



Player Administrator Training

Pre-Season Responsibilities

- Preparation of the Team Player Book
- Review ALL Player Documents – ASSUME NOTHING
- Certification of the Players Aug 1 thru Aug 10
- Assist with Little Scholar Coordinator with grade information
- Insure that the book is at all games and practices wit the team

Game Responsibilities –

- Insure the SAFETY and PARTICIPATION of the Players

Pre-Game Certification

- Meet the Opposing Team Player Administrator
- Coordinate time and location with BGCA Field Administrator
- Adult Female must be present if there is a female player
- Inspect Equipment – ALL Levels
- Weigh ALL players (Mighty-Mite through Pee Wee levels)
Not required for Tiny Mite, Junior and Senior levels

Game Time Certification

- Record OPPOSING team plays with assistance of Opposing Spotter
- Notify Opposing team of Mandatory Play status at Half-time
- REQUIRE ALL PLAYERS TO START 3rd quarter
who have NOT met MPR
- Obtain Head Coach and Opposing Spotter signatures - end of game

Post Game Reporting

- Provide MPR form to Field Administrator
- Report to Head Coach and MVPW Administration any difficulties
or violations



Game Day Schedule

- 1 hour Arrive at field and locate Field Administrator and Opposing Team
Player Administrator and Spotter
- 50 min Certification Process – Both Teams together
Tiny Mite, Junior, and Senior can be done separately but
Both Player Administrators and Field Administrator present
Visitor first followed by Home team
- 30 min Team Warm up
- 10 min Officials meeting – Player Administrators and Spotters take field
- 5 min Flip of coin for kickoff
- Halftime 10 minutes for player hydration and rest
Communicate to Head Coach or coaching staff player MPR status
- 3rd Qtr Insure that ALL players not meeting MPR are STARTING the 3rd
NO EXCEPTIONS FOR ANY REASON
Players can not leave the field until MPR is met except for
Kickoff, kickoff receive, and kicked extra points
- Injury** A player can be removed for the remainder of the game due to
sickness or injury, their MPR is waived from that point
forward, that player can not re-enter the game at any point
- Late Arrival** Any player that misses the certification prior to the game and
up unto the 10 minutes before the game is in-eligible for the
first half. The player can be certified at halftime for the
second half of the game at 1/2 of MPR
- Reduced MPR** NO player's MPR can be reduced for any reason including
Practice Attendance discipline without the prior written
Approval of the MVPW Board.



Recording Mandatory Play During the Game

When the Player Administrators sign the MPR forms, he/she certifies that the information relating to the Mandatory Play and Score of each team is accurate to the best of their ability.

The Player Administrator will **HOLD** the clipboard and **RECORD** ALL MPR plays for the Opposing Team on **THEIR** sidelines

Spotter(s) are to **ASSIST** the Opposing Team's Player Administrator on **their** sidelines by identifying players in the game. The Player Administrator will confirm the players are in the game and record the play on the MPR

Coaches **WILL NOT dispute** the record of plays acknowledged by the Player Administrator.

Coaches will acknowledge the record of plays by quarter with the PA to assist in player substitution.

Coaches are **ENCOURAGED** to provide **reference pages** with Offensive and Defensive teams on the field that the Spotter can use with the PA

At half time, the Player Administrator will inform the coaching staff of the players that have not met their MPR in the first half. The Coaches **WILL** confirm that ALL players that have not met MPR will **START** the 3rd quarter **regardless of Offense or Defense**. Each MPR deficient player **WILL** remain in the game until their **FULL** MPR requirement has been met.

The Referee Officials will grant both teams an **Administrative TIME OUT** to insure that BOTH teams have their required MPR deficient players in the game following the kickoff or kickoff return of the second half.

Both the Player Administrator and the Spotter are **REQUIRED** to be positioned on the field, outside of the 25 yard lines, on the hash line away from the teams, coaches and parents.



Mandatory Play Rule

ALL MPR is based on the number of players eligible to play at the time of the game (kick off), this can change from week to week with absentee or injured players

16 – 22 players	14 plays
23 – 35 players	12 plays

There are no differences in MPR regulations from one organization to another. All of WVPW and all inter-league conferences will abide by the unified Oregon Pop Warner rule set for MPR.

What Counts as a play – Full participation by both teams

- Offensive/Defensive play with no enforced penalty
- Extra points following a touchdown with a run or pass
- Punt and Punt Return

What Does NOT Count as a play

- Kickoff
- Kickoff Receive
- Extra point kicked
- Play that results in an **enforced penalty**
- Play where there is no action
 - QB kneel to run out the clock
 - QB downing ball – stop clock

Oregon Pop Warner rules state that at the end of the 1st half, any player who has not met their mandatory play is in the game, and remains in the game, until his/her mandatory play has been met. Players can NOT be rotated in. Coaches will not be given the opportunity to “do their best” to get them in the game. If a player does not know the offense or defense, that is the coaches problem for not instructing the player properly. There are NO gray areas here. The Player Administrator MUST stop the game and notify the officials of the violation. The Game Day Administrator should be at the field to assist the Player Administrator with the enforcement. We are speaking with the officials association and asking that they be part of the signing of the paperwork at the end of the 1st half to assist the Player Administrator with these issues.



Game Day Certification Process

No Coaches or Parents can be present at the inspection or weigh process

Scales Field Administrator will set the scales with division/week weights

Weight NO EXCEPTIONS – Pass or Fail ONLY
< 1/2 pound – round down
1/2 pound or greater – round up

Step 1 All players will line up in NUMERIC order to match MPR from
If the division allows “Older/Lighter” players, they will ALL weigh
In last following the regular players

Step 2 Inspect the team equipment
Shoes – sneakers, molded cleats, detachable rubber or plastic
No metal tips or cleats longer than 1/2 inch
General Equipment – all pads are present (hip and tail)
Jewelry – NOT allowed, no earrings, no bracelets
Medical alert bracelet much be taped up

Step 3 Inspect Individual Equipment
Helmet – secure/tight face mask, two strap chin strap
Mouth Piece – NOT chewed up, must be a color WITH Strap

Step 4 Weigh the Players – Regular then Older/Lighter
Let the scale reset – player will hand you their helmet
Opposing Player Admin inspects helmet/mouthpiece & weight
Team Player Admin records the weight on the Player Contract
Any player who does not PASS will stand to the side until all
Players with the team have completed their weigh-in

Step 5 Re-Weigh any players who did not Pass initially
Players can remove ALL equipment and weigh in shorts at
The NON-Equipment allocation weight
Do NOT embarrass the player, protect them from view
Do not allow to run and spit for 30 minutes to make the weight



Player Admin Issues or Concerns

The weigh in process does not start on time

The weigh in process goes too fast or takes too long

Parents or coaches are trying to force me to ignore the rules or go by their word

It's hard to get all of the plays recorded for each player

Coaches are mad that there are differences in play count

PA's are distracted on the sidelines with parents, players and coaches

Coaches will not put the players in at 3rd quarter who are MPR deficient

Our coaches are not organized with positional/team rosters

OFFENSE

Blue Offense

85 Hayden Wooton	76 Trevor Kuchta	67 Brendan Amesbury	72 Kevin Lahoda	63 Gaega Broeke	52 Alex Pynes	9 Jaxson Daskalos
			6 Colten Pierson			
			81 Jacob Graham			
		22 Gabe Kerlagen		46 Chase Ratajczak		

White Offense

39 Cole Brouhard	74 Brandon Olivos	60 Isaac James	57 Josh Robins	65 Krischan Ohling	52 Alex Pynes	83 Dylan Wirth
			12 Richie Mikesell			
			81 Jacob Graham			
		25 Isaiah Kerlagen		3 Jeffrey LaCoste		

Black Offense

83 Dylan Wirth	74 Brandon Olivos	65 Krischan Ohling	72 Kevin Lahoda	63 Gaega Broeke	52 Alex Pynes	9 Jaxson Daskalos
			6 Colten Pierson			
			81 Jacob Graham			
		25 Isaiah Kerlagen		22 Gabe Kerlagen		