



MANDATORY PLAY FORM (MPR)



DATE: _____ LEVEL: ☐ MIGHTY MIGHTS ☐ PEE WEES ☐ MIDGETS

Team Names	Q1	Q2	Q3	Q4	OT1	OT2	Final
Away Team							
Home Team							

Codes for not playing : A - Absent or Dropped | D –Discipline | E - Ejected from game | S - Sick or Injured during game

No.	Player Name	Starter (O/D)	Impact	Wt.	1	2	3	4	5	6	7	8	9	10	11	12	Code
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All mandatory plays must be from the line of scrimmage and be an active play. Kickoffs, extra points & free kicks shall NOT count for MPR. Penalty that causes replay shall not count for MPR. Any player who doesn't have their mandatory plays in by the 4th qt. will be placed in the game until they reach their mandatory plays. Check with monitor from opposing team at HALF TIME & at the conclusion of the 3rd quarter. Notify coaches about any child who has NOT gotten their plays in by the end of the 3rd quarter.

Opponent Impact Players

IMPACT players and will be removed from the game or placed on the offensive line only when a 18-point advantage is attained.

(These positions are defined as: Defense -2 inside line backers & 2 defensive ends Offense -backs.) Once a 30-point advantage is attained, the superior team cannot pass the ball. Ball cannot be advanced after an interception or fumble recovery, and no onside kickoffs. The clock will become a running clock. DEMONSTRATE GOOD SPORTSMANSHIP AND DO YOUR BEST NOT TO EMBARRASS THE OTHER TEAM IN THESE SITUATIONS.

Home Team Monitor: _____

Away Team Monitor: _____