
Jr. Midget					Yes	Yes	No			150
Midget						Yes	Yes	Yes	Yes	225

Cells with "Yes" in them are eligible X-Man participants. All others are NOT eligible.

- Freshman are prohibited from being X-Men.
- X-Man players shall be limited to a maximum of 4 (four) players per team with the exception of Midgets. Midgets may employ up to 6 (six) X-Men.
- X-Man players are limited to Line of Scrimmage between the Tackles positions.
Ex: May be: Guard, Center, Tackle May NOT be: Defensive End, Tight End
- X-Man players must play from a 3-point or 4-point stance
- X-Man players may not advance the ball, except a fumble or interception

6. X-Man players may not be on the Kick-off or Kick-return team
7. X-Man players must wear a jersey numbered in the range of 90 – 99
8. Any player wearing numbers 90 – 99 will be deemed an X-Man for rules interpretation.
9. Any player wearing numbers 90 – 99 is not an eligible receiver

In Season Weight Gain

Players may gain 1 (one) pound per week during the season beginning with the 1st REGULAR season gain until the season is complete including play-offs.