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**BETHEL YOUTH FOOTBALL & COMPETITIVE CHEERLEADING**

MPR- MANDATORY PLAYER REQUIREMENTS

***MPR - Mandatory Player Requirements***

The MPRs are the volunteers that count plays during the game. They make sure everyone has the

minimum number of plays that Pop Warner sets.

This is a very important position for every game.

Games can be won and lost because the MPRs don’t care if Johnny Jones doesn’t get his

plays in.

Pop Warner football is a team sport and everyone should participate no matter what skill level.

Every football player in Pop Warner has to play a specified number of plays.

This number is based off the number players on a team.

Please check the most current MPR/Pop Warner rosters for your team to determine the minimum number of plays for each team.

***As of 2013 the breakdown is the following*:**

**Tiny Mites:**

***Roster size 16-28 PLAYERS each receives 15 plays***

**Mighty Mites:**

***31-35 PLAYERS -8 PLAYS // 26-30 PLAYERS-10 PLAYS // 16-25 PLAYERS-12 PLAYS***

**All other divisions:**

**31-35 PLAYERS–6 PLAYS // 26-30 PLAYERS-8 PLAYS // 16-25 PLAYERS-10 PLAYS**

For each game you’ll need two MPRs for each team. One MPR on your side and one on opponent’s side.

Remember your MPRs are watching the other team so they don’t miss something. Question everything if your answers are not clear. During the season it’s a good idea to get at least 4 people trained to do MPRs.

***What plays count?***

1. The plays must be from the line of scrimmage. *Therefore Kick-offs, Kick Returns, Free Kicks do not count towards the MPR.*
2. Clocking the ball does not count towards the MPR.
3. Any play that results in a penalty and must be played over does not count towards the MPR.

**Prepare at least two days before the game.**

1. Talk to the Head Coach and Coaches to make sure everyone is getting in their MPRs.

2. Prepare a list of players. Some teams create different offenses and defenses.

Work with the coaches to create your different teams.

Example: Jim, Pete, Dean, Mark, Scott, Joe, Bill, Ryan, George, Steve & Paul play on **Black Offense**

Mike, Tanner, Jack, Jacob, Max, Alex, Ryan, Jake, Dylan, Dom & Tony play on **Gold Offense**.

3.You can do the same thing for Defense. Remember you are using the jersey numbers as your MPR identification.

Using something like this assures that players will get their plays in.

**MPR - Mandatory Player Requirements Game Day**

1. You’ll have to keep clear communication with the coach and have the coach inform you when Black or Gold Offense enters the game.
2. Check both rosters and the players. Make sure there are no Jersey changes going on before and during the game. If a player is sitting out the game they must turn their jersey inside out.

3. At half-time provide a list to coaches of the number of plays everyone has. If some players have no plays then the coach MUST be notified by the MPR.

4. If a player does not have their MPRs in by the end of the 3rd quarter.

***All MPR players must start the 4th quarter until they are done. The coaches should be talking to MPRs at all times to assure everyone is getting plays***. **\*\*\***

5. Your MPR watching the opponents side should be aware of rule above. If the other coaches don’t have the MPR players in the game they must be notified before the 4th quarter starts! You should talk to the referee and the Head Coach before the game on how to handle this situation. Make sure you **stand your ground** with the coach, if they do not listen to you contact the Umpire right away.

6. After everyone has fulfilled their MPRs you can sign off on the sheet. A copy must be given to the President of your league.

7. Remember to be good sports and ask questions.