

# 2019 BUX - MONT POP WARNER YOUTH FOOTBALL LEAGUE

## MAXIMUM ALLOWABLE WEIGHT ( WITH EQUIPMENT ) PER WEEK

CHART IS BASED ON THE 2019 SCHEDULE AND GAME DATES

**There is a 1lb allowance in weeks 2-10 for a total of additional 9lbs during the season.**

Pop- Warner Division of Play	Start of Season Strip Weights	Pre-Season Games or Scrimmages	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Championship and Regional Strip Weights
		Aug 17,18	Aug 24-25	Aug 31 Sept 1	Sept 7-8	Sept 14-15	Sept 21-22	Sept 28- 29	Oct 5-6	Oct 12-13	Oct 19-20	Oct 26-27	
Tiny Mite	35- 75.4	86.4	82.4	83.4	84.4	85.4	86.4	87.4	88.4	89.4	90.4	91.4	
Jr. Mighty Mites	45- 85.4	96.4	92.4	93.4	94.4	95.4	96.4	97.4	98.4	99.4	100.4	101.4	
Mighty Mites	45- 100.4	111.4	107.4	108.4	109.4	110.4	111.4	112.4	113.4	114.4	115.4	116.4	45-109.4
Pee Wee O/L	100 - 115.4 60 - 95.4	127.4 107.4	103.4	104.4	105.4	106.4	107.4	108.4	109.4	110.4	111.4	112.4	100-124.4 60-104.4 O/L
Jr. Pee Wee O/L	115- 130.4 75-110.4	142.4 122.4	118.4	119.4	120.4	121.4	122.4	123.4	124.4	125.4	126.4	127.4	119.4 75-119.4 O/L
11-12 Unlimited	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A
13-14 Unlimited	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A

**Equipment Allowance:**  
 Tiny Mite, Jr. MM and MM = 7 lbs  
 Jr. Pee Wee = 8lbs  
 Pee Wee = 8lbs

**POST AT THE SCALE FOR  
WEIGH-INS**

**REMINDER: BUX-MONT YOUTH FOOTBALL LEAGUE RULE III.A.8**

OTHER ACCEPTABLE PROTECTIVE EQUIPMENT MAY BE WORN BY A PLAYER IF REQUIRED,  
AND SHALL NOT BE CONSIDERED PART OF THE REQUIRED GAME UNIFORM.  
CONSIDERATION FOR THE SAME SHALL BE ALLOWED AT WEIGH-INS

**Preseason Games**

ANY PLAYER WHO EXCEEDS THE PRESEASON WEIGHT SHOULD BE MOVED TO A HIGHER WEIGHT CLASS (ASSUMING THAT PLAYER IS ELIGIBLE TO PLAY AT THAT LEVEL). ANY PLAYER WHO IS ON THE ROSTER AND DOES NOT MAKE WEIGHT BY WEEK 4 WILL NEED TO BE WEIGHED BY A BUX-MONT COMMISSIONER IN WEEK 5. IN ORDER FOR THE PLAYER TO STAY ON THE ROSTER AND BE ELIGIBLE FOR POST SEASON PLAY THEY WILL NEED SIGN OFF BY THE LEAGUE.