

## **X-MEN**

- A. X-Men are players who are heavier and thus there are limitations on their age and the positions they can play.
- B. Ages for X-men are as follows:
- Jr. Pee Wee Division – An X-Men can be 8 years old at this division.
  - Pee Wee Division – An X-Men can be 9 or 10 years old at this division.
  - Jr. Varsity Division – An X-Men can be 10 or 11 years old at this division.
  - Varsity Division – An X-Men can be 11, 12 or 13 years old at this division.
  - (X-Men are not allowed at the Mighty Mite Division)
- C. A maximum of **eight** (8) players as X-Men are allowed per roster.
- D. X-Men are designated by an "X" Decal on the backside of players helmet (to be supplied by league), and must be presented to opposing team weigh-master at time of Weigh-In.
- E. X-Men may **ONLY** line up between tackle to tackle ("the trenches") on either Offense or Defense prior to snap of ball.
- F. X-Men may not be put into a position to advance the ball at any time (i.e. cannot be utilized as a Skills position player on offense – QB, RB, WR, TE, etc.)
- Kickoff team – must line-up with-in 3 positions of the kicker.
  - Kick return – must be on the front line.
  - Punt team – may be the punter but cannot advance a bad snap or faked kick.
- G. Defense – may play on the end of the defensive line if they are in a down position (with hand on ground) no wider than the outside shoulder of the tackle or tight end they line up on)
- H. X-Men cannot advance the ball at any time:
- Any interception or fumble recovery by an X-Men will result in a dead ball at the spot of the interception or fumble recovery.