

Middle Tennessee Junior Football League Jamboree  
 August 17 2024  
 East Division  
 290 South Main St.  
 Cedar Hill, Tn 37032

| <u>Weigh in Time</u> |          | <u>Game Time</u> |
|----------------------|----------|------------------|
| 8:00 am. 6u          | ER vs KY | 8:40 am.         |
| 8:40 am. 8u          | ER vs KY | 9:20 am.         |
| 9:20 am. 10U         | ER vs KY | 10:00 am.        |
| 10:00 am. 6u         | SC vs GB | 10:40 am.        |
| 10:40 am 8u          | SC vs GB | 11:20 am.        |
| 11:20 am.10U         | SC vs GB | 12:00am.         |
| 12:00 am. 12U        | SC vs GB | 12:40 pm.        |
| 12:40 pm. 6U         | SF vs JB | 1:20 pm.         |
| 1:20 pm 8u           | SF vs JB | 2:00 pm.         |
| 2:00 pm. 10u         | SF vs JB | 2:40pm.          |
| 2:40 pm.12U          | SF vs JB | 3:20 pm.         |

2024 weigh in rule change

2024 rule changes for weigh ins.

\*\*\*Every player must weigh in at Jamboree NO EXECPTIONS.

\*\*\* The only excuse for missing jamboree is for a funeral and proof must be provided. Copy of death certificate or brochure showing date

\*\*\* A mothers copy will be accepted for the 2024 season, this copy must be notarized any copy brought to jamboree with no notarization stamp will not be excepted. Notary stamp must be a bost/raised stamp or colored stamp.

BLACK INK STAMP WILL NOT BE ACCEPTED

Weight limit per rule book section IV page 8 / Weight limit & field positions of players

**Peewee:** Backfield or end position 70 lbs.

Player over 140 pounds will move up to A Division

**A Division:** Backfield or end position 90 lbs

Player over 160 pounds will move up to the AA Division.

**AA Division:** Backfield or end position 110 lbs.

**AAA Division:** Backfield or end position 130 lbs.

\*IMPORTANT JAMBOREE GAME DAY NOTES SEE PAGE 2 BELOW:

**Page 2:**

**IMPORTANT JAMBOREE GAME DAY NOTES:**

1. Players must be dressed as follows to weigh in. (\* denotes no exception)

Shoes-**optional** (If player is to remove shoes, shoes must be removed before stepping on scales. see #2)

**\*Socks**

**\*Football pants with pads**

**\*Jersey or t-shirt showing current season player number.**

(Holding the jersey up before stepping on scale is allowed only if player has a t-shirt on. No player will be weighed in without wearing a jersey or t-shirt with current season player number.)

Player must be in jersey with number assigned for the 2024 season. If game jerseys' are not available at jamboree. The player must be in a t-shirt with the number for the current season either taped on or written on the shirt. Jerseys from a previous season will not be accepted if the number does not match the 2024 roster. **(also see # 4 for current player photo)**

-Shoulder pads- **optional**

-Helmet- **optional**

2. Once a player has stepped on the scale he or she may not step off and back on unless directed by the League President or Vice President.

The weight registered at the first step of the scale will be the registered weight log into the roster booklet unless player has been directed to step off by the League President or Vice President.

3. Have roster complete, typed or printed at weigh in. Have two copies, League copy team copy.

4. Roster booklet must contain the following of each player at weigh in.

**Current player photo, Birth certificate, Mothers copy (notary stamp) NO EXCEPTION!!**

**PHOTO:** Player must be in jersey with number assigned for the 2024 season. If game jerseys' are not available at time of picture or jamboree. The player must be in a t-shirt with the number for the current season either taped on or written on the shirt. Jerseys from a previous season will not be accepted if the number does not match the 2024 roster.

**NOTE: A PLAYER WILL NOT BE ALLOWED TO PLAY IN THE 2024 SEASON IF WE HAVE TO CHECK A JERSEY # ON WEEK ONE.**

5. Home team listed second.

6. Be on time for weigh in.

7. know your game time.

8. All fees are to be paid at the weigh in station of the A division weigh in time.

Please make checks payable to the following

MTJFL \$450.00

**\*IMPORTANT JAMBOREE RULES SEE PAGE 3:**

**Page 3:**

**Re: Jamboree Playing Rules**

1. Each game will be played in a maximum of 35 minutes.
2. You will have 2 quarters that are 17 minutes in length with a 1 minute break between quarters. There will be a 5 minute transition between games. Jeff will decide if and when heat and humidity breaks may be taken.
3. There can be 2 time outs per game but clock does not stop and play must resume within 1 minute.
4. The clock will not stop except for an injury that requires medical attention. At that time, the clock will be stopped, but the game will be terminated at the end of the 35 minute time limit.
5. For the jamboree only, 1 coach will be allowed on the field for the AA and AAA divisions (if wanted). The AAA coaches, who are not normally on the field, are to adhere to the rules pertaining to coaches on the field. The a division will remain like the regular season.
6. There will be no kick-offs at the jamboree. To start the game, the ball will be placed on the appropriate 30 yard line. On 4<sup>th</sup> downs, the ball may be punted or moved 30 yards. If punted, there will be no run back. The ball will be fair caught and if not caught, the ball will be placed where it first touches the ground inbounds or at the point it went out of bounds.