

## **SE Region Pop Warner Tiny Mite Program Required Coaches Training for All Tiny Mite Coaches**

### Problems with TM

Too many coaches focused on winning games – NOT teaching the game.

For example...

(what violations have you seen?)

- Rule Violations in Tiny Mite
- Coaches making substitutions
- Rather than leaving players in for the whole game on Offense or Defense
- Best / most experienced players play 2-ways (Offense & Defense).
- Young players are not learning to love the game.
- Rule Violations in Tiny Mite
- Coaches focused on teaching techniques not recommended for TM such as:
- Stripping the ball (vs. good tackling technique)
- Cut Blocking (vs. good blocking technique)
- Blitzing Linebackers & Safety
- Vs. making the correct reads and taking proper pursuit angles.
- TM Rule Violations - Examples
- Proper defense = 6 – 4 – 1

### TM Rule Violations - Examples

- TM Safety Moved (8 – 3 Def? FS Blitz?)
- Negative Impact on Kids
- Unneeded Stress & No FUN!
- Feel like they let the coach down if they don't win each game.
- Increases a chance for injuries.
- Coaches' focus on the "Best" athletes instead of the whole team.
- TM Players never get a chance to learn about the game.
- TM NEVER learn to love the game.

### TM Summit

- January 24, 2009
- SE Region met with RMT to discuss the problems in the TM program around the region.

### Goals of the TM Program

**More than any other division in Pop Warner.**

**Tiny Mites SHOULD BE ALL ABOUT THE KIDS!**

## Goals of the TM Program

- Safety
- Sportsmanship
- Learning
- Participation
- Goals of the TM Program
- Ensuring a positive and fun experience
- as defined by the **kids** not the coaches.
- Goals of the TM Program
- Success in TM is measured by:
  - Individual and Team Growth
  - How much each athlete learns
  - How many players come back next season.
  - NOT the outcome of a particular play.
- Goals of the TM Program
- The competitive aspect of the TM football game is: at best a by-product of the program.
- Trying is just as important as succeeding.
- The SE Region is launching a Pilot Program for Tiny Mites.
  
- THE SE PILOT PROGRAM RULES WILL COMPLETELY REPLACE THE EXISTING TINY MITE RULES AS PUBLISHED IN THE POP WARNER NATIONAL RULE BOOK FOR THE 2009-2010 SEASON.

## **RULE 33: TINY MITES**

The following are specific rules that must be followed for the Tiny Mite Division

■**S1:** Players: Maximum 22, Minimum 16

■**S2:** Field length: 80 yards

■**S3:** Scholastic fitness: Report card from school or letter from parent

■**S4:** Coaches: Two coaches allowed on the field for the first half of the season (games), one coach thereafter.

- Only one coach may address the referees and the team in the huddle.
  - The second coach may only assist with the positioning of players.
  - Once set, both Coaches must remain at least 10 yards back from the line of scrimmage.
- SE Region TM Pilot Program.

■**S5:** If associations have more than one team:

- Age groups must be equally distributed between the teams.
- Teams may not be stacked by age.
  - “Tiny Mite Team A”
  - “Tiny Mite Team B”

■**S6:** Once the ball is set, the offensive team has 40 seconds to execute the next play.

■**S7:** All 11 players must participate in the huddle.

■**S8:** No kickoffs are permitted.

- At the start of the game and when the offensive team crosses the goal line, the ball is set on the 30 yard line of the team in possession.

■**S9:** Punting is not permitted.

- On 4th down, the offense has the option of:
  - (a) running or passing the ball or,
  - (b) turning the ball over to their opponent on the opponents 30 yard line

■**S10:** Penalties:

- Major penalties: 10 yards
- Minor penalties: 5 yards

■**S11:** Game time and Time Outs:

- Game = two 22-minute, halves with a 10minute halftime.
- The game clock is a running clock and is stopped for timeouts and injuries only.
- Each team may have two timeouts per half

■**S12:** No score will be kept or posted on the scoreboard. There are no tiebreakers allowed.

■**S13:** No try for point after touchdown.

■**S14:** The play will be blown dead if the ball is fumbled behind the line of scrimmage.

- If fumbled beyond the line of scrimmage, the ball is live...
- unless the fumble is caused by the deliberate action of the defensive player to strip the ball.

■**S15:** Playing Time: All players must play either offense or defense. This designation may not be changed during a half.

- If there are less than 22 players eligible for a game, players will be permitted to swing,
- but the basic offense or defense designation may not be altered.
- Swing players must be changed on each series, but may not be changed during a series.
- The “Tiny Mite Two-Way Player Monitoring Form” must be kept for each game.

Tiny Mite Two-Way Player Monitoring Form

■**S16:** Offense:

- The offense must use a balanced, two tight end formation.
- Ends may not be split out.
- All offensive backs must be lined up between the tight ends, except for one back which may be split out no more than 5 yards outside the end.
- Shotgun formations are permitted, provided the ball is passed, pitched or handed off by the player initially receiving the snap from center.
- Motion is not permitted.

■**S17:** Defense:

- No player may line up over the center.
- Player must be at least 3 yards off the center.
- Defense must have 6 players on the line of scrimmage.
- Defensive linemen must line up head-to-head with an offensive lineman, except the center.
- Defensive line must be in a 3 or 4 point stance at the snap of the ball.

- Defensive line must be one yard off the line of scrimmage.
- Linebackers and defensive backs must be at least 3 yards off the line of scrimmage.
- Blitzing is not permitted.
- Blitzing shall be defined as any linebacker or defensive back moving toward the line of scrimmage prior to the snap.
- No defensive back or linebacker may cross the line of scrimmage between offensive tackles.

■**S18:** Game ball should be the Spalding Mitey Mite size.

■**S19:** Other than as specified herein, the Pop Warner Mitey Mite rules shall apply including Rule 1, S-3.

■**S20:** Tiny Mites are permitted a maximum of 1 pre-season game and 8 regular season games for a total of 9 games. No post-season play is permitted.

#### **CLARIFICATION OF S14**

##### **RE: STRIPPING THE BALL**

- Fumbles which, in the judgment of the Game Officials, are caused by the deliberate action of a defensive player to “strip” the ball from the ball carrier, shall be ruled a dead ball foul and a penalty of 5 yards shall be assessed against the defense from the spot of the foul.

#### **CLARIFICATION OF S14**

##### **RE: STRIPPING THE BALL**

- Coaches who are found to be teaching this technique shall be guilty of the Adult Offense of “Teaching Prohibited Techniques” and shall be subject to the prescribed penalty for that offense.

#### **CLARIFICATION OF S15**

##### **RE: SWING PLAYERS**

- When the game starts, all eligible players must be designated as either offense or defense.
- If the team has fewer than 22 eligible players at the start of (or any time during) the game, either the offense or the defense must have 11 players designated as such and this designation cannot change during any half.

#### **CLARIFICATION OF S15**

##### **RE: SWING PLAYERS**

- **EXAMPLE:** Assume a team has 18 players eligible for a game. 11 of these must be designated as either offense or defense. Only these players are eligible to swing. The other 7 players must play as designated for an entire half. TM Coaches & TM Parents
- Coaches should educate the parents about the game.
- TM = The parent’s first experience with Pop Warner.
- If the coach treats the parents right, then they will learn to love the game & appreciate Pop Warner.

#### **TM Coaches & TM Parents**

- Show parents that you care.
- Engage them & let them be involved.
- If a player is injured.

- CALL! FOLLOW UP W/PARENTS.

### **Number ONE Complaint from Parent:**

- Poor Communication from the Coach

### **TM Coaches & TM Parents**

- Give rules in writing to parents
- Give parents a copy of the “Adult Code of Conduct”
- Put everything in writing/documentation
- Attend the “Program Management” workshop that is included in the PW Basic Coaches Education Program TM Curriculum
- Starting in 2009: TM Coaches will be required to teach ALL of their players about the Game of Football.
- Each Player will learn:
  - Specific sets of skills.
  - All of the basic offensive and defensive positions.

### **Positions to Teach TM Players**

#### ■Defensive Positions:

- D-Line
- D-Ends
- MLB
- OLB
- Corner
- Safety

### **Positions to Teach TM Players**

#### ■Offensive Positions

- Center
- Guard
- Tackle
- TE
- WR
- QB
- RB

### **Skills to Teach All TM Players**

- Offensive Skills
- Run Blocking
- Pass Blocking
- Passing
- Catching
  - Hands above the waste
  - Hands below the waste
- Taking a Handoff & Running the Ball

### **Skills to Teach All TM Players**

- Defensive Skills:
- Tackling

- Containing
- Angles
- Pass defense
- Shedding a block

### **Skills to Teach All TM Players**

- Stances & Common Skills:
  - 3 point stance
  - 4 point stance
  - 2 point stance
- And when to use them!

### **Concepts to Teach TM**

- Basic Concepts (at least know what these mean)
- Offensive Formations
- Defensive Formations
- Terminology:
  - Hole-Numbering System
  - Gaps

### **Concepts to Teach TM**

- Basic Types of Plays:
  - Lead
  - Dive
  - Sweep
  - Play Action
  - Counter

### **Concepts to Teach TM**

- Understand the importance of and learn basic routines for:
  - Proper warm up
  - Conditioning
  - Cool Down

### **Wrap Up**

- De-emphasize Winning & Competition
- Emphasize the Kids (not the coaches)
- SE Region is implementing Pilot Program with New Rules for the TM Division
- Coaching Focus:
  - Communicating with parents
  - Teaching the Game
    - Offense & Defense Positions
    - Basic Terminology & Skills
- HAVING FUN!!!**

### **TM Coaching Certification**

- TM Coaches must also complete the SE Region Pop Warner Basic Coaches Education Program

And...

Head Coaches must also complete a USA Football Clinic