

“RULE BOOK”

STATEN ISLAND PEE WEE FOOTBALL LEAGUE INC

REVISED JULY 1, 2011

STATEN ISLAND PEE WEE FOOTBALL LEAGUE, INC. SHALL OPERATE UNDER THE NATIONAL
FEDERATION OF STATE HIGH SCHOOL FOOTBALL PLAYING RULES AND OUR OWN RULE BOOK.

“GUIDE LINES FOR RULE CHANGES”

IN ORDER TO CHANGE RULES AND DRAW UP NEW RULES, THE FOLLOWING
NCAA 6 PRINCIPLES FOR RULE CHANGES SHALL BE USED:

1. MUST BE SAFE FOR THE YOUNG PEOPLE PLAYING THE GAME.
2. MUST BE APPLICABLE TO ALL INSTITUTIONS.
3. IT MUST BE A COACHABLE RULE.
4. IT MUST BE ADMINISTRABLE.
5. IT MUST MAINTAIN THE BALANCE BETWEEN OFFENSIVE AND DEFENSIVE.
6. IT MUST BE INTERESTING FOR THE SPECTATORS.

STATEN ISLAND PEE WEE FOOTBALL LEAGUE RULE BOOK

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R1 – GENERAL RULES

- R1.1 No player shall participate in any contact or games without a doctor's note which allows participation in sports activities.
- R1.2 A recruited player must declare on his registration form the name of recruiting coach or player. All players recruited by a coach must be declared prior to the draft or camp, which ever comes 1st . Thereafter, and without exception, all recruited players will be placed in a general draft pool.
- R1.3 No trading of ball players allowed except as follows:
Head coach's son/daughter or his first assistant coach's son/daughter may be traded to them for a player of equal caliber, and only under the direction of the Athletic Director if the said player played for another coach and is being protected by that coach. If said player is not protected, he will be placed by the A.D. during the draft.
- Brothers/sisters are permitted to play on same team if so requested by parents. This is done by trading the younger player with equal caliber player on older player's team.
- R1.4 Each game in each division must have a watchdog so as to keep a complete and accurate check on whether each player has played the minimum plays as required in the respective division and keep check on whether each player plays a minimum of consecutive plays as per division rules or until possession of the ball changes until qualified.
- R1.5 A player brought up on disciplinary charges by a coach before the board the Board of Directors must be accompanied by a parent.
- R1.6 No team shall solicit money on their own for any reason, other than teams needs.
- R1.7 Any dinners or gathering with parents and players of team as a whole must be pre-approved as to the entire format as well as any awards to be awarded at these affairs. An invitation to one or more of the Board of Directors other than fathers must be extended. Such team parties, dinners, etc., must not cost the players or parents one cent.
- R1.8 Players who are injured severely enough to go to a doctor or hospital must have a written permission slip from a doctor stating that he may play football again. Parent's permission is not acceptable.
- R1.9 If a player cannot play because of illness or injury it must be reported to the Athletic Director or watchdog before game time and shall appear on the watch dog sheet.

- R1.10 Qualification of players will be governed by the watchdog system. End of season playoff games only, the watchdog sheet is to be assigned to a league director. Any team's watchdog shall always remain on the their own team's spectators side of the field, with their team.
- R1.11 Weight Recording: No Players will be allowed to workout with a team; nor b issued equipment unless the Weight Manager has recorded their weight. During the August clinic period no other directors may be substituted (unless they are acting in the capacity of Athletic Director for the division of play until an Athletic Director is assigned).
- R1.12 Prior to the start of any game, a prayer huddle can be initiated. This shall be done in a dignified solemn manner. No profanity, vulgar language or gesture shall be permitted. Coaches shall be held totally responsible for their team's behavior.
- R1.13 All practices shall consist of not more than two (2) hours.
- R1.14 Practice schedules in writing with both time(s) and place(s) must be known to the athletic directors. Practices shall take place only at authorized practice fields, according to our insurance.
- R1.15 All meetings, blackboard drills, social teas, showing of movies or any get-together shall be considered a practice session, and the location(s) and time (s) must be known to the Athletic Director.
- R1.16 At all scheduled scrimmage sessions, all protective equipment shall be worn. Game jerseys will only be worn for regular scheduled games, not at practices.
- R1.17 There shall be no partial team practices. All members of a team must be notified of all practices.

R1.18 AGES AND WEIGHTS

<u>DIVISION</u>	<u>AGE</u>	<u>MAXIMUM WT</u>
FLAG	5,6	N/A
MIGHTY MITES	7	100 lbs
TINY TOTS	8-9	110 lbs
JUNIOR	10-11	135 lbs
MIDGET	12-13	160 lbs

- 1) Player age is that age be met by November 30th of the playing year.

- 2) Players must be equal to or under the maximum weight prior to registration and players must be equal to or under the maximum weight prior to division draft. A weigh-in will be conducted during the clinic period to determine all player eligibility.
- 3) Any player determined ineligible due to weight is not eligible for the draft unless moved to the next higher division before that division conducts a draft.
- 4) Protected or recruited players deemed ineligible due to weight will be removed from the “protect/recruit” list and cannot be drafted. These players will be placed in the appropriate division waiting list and filed according to their registration number.
- 5) Players meeting the maximum weight standard will be placed on a team as roster openings become available. All additions to a teams from the waiting list will happen on a one for one basis (one quit, equals one replacement).
- 6) Roster additions from the waiting list will be determined by registration date. For example, the earliest registration date on the waiting list gets the first roster opening.

R1.19 GROWTH WEIGHT

- 1) At the Mid-Season weigh-in, a 10-pound weight increase is granted to each player. There will be no allowance for equipment granted in this weigh-in. a Player will be allowed to be weighed in without shoulder pads, helmet, rib guard (if applicable), and shoes. A player can be weighed with football pants and associated pads (seven), however, no weight allowance will be made for these items.
- 2) If a player exceeds the maximum weight (with 10 pound increase) that player becomes ineligible to participate in any game until the player meets the maximum weight standard (with 10 pound increase).
- 3) All players who meet the maximum weight standard (with 10 pound increase) will not be weighed the remainder of the regular season.
- 4) Weigh-in prior to playoff-play.

Weigh-In: Time of Registration - Clinic (pre-draft) – Wednesday before opening day – Mid-season – Week before 1st playoff game. If a player is not available to be weighed in on the Wednesday before opening day, he/she can be weighed-in on that Friday or on opening day. Any player that has to be weighed-in during the 1st 5 weeks of regular season will be given a 2lb per week increase for a maximum of 10lbs.

Scenario (Midget Division)

“Player A” weighs 148 lbs. when he registers in June. Prior to draft in August (during the clinic) weighs 150 lbs. Thus “Player A” is eligible for the draft. Once determined draft eligible, the weight of “Player A” cannot be questioned. At mid-point weigh-in, “player A” weighs 164 lbs. “Player A” cannot participate in any game until he is re-weighed and his weight meets the 160lb. standard. Once “Player A” meets this mid-point weight, “Player A” will not be weighed again.

- R1.20 The Head Coach or 1st Asst. Coach may be present for all weigh-ins of teams in their respected division.
- R1.21 S.I.P.W.F.L. shall operate under National Federation of State High School football playing rules except for various rules and safety rules printed in the S.I.P.W.F.L. rule book. Traveling teams shall play under football conference entered except for S.I.P.W.F.L. Safety rules.
- R1.22 Mandatory Play Rule:
- A. Mighty Mite Division
 - B. Mandatory play rule for all divisions shall be 8 plays per half (13-25 players).
 - C. For every difference of 3 players less than opposing team, team with lesser players shall increase number of mandatory plays by one play.
 - E. Forfeit of game if all players are not qualified by game’s end. Coach must be informed by a director at the end of list and 3rd quarters of deficient players.
- R1.23 MINIMUM ROSTER – A minimum of 14 players must be dresses and eligible to play 11 man ball at each game. If said team roster drops down to 13 or 14 players then a game of 9 man ball shall be played. Should a team roster be 12 or less at game time, the game shall be rescheduled if possible.
- R1.24 Point after touch down shall be two (2) points for a kick and one (1) point for everything else. EXCEPTION: Allow for 2 point conversion at Berry Homes Field, as there are no Goal Posts. e.g. a scoring play from ten yard line. Allow for 2 point conversion on any field with out goal posts.
- R1.25 Deadlines will be set for returning all monies, tickets, etc. Players will be suspended from a team until obligations to the league are fulfilled. Quits-Notification on or before 3rd game or no refund including full equipment return.
- R1.26 No officer, director or member of the SIPWFL or any person/persons shall solicit for funds in the name of SIPWFL without prior approval of the Board of Directors at a directors’ meeting. The Need for such funds and means of obtaining same shall be stated.

- R1.28 Quarters in the various divisions shall be as follows:
- A. Flag Division = 1st half 45 minutes, 2nd half 30 minutes
 - B. Mighty Mite Division = 12 plays per qtr. (48 plays per game)
 - C. Tiny Tot/Junior/Midget Divisions = 12 Minutes per quarter
- R1.29 There shall be no protest of any athletic contest sponsored by the SIPWFL.
- R1.30 No coaches, directors, relatives or friends of players shall drink alcoholic beverages at or near playing or practice fields. Any coach, director or governor of SIPWFL who is observed consuming at any SIPWFL game or practice, or prior to any game or practice, shall automatically be suspended for one week.
- R1.31 League emblems for jackets and /or hats must be approved by board of directors.
- R1.32 If a player is missing any protective equipment, he cannot play.
- R1.33 Equipment supplied by parents for players are as follows:
- A. All divisions: Cup with support, clip on mouthpiece.
 - B. MM/TT/JR/MID: Practice pants, studded sneakers or molded cleats. (no metal or screw on cleats).
- R1.34 Any player ejected from a game shall automatically be suspended from the next game. The Athletic Director shall notify the president of such action within 24 hours of any such incident or ASAP.
- R1.35 By opening day all players are required to be weighed in and meet their respective divisions' weight requirements.

R2.0 COACHES

- R2.1 Potential head coach and one assistant coach shall fill out and file application to the Board of Directors before they can be considered for a coaching position. A maximum of four (4) additional assistant coaches can be nominated by the head coach after clinic period when teams are formed. These potential assistant coaches shall be presented to the Board of Directors at their regular meeting stating their qualifications and background. A background check will be performed on all. The Board of Directors, in good standings as per rule 2.0.9, shall then vote as to their approval or disapproval. Transfer of players will not be initiated to accommodate assistant coaches. Any eligible person wishing to coach must be in attendance on the day the Board of Directors votes as to the individual's coaching application. **Head coaches should be interviewed and installed by May 1st.**
- R2.2 All coached must attend a League coaching ethics and duties clinic. No one will be able to coach without attending coaching clinic(s).

R2.3 Only team staff members shall be allowed in the team bench area. The staff shall consist of the following members:

1. Head Coach
2. Assistant Head Coach
3. Four (4) assistant coaches who also will serve as Business Manager or Equipment Manager.
4. Team Mother

Note: One of these members shall be assigned to supervise team on the sidelines.

R2.3.1 Any person applying for a coaching position must 1st be approved by the board of directors and a background check must be completed. After successfully completing both requirements, a sideline pass will be issued. Then and only then, will the applicant be able to participate in league and team functions. A sideline pass is required to be in the team bench area during any games.

R2.4 A team must operate with a Head Coach and Assistant Coach, but the Head Coach must supply two (2) persons, 18 years of age or older, to watchdog the opposition for each game. Failure to supply the required watchdog sheet upon game completion shall result in forfeiture of the game. Must have 5 people, 18 years of age or older, for chains, down marker and watchdog.

R2.5 MANDATORY COACHES MEETING: are the First Tuesday before clinic opens, until the Tuesday after Division affair for each division, unless otherwise noted by the Board of Directors.

R2.6 Any coach who removes a team from the playing field and refuses to play shall automatically be suspended immediately from all league activities by the Athletic Director, his assistant any Director, Governor or Head Official present at the playing field (in this order). The Asst. coach shall be in charge of the team and shall immediately place the team back onto the playing field. Should he refuse, he also will be suspended form all league activities and the game forfeited to the opposing team. Violators shall be notified by the President of charges preferred against them and told to be present at the next Directors' meeting to answer said charges. Board of Directors shall determine action to be taken. If they do not show up at this hearing, they shall be suspended from the league. Should a member of the Board of Directors serving in any division as a coach or asst. coach commit the same offense, it shall be mandatory that he resign from the Board of Directors and be dismissed as coach or asst. coach from the league's regular playing season games.

R2.7 COACHING ETHICS:

R2.7.1 DISCIPLINARY ACTION:

The Board of Directors of Staten Island Pee Wee Football League (SIPWFL) shall have the power to impose any disciplinary action(s) it deems necessary and appropriate for those who fail to abide the Staten Island Pee Wee Football League Rule Book and Coach/Parent Code of Conduct. Disciplinary action can range from a written reprimand to being barred from participation or association with Staten Island Pee Wee Football League and its members. The following and any other acts so deemed by the SIPWFL Board of Directors will constitute grounds for disciplinary action:

1. Striking or abusing physically and/or verbally any official, coach, player, spectator, or other(s).
2. Using tobacco outside of parking areas.
3. Violating the SIPWFL rules and Codes of Conduct.
4. Ejection (removal) from a game.
5. Using alcohol or illegal narcotics at a league game, practice or camp.
6. Acting in a way that is detrimental to themselves, their team, and/or SIPWFL.
7. Conviction of or pleading guilty to theft or illegal taking of funds or equipment from any Organization, including SIPWFL.
8. Any action on or off the field that result in a legal conviction of a criminal act as determined by a court of law or other actions that are judged by the Board of Directors to be of such a serious nature that they seriously and negatively impact the SIPWFL, the image in the community and present the potential for liability to the Board Members and/or SIPWFL.

Anyone who does not abide by the SIPWFL Codes of Conduct and the SIPWFL Rule Book governing football, can and will be asked to leave the game or event, and may be barred from attending any other SIPWFL sponsored game or event. The President of SIPWFL, any Board of Director, or Head Coach of a SIPWFL team has the power to ask and if necessary, remove anyone whom they deem to be in violation of by the SIPWFL Rule Book or Codes of conduct. Upon taking such action, said person must notify the President of SIPWFL and/or the Board of SIPWFL.

R2.7.2 EJECTION AND SUSPENSION

Game Ejections:

- a. Any coach, parent, player, Spectator, or anyone else- whether associated or not associated with SIPWFL- who is ejected (removed) from a game or practice is automatically suspended from attending and/or participating in the next scheduled game or practices for a week.
- b. A second offense by same person during the same season will result in immediate suspension for the remainder of the then current year.
- c. A third offense by the same person will result in immediate lifetime suspension from participating or attending any SIPWFL games and/or any activity sponsored by SIPWFL.

PLEASE NOTE:

1. While on suspension, the coach, player, parent or other(s) may not attend any practice or game in which any SIPWFL team participates.
2. Those who receive suspensions must take the initiative to contact the SIPWFL Board of Directors to apply for reinstatement.
3. The Board of Directors shall reserve the right to impose any penalties or disciplinary actions it deems necessary and appropriate for violations of SIPWFL Rule Book and/or Codes of Conduct.

R2.7.3 FACT FINDING HEARING

Prior to any decision by the Board of Directors for disciplinary action for board members, coaches, players, parents or spectators or other(s), a Fact Finding Hearing before a minimum of two thirds of the Board will be held behind closed doors by the Board of Directors, with notice given to all involved, via (1) telephone (2)email, and/or U.S. Mail. Said hearing should take place within a reasonable amount of time of the alleged incident unless two thirds of the board members cannot be present. The board must then schedule the next available date (best efforts) that two thirds of the board will be present.

R2.7.4 HEARING PROCESS

1. The President (or Vice President if President is not available)- shall run the hearing.
2. The President (or Vice President if President is not present)- shall read the charges brought against the accused.
3. The Board of Directors may then hear from both sides and/or witnesses in an orderly manner.
4. The Board of Directors shall then determine whether sufficient facts and/ or evidence have been presented to warrant the holding of the hearing on some or all of such charges with the person(s) violating the Code of Conduct.
5. The Board of Directors shall then judge whether or not the preponderance of the evidence presented in a hearing shows the accused to have committed the acts alleged.
6. The Board of Directors (by majority vote) shall then impose any disciplinary action(s) deems necessary and appropriate, and/or as specified in the Rule Book and Codes of Conduct, the accused is judged to have committed such act or acts as brought before the board.

If the accused does not appear at the hearing, the SIPWFL Board of Directors will render their decision and the accused person(s) will be notified of the disciplinary action to be taken via telephone with a follow-up written notice via email or email or certified U.S. Mail.

R2.7.5 COMPLAINTS, ALLEGATIONS, GRIEVANCES

Improper conduct should be reported to President or the Head Football Coach or a Director of SIPWFL within 24 hours of incident. Those who are found guilty of improper conduct will be subject to disciplinary action by the SIPWFL Board of Directors (see above). Complaints, allegations, or grievances should be brought to the immediate attention of the President, and/or a sitting Board Member of SIPWFL who shall then do the following:

1. Make a note of complaint, allegation, or grievance and date and time of incident and date and time of complaint, allegation, or grievance.
2. Notify, within 24 hours of date and time of complaint, allegation, or grievance, the President (if not available then the Vice President) of SIPWFL that a complaint, allegation, or grievance has been made.

NOTE: If the SIPWFL Board finds the President (if not available then the Vice President) and or Head Football Coach did not act upon the complaint, allegation, or grievance in a timely manner then the Board of Directors, at this discretion, may impose disciplinary action(s) it deems appropriate.

R2.7.6 Coach's Responsibility:

1. Coaches shall submit their practice schedule, Starting time and place, to the Athletic Directors.
2. Submit their team roster printed out to the Athletic Director. Complete rosters on official roster sheets for each team must be supplied to the Athletic Director one week prior to the first game. Failure to comply will result in suspension of Coach.
3. Responsible for distribution of opening game tickets and bowl game tickets
4. To check players for proper registration and medical slips.
5. To be sure players are informed of all league activities.
6. To inform and organize parents to line field when your team is the home team or as directed by the Board of Directors.
7. Winning team to be responsible for the write-up and submitting said write-up to the S.I. Advance Sports Dept. immediately after the game. The Sponsor's name shall be used for the team on this write-up unless changed by direction of the sponsor Director.
8. To inform division Athletic Director when there is a change in team roster.
9. To supervise all fund drives that your team is asked to participate in.
10. To submit injured player's name(s) and other information to Athletic Director for proper insurance filing.
11. To keep a check on weight of all players on team.
12. To insure that all players wear all equipment issued to them during weigh-in and game including cup and mouthpiece. No jewelry to be worn by players during practice or play.

13. Both of the first game's team coaches, at each playing field, shall be responsible to bring out and set up cones, down markers and yard sticks to that playing field. Both of the last game's team coaches shall be responsible to retrieve and return equipment to storage container. It shall be the Division's Athletic Director's responsibility or his designee's to inform these teams of their duties and see that they are carried out. Home team teams shall supply the ball and kicking tee for game.
14. Only league issued equipment shall be used. Any other equipment to be approved by the Equipment Director.

R2.7.7 He shall perform all duties pertaining to sponsors as per sponsors rule (See Section 2.5.3 of Administrative rules Manual).

R2.7.8 Coaches are permitted to accept a team appreciation trophy, plaque and/or league/team jacket.

R2.7.9 All contributions by team parents or members shall be on a voluntary basis.

R2.7.10 Age qualification for coach and assistant coach shall be:

- A. Head Coach at least 21 years of age.
- B. First Assistant coach at least 18 years of age.
- C. Only one Trainee Assistant Coach allowed to be no younger than 16 years of age.

R2.7.11 Each Head Coach in the contact divisions will be allowed to select three (3) team players for special awards:

- A. Sportsmanship award.
- B. Scholar Athlete award.
- C. Most Improved Player award.

R2.7.12 Coaches are responsible for all league equipment issued to team including football equipment bag. Coaches will collect all of the following equipment immediately after the conclusion of his team's final game of the season: Helmet, shoulder pads, hip pads, thigh and knee pads (sevens). All equipment shall be turned in to the equipment room within two (2) weeks after final game. Any coach failing to return his equipment within this period will not be considered as a candidate for any coaching position the following year. When returning equipment, coach should submit a complete list of the names of the players from whom he has not been able to collect equipment. Any player or team that does not have the equipment returned, will not be eligible to receive his or her trophy, team picture.

R2.7.13 No Head Coach or First Assistant in a division may be a head coach or First Assistant in an adjoining division.

R2.7.14 The use of anything to protect an individual's voice (electronic or non electronic) shall not be allowed on the football field during any SIPWFL game.

R3 DIVISION RULES

- R3.0 During Season, two (2) scrimmage practice session shall be allowed during the week for a Maximum of two (2) hours each and one (1) skull session for a maximum of one (1) hour. The Skull session will not be considered a mandatory practice and no contact will be initiated. This practice schedule applies for the Tiny Tots, Juniors, and Midget divisions only.
- R3.0.1 Pre-season Practice: 3 weekdays (M,W,F) and 1 weekend (Sat) practice per week. This schedule applies to all contact divisions.
- R3.1 MIGHTY MITE DIVISION:**
- R3.1.1 The game will consist of 4 quarters with 20 minutes running game clock per quarter with a 40 second play clock. Eight (8) or (9) players per team. Penalties and extra points do not stop the clock in a game.
- R3.1.2 There will be no kickoff. All series to start the game and series that begin after a score will start from the receiving team's 20yd. line.
- R3.1.3 The offense can announce a punt. If a punt is announced the ball will be advanced 15 yards form the line of scrimmage and a change of possession will take place. Punts can only be announced if the offense is on or before mid-field.
- R3.1.4 Extra points: If a team elects to run the ball for the extra point, and is successful, one (1) point will be awarded. If a team elects to pass the ball for the extra point, and is successful, two (2) points will be awarded. Swing passes and screen passes are examples of plays that count as one (1) point. The pass must cross the line of scrimmage.
- R3.1.5 Blitzing will be allowed once per half and must be announced to the coaches and the official. No blitzing the A gap and only one player can blitz.
- R3.1.6 All penalties will be assessed five (5) yards.
- R3.1.7 Everyone must play four plays per quarter.
- R3.1.8 Any team that is leading by 12 points or more must remove their starting backfield. The starting backfield cannot play any position where they can advance the ball. The starting backfield may re-enter their positions once the opposing team has moved within 12 points.
- R3.1.9 Only two coaches per team will be allowed on the field during the game.
- R31.10 There will be no shooting the gaps by defensive lineman.
- R3.1.11 Offensive lineman will line up no wider than fingertip to shoulder pad.

R3.1.12 Interior defensive lineman must line up head to head. Exterior defensive lineman can line up on the outside shoulder of the exterior offensive lineman or head to head, and must be in a three point stance.

R3.1.13 40 second play clock will start on the referee's whistle.

R3.1.14 LB's will line up four yards behind the line of scrimmage except inside the five yard line.

R3.1.15 No silent count.

R3.1.16 No unbalanced line.

R3.1.17 Players and number of plays will be adjusted pursuant to the league's needs.

R3.2 **TINY TOT DIVISION:**

R3.2.1 PAT/Field goal attempts: Rushing is not permitted. All def. players will take a knee as the attempt is made. There will be a long snap but ball can be picked up and placed on a block before the attempt with no penalty or time restriction.

R3.2.2 Pre-season practices will be held on Monday, Wednesday, and Friday evenings, and also on Saturday mornings. Exception to the above due to holidays must be approved by Athletic Director. Practices shall be a maximum of two (2) hours.

R3.2.3 No silent count throughout the season.

R3.2.4 Full game consists of four (4) 12 Minute quarters.

R3.2.5 All muffed punts in the TT Div. remain the possession of the receiving team. Ball will be placed at the spot at which the receiving team touched the ball.

R3.2.6 Coaches must certify on watchdog report that a weigh-in took place. This shall be verified by a director.

R3.3 **Junior Division:**

R3.3.1 Outside games other than Bowl games must be sanctioned by the Board of Directors in good standing as per rule A2.0.9.

R3.4 **MIGET DIVISION:**

R3.4.1 The Senior team or teams shall be governed under the rules and regulations of any conference in which the team shall be entered by determination of the Board of Directors of the SIPWFL except all safety rules of the SIPWFL shall apply. If player is qualified to play in a lower division, he must go the lower division.

R3.5 FLAG DIVISION:

- R3.5.1 This division is for players five (5) and six (6) years of age. No weight restriction (non-contact). Any player who will reach 7 years of age before November 30 of the current year, is not eligible for the Flag Division and must be registered in the Mighty Mite Division.
- R3.5.2 Equipment to be provided by are: Cleats, mouthpiece, cup with support.
- R3.5.3 SIPWFL will provide the following equipment: Game jersey.
- R3.5.4 Scores, Wins and losses will be recorded, however, there will be no standings and no playoffs. The sole purpose of this division is to familiarize young players with the object of football.
- R3.5.5 Each player will be rewarded with a small plaque or trophy. These awards will be presented at a ceremony following the final game of the season. The cost of this award and any other flag related events will be included in registration fee.
- R3.5.6 Practices shall be as follows:
- A. Pre-season: one two (2) hour session on a week night and one two (2) hour session on Saturday morning.
 - B. During season: One (1) hour session immediately prior to game.
- R3.5.7 Playing field will be rectangular field 240' x 120' divided into 8 yard segments. First down are awarded for every gain of 8 yards or more in 4 downs.
- R3.5.8 Each game will be divided 2 halves. The first half will be 45 minutes running time. There will be a 15 minute break and then the second half will be 30 minutes running time. Each team will be informed when there is 5 minutes remaining in the half. Any team ahead by 2 or more touchdowns must allow opponent to remain on offense until opponents scores.
- R3.5.9 Referee for game is to be a parental volunteer provided by the home team designated for that game. The referee will be provided with equipment: ie. Shirt and whistle by the coach. The referee will be representing the spirit of football and rules governing its play and will assist the coaches on the field with general running of game and discipline of children.
- R3.5.10 Two elected coaches from each team is allowed to remain on playing field at all times. Offensive coaches must drop back four (4) yards behind the tailback and cannot advance at any time during the play. Defensive coaches must drop back behind the deepest defender once line is set and must make an effort to get out of the way during play. A third coach or team mother will stay with remaining players on sidelines regulating substitution and otherwise monitoring players.

- R3.5.11 There shall be a maximum of eight (8) players on offense and a maximum of eight (8) players on defense. All players must wear flags.
- R3.5.12 Offense must have (5) players on the line of scrimmage, and (3) players in the backfield. Defense must run a 4-4 defense. (4) players on the line (4) players in the defensive backfield. The center must snap the ball between his legs to the quarterback (no shotgun).
- R3.5.13 All players must play 50% of the game. Coaches will make every effort to play each player an equal amount of plays on offense and defense.
- R3.5.14 No player may quarterback for more than 20 plays per game.
- R3.5.15 Team behind seven (7) points or more has option to receive ball or in event of a safety, take over on own 16 yard line. There shall be no intentional grounding of the ball.
- R3.5.16 There shall be NO blocking. The defense may not cross the line of scrimmage. The quarterback has (8) seconds to release/pass the ball or to run past the scrimmage line or ball is blown dead.
- R3.5.17 Hands shall not be used to grasp an opponent at any time.
- R3.5.18 A "Tackle" is made by a defensive player grasping and removing from the belt of a ball carrier, one or two flags and standing fast with the flag held over head for the referee to see.
- R3.5.19 If a pass is caught and dropped by the ball carrier, the ball becomes dead at that spot or line of scrimmage, whichever is a better advantage for the offense. On runs, the ball becomes dead at the point of fumbling. Anytime the ball touches the ground, it is a dead ball.
- R3.5.20 Defensive players who are going for the passer, must pursue the flag and not attempt to physically block the pass attempt.
- R3.5.21 Laterals may be attempted at any time or from any place on the field without regard for the line of scrimmage. Illegal forward passes will result in minor penalty infractions.
- R3.5.22 Kicking or passing - ball is dead on contact with the ground and/or if player so declares.
- R3.5.23 Offsides – No encroachment penalty or loss of yardage.
- R3.5.24 In all circumstances, ball goes back to line of scrimmage except for penalties.

R3.5.25 Ball will not be handed off to lineman at line of scrimmage.

R3.5.26 Teams must attempt one pass play each half. Coach must declare the pass. If he declares pass, he will pass, and pass must cross line of scrimmage. No Statue of Liberty play in the flag division.

R3.5.27 Each Player will carry the ball once per half.

R3.5.28 Any player with (2) touchdowns in one game shall not be permitted to carry the football for the remainder of that game.

R3.5.29 No player shall carry the ball more than 4 times per game.

R3.5.30 KICKOFFS AND PUNTS: No kick offs or punts will be allowed. There is an impact consideration. The ball is to be placed on the 16 yard line at the beginning of each new series.

R4 EQUIPMENT

R4.1 Coaches will pick up all equipment for his team at the equipment room and will be responsible for handing out such equipment to his team and obtain signed receipt for the same.

R4.2 Equipment shall consist of:

A. Mighty Mites Division – Helmet, Jersey, shoulder guards, pants, hip pads.

B. Tiny Tots, Junior, Midget Division - Helmet, Jersey, shoulder guards, pants, hip pads.

C. Coach shall have the following equipment: 2 footballs, 1 kicking tee, 1 small first aid kit, 1 equipment bag, extra laces.

R4.3 No alteration shall be made to equipment. Any alteration of equipment shall result in the immediate suspension of the player from all league activities until the equipment is replaced and league is reimbursed for the damage.

R4.4 Coaches shall be directed by the Equipment Director to collect any missing equipment from his team. If he is unsuccessful, it shall be the Equipment Director's responsibility to collect such equipment. If the Equipment Director is unable to collect said equipment, appropriate action shall be taken to secure equipment or money for same.

- R4.5 Coaches, Assistant Coaches, parents and Directors shall no paint any emblems on helmets nor apply any marks what-so-ever signifying touchdowns made, games won, etc. Items permitted on helmets may be players stick-on jersey numbers and one or two tape striping that must be approved by the equipment director before applying to the helmet. Head Coach may apply logo decal if approved and purchased through Equipment Director. Head coach, coaching staff and/or parents, etc. that apply unapproved decals that results in helmet damage shall be responsible for the cost to replace and/or repair said helmet. Suspension of these individuals shall follow.
- R4.6 Coaches shall instruct their players not to discard any damaged equipment. Equipment must be returned to the equipment room before replacements can be issued.
- R4.7 Coaches will pick up, sign for and be held financially responsible for all equipment from balls to tees to tackling dummies. Equipment Director will insure all head coaches have balls, tees and cones in an equipment bag. Said equipment w/bag is to be returned at season end.
- R4.8 Any player weighing between 161 to 190 lbs can register but can only play the interior line on offense or defense. If the defense is aligned with a 3 man front, any said player can play the end position but must be in a 3 point stance. Any said player cannot advance the ball either on offense or defense. If said player recovers a fumble or intercepts the ball, the play will be whistled dead and recovering team will take possession at the spot. No said player can be on kickoff, kick return or punt return teams.
As pursuant to rule R1.19, after week 5 weigh-ins, any player 170 lbs or under can play any position on the field.