



**NORTHERN VIRGINIA YOUTH FOOTBALL LEAGUE**

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# **RULES**

***NORTHERN VIRGINIA YOUTH FOOTBALL LEAGUE RULES***

***Adopted by the NVYFL Board of Commissioners***

**Revised 2025**

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# RULES

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## 1. OVERVIEW

- 1.1. Youth football players are organized into teams by their respective clubs in accordance with League rules and policies.
- 1.2. Varieties of competition levels are available.
- 1.3. Anklebiter exceptions to the general rules begin in Section AB 1. (Press the CTR button and click AB 1 to go directly to the AB 1.)
- 1.4. Team placement is based upon the NvyFL age/weight matrix and the Player's abilities.
- 1.5. Teams compete during the regular season according to the League managed schedule.
- 1.6. At the end of the regular season, top performing teams are selected to compete in playoffs to determine a champion team in each of the weight class divisions of each Conference.
  - 1.6.1. If there are multiple Divisions at the Elite Conference for a particular weight class, the Division Champions shall compete for the overall Elite Championship. Only one Elite Conference Champion will be declared for each weight class affected.
  - 1.6.2. If NvyFL participates in regional tournaments such as the Metro Bowl, one Team from the Elite Conference in each of the weight classes then becomes the League's representative to the tournament.
- 1.7. Game play and equipment is governed by the current edition of the National Federation of State High School Associations (NFHS) except as modified herein.
- 1.8. NvyFL participates in the USA Football Heads-up Football Program.

## **2. ORGANIZATION, DOCUMENTATION AND REGISTRATION**

### **2.1. Organization**

Clubs shall be required to enter all Players in all sponsored teams in this League within the weight and age limits established within these rules.

### **2.2. Documentation**

- 2.2.1. Each Club shall provide and/or update organizational information documentation required by the League and its County by July 1 of each calendar year.
- 2.2.2. Documentation shall be signed by the Club Commissioner and, where appropriate, the ranking Official of the Club's parent board.
- 2.2.3. Documents shall include, but are not limited to:
  - 2.2.3.1. Contact information for the Club Commissioner and Assistant Commissioner including telephone numbers, cell phone numbers, and valid email addresses for contact by the League
  - 2.2.3.2. Club Roster of Elected Officials
  - 2.2.3.3. Club Bylaws
  - 2.2.3.4. Club Code of Conduct
  - 2.2.3.5. Club Disciplinary Action Policies
  - 2.2.3.6. Club Emergency Communication and Response Plans
  - 2.2.3.7. Club Player Drafting Rules
  - 2.2.3.8. Club Background Check Policy and Procedures
  - 2.2.3.9. Proof of Insurance that indemnifies the NVYFL, USA Football, Fairfax County, and other League-required clauses.
- 2.2.4. Policy changes shall be reported to the League and submitted in writing within 30 days of incorporation.

### **2.3. Registrations**

- 2.3.1. Club registrations for players shall be open to all applicants meeting League eligibility requirements and living within the Club's established boundaries.
- 2.3.2. Clubs shall promote registrations for all eligible players ages 7 through 15 and weight classes (Anklebiter through Prep pounds).
- 2.3.3. Each Club must hold registration open until two weeks after the start of practice and may hold it open until the Friday before the first game.
- 2.3.4. No Club may hold registration in conjunction with a football clinic conducted by a high school.

### **2.4. Background Checks**

- 2.4.1. All NVYFL Executive Committee members, all NVYFL Club Commissioners, all NVYFL Assistant Commissioners and all NVYFL coaches (anyone appearing on the official rosters) must go through USA Football's Background Screening Program, the National Center for Safety Initiatives (NCSI) or an approved equivalent program.
  - 2.4.1.1. Any club not using the above-mentioned method for conducting their background checks must receive approval from the League for their alternative.
  - 2.4.1.2. Club Commissioners must sign a certification statement indicating that all coaches and Club staff/administrators who are in regular contact with players have had a background check.
- 2.4.2. By assigning Coaches (or anyone) to Rosters, the Club Commissioner certifies that the assigned Coaches have undergone an approved background check and are approved by the Commissioner to participate as Coaches. The League, at its discretion, may require other certifications.

### 3. TEAM POLICIES

#### 3.1. Conferences

- 3.1.1. The League is structured to establish various levels of competition based upon a player's ability, age, and weight. The League has established this system to provide reasonable competition for players from all-sized Clubs. Players are assigned to weight classes based upon an age/weight matrix identified in the Player Policy section of these Rules.
- 3.1.2. The Anklebiter Instructional Group is a conference divided into several divisions, depending on the number of teams enrolled. Since these are the youngest players in an instructional group with special competition rules, no distinction between levels of experience is warranted.
- 3.1.3. For the remainder of the weight classes, there are three established conferences to provide three different levels of ability and experience for the players.
  - 3.1.3.1. The Elite Conference is structured with youths of the greatest ability and most experience in comparison to their peers.
  - 3.1.3.2. The Central Conference is a mid-level competition group structured to include both single-entry Club teams that may not be able to compete equally in the Elite Conference and multiple-entry Club teams with some experience.
  - 3.1.3.3. The National Conference is specifically designed for multi-entry teams with youth who have limited ability and experience compared to other conferences.
- 3.1.4. Declaration Meeting

At the League Declaration Meeting, each Club Commissioner shall declare the number of teams they will sponsor in each weight group based upon the matrix below. Where options are available for a team to play in the Elite or Central conferences, the Commissioner shall state the Team's preference in their declaration. Such a preference, as indicated by the asterisk below, does not guarantee placement in that Conference.

- 3.1.4.1. Clubs shall have a minimum of 8 players who have successfully certified their weights for each Team declared.
- 3.1.4.2. If a Club does not meet this requirement, but still believes that it will be able to field a team, it must request a waiver of the requirement from the Executive Committee (i.e., the Club's assigned Godfather).

### 3.1.5. Conference Placement Chart

NUMBER OF TEAMS	ELITE	CENTRAL	NATIONAL
1	1*	1*	NA
2	1*	1*	1
3	1	-	2
4	1	1	2
5	1	2	2
6	1	2	3
7	2	2	3
8	2	3	3
9	2	3	4
10	2	3	5
11	2	3	6
12	2	4	6

\* Team placement between Elite and Central as described hereafter.

### 3.1.6. Conference Team Placement

The League executive in charge of scheduling shall total the teams for each weight group and Conference based upon the declarations. The Elite Conference of each weight group shall include a minimum of eight teams unless the entire available number of teams is less than fifteen. Then the Elite and Central conferences shall be divided equally, with the Elite conference never smaller than the Central. When fewer than twelve teams are available for the Elite and Central conferences, all teams will be placed in the Elite conference for that season. If, based upon the preferences submitted, the League determines a need to place additional teams into the Elite conference that have requested the Central Conference, the following selection method shall be followed:

- 3.1.6.1. All Team's requesting Central conference placement shall be polled for volunteers to play in the Elite conference; if additional teams are required after volunteers are placed, the League officer shall: Select the previous year's Central conference championship team at the next lower weight class unless that Team's sponsoring Club has already met the required Elite conference team placement. If multiple Central Conference divisions were present in the previous year in the next lower weight class, use the sponsoring Club's overall winning percentage for that year as a tiebreaker between similarly ranked

teams.

3.1.6.2. Suppose additional teams are required after such placement. In that case, the previous Central conference second-place team at the next lower weight class shall be selected with the same exceptions noted above.

3.1.6.3. If additional teams are still required after the above placements, follow the above procedure through the third, fourth, fifth, and sixth place finishers.

### 3.2. Team Placement within Conferences

3.2.1. In conferences where the total number of teams exceeds 15, teams shall be divided into two Divisions.

3.2.2. Multiple entry teams from the same organization shall be placed in different divisions wherever possible.

3.2.3. Teams shall play only those teams within their weight class and Conference.

### 3.3. Team Size

3.3.1. Team size for AB, Central & National shall be limited to a maximum of 22, a minimum of 14 players, weighed in and listed on a team roster, except by special approval by the Executive Committee.

3.3.2. Nvyfl Elite Conference team can roster a maximum of 27 players.

3.3.3. To comply with the Nvyfl player participation policy, it is recommended that every effort be made to ensure Team rosters average 15 to 18 players.

### 3.4. Player Selection and Placement

3.4.1. Clubs entering multiple teams within a given conference and weight class shall conduct an equitable draft, following written Club rules and under the supervision of the Club Commissioner or official alternate. The equitable draft shall be structured to ensure that all Club teams playing in the same weight class and Conference shall distribute the available player talent equally.

3.4.2. Players shall be placed at the level of play for which they are suited. For example, if a Club fields an Elite team, the roster must be filled with the best players fielded by the Club at that weight class. If the Club's highest level team is Central, the same would apply. There shall be no Club rule that allows players to "play down" to a level below their capability.

3.4.3. After the Elite Conference team(s) is (are) selected for a specific weight group, the remaining players available shall be drafted equally for the remaining teams.

3.4.4. If a Club fields four or more teams in a particular weight group, the Central Conference team(s) are selected after the Elite Conference team(s) and before drafting the National Conference teams.



- 3.4.5. Suppose two or more Central Conference teams are fielded by a Club. In that case, an equitable draft shall be conducted among those teams before drafting the National Conference teams (minimum 2).
- 3.4.6. The draft process shall be established to assure a balance of talent and abilities between the teams throughout the registration and drafting process.
- 3.4.7. When a Club field has more than one Anklebiter team, there shall be an equal draft where there is a reasonable expectation that the teams will be created with equal chances of achieving success.
- 3.4.8. A copy of the Club's official written drafting rules shall be approved by NVMFL and maintained on file with the League.
- 3.4.9. Failure to follow these policies may result, at the discretion of the Executive Committee, in a Club having to redraft its teams

### 3.5. Coaching

- 3.5.1. Clubs shall provide a qualified, well-trained coaching staff for each Team it sponsors in the League. Coaches will have completed the required coaching certifications (e.g. USA Football Certification with Heads-Up Football), background checks, and have agreed to the NVMFL Coach Code of Conduct. Coaches and support staff shall conduct themselves at all times with sportsmanship and integrity and exemplify the League values.
- 3.5.2. A Head Coach may only coach one Team. A Club may request a waiver from the Executive Committee if they require a Coach to coach multiple teams.
- 3.5.3. Meetings

Each Club shall organize and conduct coaches' meetings on a regular basis during the year. During the football season, these meetings shall be held frequently (NVMFL recommends a minimum of once every 2 weeks) as determined by the Club Commissioner. Coaches' meetings are a place for a Commissioner to review league policies and rules, distribute information from the League and Club, and discuss football and player issues affecting the Club. Such meetings are one of the most valuable and meaningful aspects of running a good organization.

### 3.5.4. Training

- 3.5.4.1. Each Club shall provide training to all its coaches through in-house programs or those available commercially. Training shall include technical skills as well as organization and team management. Focus shall include positive coaching of youth in sports.
- 3.5.4.2. All NVMFL coaches must complete all League-required training, which

includes, but is not limited to, the USA Football Certification with Heads-up Football.

3.5.4.3. All Clubs shall encourage coaches to participate in league-sponsored training activities.

3.5.4.4. All New and experienced coaches, including anklebiter coaches, must attend the League-sponsored new coach training. The League also encourages other experienced coaches to participate in this training as this is where new league rules and this year's points-of-emphasis will be discussed.

3.5.5. Head Coach

3.5.5.1. Duties of the Club

3.5.5.1.1. The Club shall designate a qualified Head Coach for each Team it fields.

3.5.5.1.2. The designated Head Coach of each Team shall be responsible and accountable to the Club and the League for that Team's actions and conduct throughout the preseason, regular season, and postseason activities.

3.5.5.1.3. The individual shall be verified by the sponsoring Club to be of high moral fiber and character.

3.5.5.2. Age

It is required that the Head Coach be 21 years of age or older before August 1 of the season.

3.5.5.3. Experience

All Head Coaches shall attend the required League and Club-sponsored coaching clinics to qualify them in the rules of the game, NPYFL rules, coaching fundamental techniques, player safety, care of injuries, and leadership of children and young people. Wherever possible, Clubs should select Head Coaches with several years of

experience coaching youth football as an Assistant or in another League. Head Coaches serve an important role in the League's chain of command. They are responsible for communications with and the conduct of all players, parents, Assistants, and fans. It is critical that member clubs select Head Coaches with the capability to effectively carry out these duties while abiding by our Code of Conduct.

3.5.6. Assistant Coaches

3.5.6.1. Each Head Coach shall establish a group of Assistant Coaches to aid in the

training and control of the Team.

- 3.5.6.2. Assistant Coaches shall be 18 years of age or older before August 1 of the season.
- 3.5.6.3. The Head Coach and the Club are responsible to ensuring each Assistant is qualified and understands all League rules and regulations. All Assistant Coaches are encouraged to attend the League coaching clinic as well as other coaching clinics.
- 3.5.6.4. Only five Assistant Coaches may accompany the Head Coach in the Coaches' box during a game, as noted in the game section below.
- 3.5.6.5. An Assistant Coach may only coach one Team. A Club may request a waiver from the Executive Committee if it requires a Coach to coach multiple teams.

### 3.6. Recruitment

No Head Coach, Assistant Coach, team parent, or any other Club official shall contact, recruit or otherwise solicit players from another Club. Evidence of such actions will be considered a breach of these rules and subject to significant sanctions by the League.

### 3.7. Coach Transfers Between Clubs

- 3.7.1. Any League Head or Assistant Coach that assumed that title and/or performed that function during the previous season cannot transfer to another League Club without the approval of the League through a formal application process. Commissioners and Coaches considering such a move shall apply to the League in a timely manner to allow a reasonable amount of time to process the request prior to the 1st day of practice.
- 3.7.2. A Head or Assistant Coach transferring between Clubs shall not be allowed to carry/transfer players from their previous year's Team onto their new Club Team other than their own children.
  - 3.7.2.1. No more than 2 coaches with children may transfer to the same Team with a different Club. This rule is intended to prevent coaches from bringing more than 2 coaches' children to another team at a different club.
  - 3.7.2.2. If any of the Coach's other players choose to transfer to the Coach's new Club, they may not participate on the Coach's new Team for one year. This rule is strictly enforced.
  - 3.7.2.3. The NvyFL will generally support Parents' rights to move to other clubs (assuming they meet boundary requirements) over Coaches' desires to move to another team. If additional players transfer to the new Club, the NvyFL Executive Committee will decline or rescind the approval for the Coach's

transfer.

3.7.3. Transfer requests shall include the acknowledgment of both Commissioners.

3.7.4. The League Executive Committee shall respond to the request with a formal approval or denial and provide subsequent notifications to the League Board of Commissioners. Approvals remain contingent upon review of the new Team's final Official Roster submission.

### 3.8. Team Rosters

Rosters of all eligible players shall be established for each Team by the Club's Commissioner. The format for weigh-in rosters, game rosters, and postseason rosters is included in the appropriate sections of these rules.

### 3.9. Conduct

The conduct of each Team's players, Coaches, and spectators is the responsibility of the Head Coach and the Club. Systems shall be established and maintained by each Team to identify and communicate acceptable conduct of its members and guests, as well as an enforcement plan to assure proper conduct. Failure to appropriately maintain proper conduct or react to unacceptable conduct will be considered a breach of these rules and subject to sanctions by the League. All Head Coaches and assistant coaches shall read, understand, and agree to the "NORTHERN VIRGINIA YOUTH FOOTBALL LEAGUE CODE OF CONDUCT" which is completed on-line via the NvyFL website.

### 3.10. Penalties

Penalties for the failure of Clubs and/or Coaches to follow the rules and regulations set forth herein shall include sanctioning of either the Team or the entire Club as the infraction dictates. Specific sanctions may include fines, forfeiture of games, loss of League voting rights, suspension of teams, exclusion from League postseason competition, and expulsion from the League by the Board.

## **4. PLAYER POLICIES**

### **4.1. Eligibility**

Only youth between the ages of 7 and 15 years who fall within the official weight class matrix may participate in the League. All youth shall play in the lowest Age/Weight Class for which they are eligible. There shall be no waivers.

### **4.2. Age**

4.2.1. For the purpose of eligibility in the various Age/Weight Classes, a Player's age on July 1 of the current year will determine his football age. Example: A youth who becomes 10 years old on or before July 1 will play as a 10-year-old. A youth who becomes 10 at any time after July 1 of the current year will play as a 9-year-old.

4.2.2. Additional age restrictions for 14-year-olds

4.2.2.1. A 14-year-old must be in middle school for the current school year in order to play in the Prep Division.

4.2.2.2. A 14-year-old entering high school for the current school year must play in the Legacy Division.

### **4.3. Address**

A Player's primary place of residence, as recognized by the school in attendance, shall establish eligibility for a specific Club. Each Player must play for a team in the County and/ or applicable jurisdiction in which the Player resides. Violations of residency restrictions shall incur severe sanctions on the Player, Team, and Club.

#### **4.3.1. Waiver Request**

4.3.1.1. Waivers for player participation boundary rule must be submitted by the club commissioner seeking the waiver.

4.3.1.2. No out-of-county or out-of-boundary Player may register and participate in practices or games for a club until the waiver has been approved by the Nvyfl Executive Committee.

4.3.1.3. Should a member club decide to pursue a waiver to the Nvyfl boundary rule they MUST follow the procedure and format to the letter. The Boundary Waiver Procedure is communicated annually to all club members. Any misrepresentation of facts or information found in dispute will void the granted waiver immediately!

4.3.1.4. It is the policy of the Nvyfl to deny waivers for players living outside our boundaries except in unusual circumstances.

4.3.1.5. The final decision for all waivers rests with the Nvyfl Executive Committee.

#### 4.4. Weight

4.4.1. Players shall play in the lowest appropriate weight class based upon the maximum weights noted in the NVYFL Age/Weight Class Matrix below with respect to the Player's age as described above. The League does not endorse or encourage players to lose weight to play in a particular weight class.

#### 4.4.2. Birthday Age Cutoff Dates

4.4.2.1. Ages 7 to 14 - Age on July 1

#### 4.4.3. Minimum Weights

4.4.3.1. Anklebiters must weigh at least 40 pounds.

4.4.3.2. Players in the 80LB weight group and above must weigh at least 56 pounds.

#### 4.4.4. NVYFL Age/Weight Class Matrix

CLASS	7	8	9	10	11	12*	13*	14	15
AB*	UNL	95	55						
RISING STARS		UNL/ 105*	105	90					
JUNIOR			UNL/ 115*	115	100				
JUNIOR VARSITY				UNL/ 125*	125	110			
VARSITY					UNL/ 140*	140	125		
PREP						UNL/ 185*	UNL/ 175*	UNL/ 155*	
LEGACY								UNL	UNL

\* Anklebiters over 70lbs and Unlimited Players at all weight classes above Anklebiters are not eligible to play in a position that normally handles the ball unless they are at or below the listed maximum ball carrier weight (the weight limit listed next to "UNL/" on the chart above). Positions excluded for unlimited players exceeding the maximum ball carrier limit include all offensive backfield positions, all eligible receivers and tight end positions, and any position not on the first line of a special teams formation. Exceptions include the offensive positions of center, punter, and placekicker. See Section 4.4.5 for details.

#### 4.4.5. Position Limitations

4.4.5.1. In addition to the weight requirements imposed by the League's Age/Weight Class matrix, position limitations are also imposed upon Anklebiter Players and all Unlimited Players based upon their weight recorded at the Official Weigh-In. Only those players with an official weight under the "Ball Carrier Maximum" (70lbs for AB and see \* in

- Weight Chart for other Maximums) are eligible to play
- 4.4.5.2. in a position that normally handles the ball, on offense, this includes backs and ends. Exceptions include the offensive positions of center, punter, or placekicker. In addition, defense players over the "Ball Carrier Maximum" limit shall not line up more than 5 yards behind the line of scrimmage during punts. Similarly, kick off receiving team players over the "Ball Carrier Maximum" shall not line up more than five yards beyond the neutral zone as defined in the NFHS rules. Players over the "Ball Carrier Maximum" limit shall not receive or advance a kicked ball.
- 4.4.5.3. If a coach is found to have placed an ineligible player in a position to handle the football (other than exempted positions in 4.4.5.1), the Coach and/or Team may be subject to disciplinary action.

4.4.6. Verification

Club Commissioners are responsible for verifying ages and weights of all players at club registration and before the official NXYFL Weigh-In.

4.5. Physical Examinations

4.5.1. Player Health

The NXYFL Board recommends that all players be given a physical examination by his/her personal physician before participating in football practice and/or games. No player shall be allowed to participate in the NXYFL if non-play is recommended by a physician. It is the responsibility of parents and each respective organization to determine and monitor the health of individual players continuously.

4.5.2. Infectious Disease Policy

- 4.5.2.1. The NXYFL Board has adopted the Virginia High School League (VHSL), "Infectious Disease Policy".
- 4.5.2.2. Any player with an injury requiring a cast or other such brace must provide a Physician's Release Form prior to any involvement in practices or game play. A copy of the form is provided on the Documents page on the NXYFL Website.

4.6. Player Identification Cards

- 4.6.1. Each Player must obtain a Player Identification Card. The card will be required as official player identification at all NXYFL Weigh-Ins, and upon demand by the NXYFL Executive Committee pursuant to the execution of the Committee's official duties. A Player Identification Card shall be the sole allowable proof of age in determining a player's eligibility.

- 4.6.2. The Player Identification Card must indicate the Player's current address and the Player must be participating with an eligible club or have received a waiver from the Nvyfl to participate with an out-of-boundary club.
- 4.6.3. Accepted Player Identification Cards
  - 4.6.3.1. Official Commonwealth of Virginia Identification Card as issued by the Virginia Department of Motor Vehicles (DMV).
  - 4.6.3.2. Official State of Maryland Identification Card as issued by the Maryland Motor Vehicle Administration (MVA).
  - 4.6.3.3. Official District of Columbia Identification Card as issued by the DC Department of Motor Vehicles (DMV).
  - 4.6.3.4. No other Identification Cards or Proof of Age is acceptable.
  - 4.6.3.5. Expired identification cards are not acceptable and must be replaced prior to player weigh-in.
  - 4.6.3.6. For information on obtaining the Identification Card, please visit the [Virginia](#), [Maryland](#), or [District of Columbia](#) Division of Motor Vehicles website or contact them directly. It may take more than 2 weeks to obtain the Identification Card. It is the responsibility of the Club to communicate this requirement so that parents have an opportunity to acquire the cards prior to the first weigh-in date.
  - 4.6.3.7. All Player Identification Cards of eligible participants shall be maintained during the football season by the Player. All Player Identification Cards shall be available on demand from the Executive Committee. Failure to comply with such a demand will result in immediate suspension from the League.
  - 4.6.3.8. If at any time during the season, a protest is filed against a Player, the Commissioner and Head Coach of that Player against whom the protest has been lodged shall attend an Executive Committee Meeting or Weigh-In, as specified, with the same Player Identification Card presented at the Official Weigh-In.
- 4.7. Dual League/High School Participation
  - 4.7.1. No youth who is either a member or who is trying out for an inter-scholastic high school football squad may participate in Nvyfl League play. However, if the Player opts not to play high school ball they may rejoin an Nvyfl team (Legacy Division) prior to its second game providing that the Player has properly registered and officially weighed-in with the League on the official dates. The Club Commissioner shall ensure that the Player's name has been removed from the high school roster, should they return to Nvyfl.



- 4.7.2. Intermediate school (6<sup>th</sup>, 7<sup>th</sup>, and 8<sup>th</sup> grade) football is not included in this restriction.

#### 4.8. Player/Organization Movement

- 4.8.1. A player may play with only one organization and on only one Team.
- 4.8.2. If a Club cannot field a team at the proper weight class for a registered Player that has already attended and passed an official League weigh-in, the Player may request a waiver from the League to be moved to a neighboring Club with that same weight class. Such waivers will not be granted once League play has begun.
- 4.8.3. Players whose weight gain during any part of the season is in excess of that allowed may request a waiver from the League to be moved up to a team with the same Club in the next higher or appropriate weight class. Players may not return to their original Team for the remainder of the season.

#### 4.9. Conduct

The conduct of each Player is the responsibility of the Head Coach and the Club. Systems shall be established and maintained by each Team and Club to identify and communicate acceptable conduct of its players as well as an enforcement plan to assure proper conduct.

Failure to appropriately maintain proper conduct or react to unacceptable conduct will be considered a breach of these rules and subject to sanctions by the League.

#### 4.10. Penalties

- 4.10.1. The integrity of the League and safety of the players on the field during practices and games rely on these Player placement rules. Penalties for not following these rules will result in game forfeitures and fines. Sanctions shall also be issued against the Club, Club administrators, Head Coach, and Assistant Coaches of the Team found supporting or allowing such activities, where appropriate.

#### 4.10.2. Over/Under Age Player Participation

The penalty for an over or under age Player's participation in League games, when discovered (whether protested or not) and verified through the Standards Committee, will result in a minimum forfeiture of all games in which the illegal Player participated and that Player's suspension from any further league activities for the current season.

#### 4.10.3. Over/Under Weight Player Participation

The penalty for a Player who participates in a game and is determined by the League to be over or under the allowable weight for the Weight Class and age, when discovered (whether protested or not) and verified through the Standards Committee, will result as a minimum in forfeiture of that game in which the illegal Player participated. Further, this Player is not eligible for any future games with that Team for the remainder of the season. The Player may request to be assigned to the proper weight class team sponsored by that Club.

#### 4.10.4. Ineligible Player Participation

The penalty for a Player who did not officially weigh-in with the League, when discovered (whether protested or not) and verified through the Standards Committee, will result as a minimum in forfeiture of all games in which the illegal Player participated. Further, the Player and Coach must receive written approval to continue to play, from the Standards Committee.

#### 4.10.5. Unauthorized Player Certification

The penalty for a youth who fraudulently weighs-in with forged or illegal documents, by having someone else weigh-in for them, or other fraudulent methods, when discovered (whether protested or not) and verified through the Standards Committee, will result as a minimum in forfeiture of all games in which the illegal Player participated, plus the suspension of the Player and the Coach for the remainder of the season and potential future seasons.

#### 4.10.6. Unauthorized Player Participation

Suppose a Player is found to be playing for a team other than the jurisdiction of their residence. In that case, the Player will be suspended for the balance of the season. The Team will forfeit the last game in which the Player participated. Additional penalties may be imposed on the Team, Coach, or Club in flagrant cases.

#### 4.10.7. Other Player Infractions

Penalties for other Player infractions not specifically noted here shall be determined by the Executive Committee and may include fines of up to \$500, forfeiture of games, loss of League voting rights, suspension of teams, and expulsion from the League by the Board.

## 5. WEIGH-IN POLICIES

5.1. The League maintains standard Weigh-in policies and procedures to document the eligibility of all Players, to determine the Player's Official Weight, and to assure they are properly placed within the Age/Weight Class Matrix described previously. These procedures are mandatory for all Players.

5.2. NVMFL policy is for clubs to place players in the proper weight class before the start of practice. The League does not encourage or condone forced weight loss in any form for players to play in a lower weight class. Certain minor weight loss is experienced with increased activity due to normal practice schedules and should be expected. Significant weight loss may be unhealthy and should only be controlled under the supervision of a physician and not as part of this League.

### 5.3. Times & Dates

5.3.1. The official League Weigh-In will be held at a date and time to be determined by the League at least one week prior to the start of the regular season. Time and places of the Official Weigh-in will be furnished to each Club on or before the end of the 2nd week of practice.

5.3.2. A minimum of two subsequent Late Weigh-Ins shall be held when and where deemed necessary by the League.

5.3.3. All Players are required to attend an official League Weigh-in. Those missing the League Weigh-in may attend a Late Weigh-in but will be required to pay a late fee established by the League.

5.3.4. Fees for weigh-ins and for late weigh-ins shall be set by the League annually.

### 5.4. Allowable Attire

During the weigh-in procedure, Players shall wear gym shorts or swimsuits. Players may optionally wear a t-shirt – short or long sleeved. Players may not wear long-pants – such as jeans or sweats – or other potentially heavy-weight material. Players may not wear football gear or uniform at the Weigh-In. At the discretion of the Executive Committee, a player suspected of carrying additional weight in order to move up a weight class may be prevented from weighing-in and their coach may be sanctioned.

### 5.5. Structure

5.5.1. At their assigned time, and once all paperwork is completed and in order, a Team is brought before the League by the Head Coach or designated alternate Coach acceptable to the Club Commissioner. Only the Club Commissioner and Coach may be in attendance for the Players on that Team. The League shall be represented by members of the NVMFL Board of

Commissioners, members of local Recreation Departments, and/or designated Assistants approved by the Executive Committee. Each Player shall present their Player Identification Card to the League at this time and be weighed on an official League scale.

- 5.5.1.1. The Club and Coach are responsible for pre-screening weights and bringing kids to weigh with the appropriate weight class.
- 5.5.1.2. Failure to pre-screen and prevent kids from being moved up a weight class unexpectedly may result in sanctions for the Coach.
- 5.5.2. Players that exceed the allowable weight for their age at the Team's weight class shall be reassigned by the Club Commissioner to a team in their appropriate weight class. Such reassignment should occur immediately but no longer than 72 hours after the Player's weigh-in.
- 5.5.3. Players whose weight for their age allows them to play for a lower weight class shall be reassigned by the Club Commissioner to a team in that appropriate weight class. Such reassignment should occur immediately but no longer than 72 hours after the Player's weigh-in.
- 5.5.4. If no team exists at the required weight class, the Player is eligible for a reweigh at a late weigh-in without penalty. The NVYFL Executive Committee reserves the right to decline a re-weigh if the Player's current weight is such that it does not believe that the Player could lose the weight in a safe manner. In such a case, the Player would have the option to join another club with a team at the higher weight class or the Player may choose not to play.
- 5.5.5. Player identification and proof of eligibility be available to the Coach at the completion of the Team's session.

#### 5.6. Transferability

All Players registered with one Club Team become a member of that Club Team's official roster at the time of certification at the official Weigh-In and cannot be transferred to another Club's Team during the regular football season and postseason. Exceptions may be granted for extenuating circumstances – for example a team folds prior to the start of the season – if presented in writing to the Executive Committee.

#### 5.7. Late Fees

Any Player not weighed at the official League Weigh-in will be required to pay a late fee to be eligible for a late weigh-in regardless of reason. This late fee need only be paid once per season per Player. Payment must accompany Player paperwork at the

table. Late fees shall be paid in cash or check. Checks shall be made payable to NVMFL and must list the Player(s) name, weight class, and Club in the memo portion of the check. The Club shall be responsible for any returned checks.

#### 5.8. Ineligibility

Any Player not attending a League weigh-in and establishing eligibility may not participate in League play. Players unable to secure official Player Certification by the last Official Weigh-In are not eligible to participate in any official NVMFL sponsored games and events.

#### 5.9. Conduct

The conduct of the Players during the Weigh-in procedures is the responsibility of the Club and Head Coach. Systems shall be established and maintained by each Club to identify and communicate acceptable conduct of its Players as well as an enforcement plan to assure

proper conduct. Failure to appropriately maintain proper conduct or react to unacceptable conduct will be considered a breach of these rules and subject to sanctions by the League.

#### 5.10. Penalties

Penalties for the failure of Clubs and/or Coaches to follow the rules and regulations set forth herein shall include sanctioning of either the Team or the entire Club as the infraction dictates. Specific sanctions may include fines, forfeiture of games, loss of League voting rights, suspension of teams or individuals, exclusion from League postseason competition, and expulsion from the League by the Board. Evidence of fraudulent or intentionally deceptive documentation shall be grounds for immediate expulsion of the Player and/or Head Coach.

## **6. EQUIPMENT POLICIES**

### **6.1. Equipment Standards**

Equipment used by Teams and Players shall meet the standards NFHS rules unless otherwise noted herein. It is the responsibility of each Club that equipment shall be in good repair and properly fitted to each Player.

### **6.2. Mandatory Player Equipment**

6.2.1. All Players must be completely uniformed to be eligible to compete in League sanctioned games. Mandatory equipment includes:

6.2.1.1. Helmet (with approved face guard and chin strap)

6.2.1.2. Tooth and Mouth Protector (intraoral/fitted)

6.2.1.3. Shoulder Pads

6.2.1.4. Football Pants (with thigh pads & knee pads)

6.2.1.5. Hip Pads and Tail Pad

6.2.1.6. Jersey (with number front and back); NFHS numbering/position requirements need not be followed.

6.2.1.7. Shoes may have either molded cleats or removable cleats.

6.2.2. Athletic Supporter (with cup insert) and other personal protection devices are strongly recommended.

6.2.3. Proper footgear shall be worn at all times. A place kicker or punter may not elect to remove a shoe to kick the ball.

### **6.3. Optional Player Equipment**

Additional Player equipment is allowed providing it meets the NFHS standards and does not pose a threat or safety concern for the Players or Officials. Final determination on optional equipment shall be at the sole discretion of the presiding Officials.

### **6.4. Illegal Player Equipment**

No Player shall participate in any League practices or games with illegal equipment. This includes but is not limited to those items identified in the NFHS rules and anything deemed unsafe by the presiding Officials.

### **6.5. Hard Cast Rule**

No athlete is permitted to participate in any League practice or game with a hard cast, splint, brace, or any other protective appliance except when padded and protected in accordance with NFHS rules. Any Player wishing to practice or play with such a device

must first gain

written permission from their Club's Commissioner. The approval of the padding and the Players eligibility for a League game shall be determined by the Game Official. The Player shall submit a signed written request to the Game Official prior to the game. The request must include a physician's statement indicating the Player is cleared to play. Copies of the request and physician's statement shall also be available for review by the opposing Head Coach and the Field Supervisor. A sample of a League approved Physician's Release Form is available on the NVYFL website.

#### 6.6. Game Uniforms

- 6.6.1. Uniforms used by clubs must be submitted to and approved by the NVYFL Executive Committee, prior to ordering. If a club is using an already approved format and only adding to their inventory or replacing damaged jerseys, no approval is required.
- 6.6.2. Any changes to primary color schemes must be voted on and approved by the full Board of Commissioners.
- 6.6.3. All Clubs are required to have one consistent, approved, uniform color combination scheme using their Club Colors at the beginning of each season. These uniforms shall be worn at all games, home and away, unless a conflict arises. Each Club is also responsible for having sets of contrasting jerseys available for their teams use should conflicts arise.
- 6.6.4. In the event of a conflict in colors between opposing Teams, the Commissioners or appointed agents of each Club shall resolve the conflict prior to game day. Home teams shall have the first option to wear their standard Club Colors.
- 6.6.5. Should a conflict arise at the game field and the Game Officials require more distinction be provided between the teams, the visiting Team shall be supplied with contrasting jerseys by the Field Sponsor through the Field Supervisor. Each Field Sponsor shall maintain sets of jerseys in assorted sizes at the game field for this purpose. The jerseys shall be returned at the completion of the game before leaving the site. Missing or damaged jerseys shall be replaced at the expense of the visiting Club.
- 6.6.6. Players shall maintain the same jersey and number throughout the season unless the jersey is damaged beyond reasonable repair or lost.
- 6.6.7. Jersey numbers shall not be reassigned within a Team at any time during the season or play- off games.
- 6.6.8. No jersey shall be changed during the game unless deemed necessary by the Game Officials. In the event of such a jersey change both sidelines shall

be notified.

#### 6.7. Game Balls

6.7.1. The home team shall furnish official game balls meeting League standards.

The visiting Team may elect to use its own ball when on offense providing it is an approved size and material and placing the ball in play will not unnecessarily delay the game.

6.7.2. Game balls shall meet the following size specifications based upon the Weight Class:

WEIGHT CLASS	FOOTBALL SIZE
AB	K2/Pee Wee
RISING STARS	K2/Pee Wee
JUNIOR	TDJ/Junior
JUNIOR VARSITY	TDJ/Junior
Varsity	TDY/Youth
PREP	TDY/Youth
LEGACY	NFHS High School, Collegiate, or NFL

#### 6.7.3. Ball Composition

Balls may be obtained from various manufacturers under several name designations. Ball composition and construction must meet the requirements of the NFHS rules with size dimensions modified to match the balls listed in the previous section. Game Officials have the final word on whether a ball meets the standards.

#### 6.8. First Aid Kits

Each Team must furnish its own First Aid Kit and maintain the kit at all games and practices. The kit shall include, as a minimum, items to stem and control bleeding of minor cuts/ abrasions and reduce the possibility of infection.

#### 6.9. Emergency Plan

Each Club and Team shall prepare an emergency plan to deal with unexpected injuries, sickness, or other issues which may arise during practices and games. The Plan shall include at a minimum information and medical releases for all Players and Coaches, emergency contact numbers for parents and/or guardians, methodology for contacting emergency services, and names and availability of emergency medical technicians (EMTs) at practice and game fields. The Plan shall include areas and strategies for Player protection from severe weather or other significant events.



6.10. Penalties

- 6.10.1. Penalties for the failure of Clubs and/or Coaches to follow the equipment rules and regulations set forth herein shall include sanctioning of either the Team or the entire Club as the infraction dictates. Specific sanctions may include fines, forfeiture of games, loss of League voting rights, suspension of teams, exclusion from League postseason competition, and expulsion from the League by the Board.
- 6.10.2. Penalties for Players improperly equipped during a game may include warnings, unsportsmanlike conduct penalties, or ejection from the game as determined by the presiding Official.

## 7. PRACTICE POLICIES

7.1. Commencement of Practice – Clubs may commence practice 4 weeks before Labor Day.

7.1.1. No practice or Team meetings shall commence prior to the date established by the League each year. This rule applies to any organized team instruction, such as skill sessions, grass drills, group physical training, as well as blocking and tackling drills, running of plays, etc., but does not preclude individual activity by Players to get them into condition for the first day of team practice.

7.1.2. No physical contact will be allowed for any Player during their first three days of practice. Each Player must have at least three practice periods of conditioning and training before engaging in any contact drills or scrimmages. This rule applies to each Player with Day 1 being defined as the ***first day the Player attends a practice***. Each Player must have 3 days of acclimation by participating in 3 practices prior to progressing to full contact.

7.1.3. Players may wear only helmets on the first day of practice. Shoulder pads and helmets are permitted on the second day of practice. On the third practice, full pads are permitted. This progression is intended to best acclimate players to heat and padding, though full contact is in no way permitted until the fourth full day of practice.

7.2. Location of Practice

7.2.1. Each Club shall assign designated practice space to each Team. The practice areas shall be kept clean, safe, and in good repair. All practice locations for a Club's teams shall be identified in writing to the Executive Board prior to commencement of practice. Any changes to a Team's practice locations shall be submitted in writing prior to relocation of Teams.

7.2.2. The NVMFL allows the use of lighted practice sites.

7.2.3. Clubs shall limit practice areas to those defined in their approved field use permits. Non-county Clubs shall follow additional restrictions set forth by their individual jurisdictions.

7.3. Duration & Frequency of Practices

Practices shall not exceed one 2 hour period per day, 5 days a week until Labor Day. Beginning with the first week after Labor Day the number of team practices or team meetings shall not exceed 4 per week including games for all weight groups.

7.4. Cancellations / Modified Practices

Safety of the players, Coaches, and spectators is paramount. No practices shall be held

if dangerous or hazardous conditions exist at the practice site. Such conditions may include, but are not limited to, extreme heat, storms, lightning, dangerous winds, soggy turf, and others. The Club Commissioner may elect to postpone or modify practice sessions to mitigate such conditions where possible. These may include temporary changes to scheduled times of practice, limiting contact and/or equipment during practice, increased water breaks, etc.

#### 7.5. Safety

- 7.5.1. All Clubs are required to participate and remain in good standing with the USA Football Heads-Up Football Program ([www.usafootball.com](http://www.usafootball.com)).
- 7.5.1.1. Clubs must teach proper Heads-up Football techniques as defined by USA Football. Clubs are responsible for ensuring that their coaches are properly trained and that the techniques are being used at practices and games.
- 7.5.1.2. Clubs will meet the administrative, planning, coaching, and implementation requirements of the program.
- 7.5.2. Each Team shall be familiar with written Club safety procedures and emergency procedures at the practice fields. Clubs, Teams, and Coaches shall maintain effective communications tools to contact emergency services should the need arise.
- 7.5.3. Coaches shall be responsible for routine inspection of practice facilities, field equipment, and Player equipment to assure safety and proper fit.
- 7.5.4. Coaches shall not leave a game or practice area until all Players have left the site.
- 7.5.5. During preseason practices, the maximum number of days per week where full contact is allowed is four (4) days (after the first 3 days of acclimation) out of the five (5) days of practice currently permitted. Beginning with Labor Day Monday, the maximum number of days per week where full contact is allowed is two (2) days out of the three (3) days of practice currently permitted.
- 7.5.5.1. The spirit and intent of this rule is to reduce the number of helmet contacts a player incurs.

#### 7.6. Scrimmages

Scrimmages between teams of different weight classes are prohibited.

#### 7.7. Use of Illicit Drugs, Tobacco, or Alcohol Products

There shall be no use of drugs, tobacco, or alcohol products at any NXYFL practice field

by any Head Coach, Assistant Coach, team parent, or any other Club official. The Club Commissioner is responsible for enforcing this rule. If a Head Coach, Assistant Coach, Team Parent, or any Club official and refuses to cooperate, he/ she will be warned that continued failure to comply

with this rule will result in disciplinary action by the Club or League. The League expects all participants and guests of the football programs to follow School Board and Park Authority regulations when using these facilities.

#### 7.8. Recording or Observing Practices

It is prohibited for anyone to video record or observe another Club's team practices at any time. (This DOES NOT include pre-game day warm ups). The practice of video recording or observing another Club's team practices in order to gain an offensive or defensive advantage shall be considered detrimental and contrary to the best interest of the NVMFL program. Any Player or member of the Coaching staff involved with any of the aforementioned offenses will be suspended for the remainder of the season.

#### 7.9. Conduct

The conduct of each Player during, before, and after practice sessions is the responsibility of the Head Coach, the Coaching staff, and the Club. Systems shall be established and maintained by each Team and Club to identify and communicate acceptable conduct of its Players as well as an enforcement plan to assure proper conduct. Failure to appropriately maintain proper conduct or react to unacceptable conduct will be considered a breach of these rules and subject to sanctions by the League.

#### 7.10. Penalties

Penalties for the failure of Clubs and/or Coaches to follow the rules and regulations set forth herein shall include sanctioning of either the Team or the entire Club as the infraction dictates. Specific sanctions may include fines, forfeiture of games, loss of League voting rights, suspension of teams, exclusion from League postseason competition, and expulsion from the League by the Board.

## 8. GAME POLICIES

### 8.1. Governing Rules

8.1.1. NFHS apply to all scheduled league games unless amended by these Official League Rules. Any questions not covered by the Official League Rules, official interpretation thereof, or any conflict not subject to protest shall be decided by the NVYFL Executive Committee.

### 8.1.2. Exceptions to NFHS Rules

8.1.2.1. Teams receive 2 points for a PAT Kick and 1 point for a Run or pass PAT.

8.1.2.2. NVYFL uses a 10 minute per quarter clock with start and stop.

8.1.2.3. No number by position Rules are used by NVYFL.

8.1.2.4. On kick offs, all players on the kicking Team, except the kicker, must align within one yard of the line of scrimmage where the ball is placed. Running starts are prohibited.

### 8.1.3. Points of Emphasis

8.1.3.1. Trick Plays and Unfair Acts are prohibited and result in a 15 yard unsportsmanlike conduct penalty against the Head Coach Trick plays include "wrong ball", "hideout" or "fumblerooski". Deceptive acts include actions or verbiage designed to deceive the opponent into thinking there is a problem and a snap is not imminent.

8.1.3.2. Helmet to Helmet Contact- Helmets were never designed to be weapons and proper technique for blocking and tackling do not encourage use of the helmet or facemask.

### 8.1.4. Overtime Procedures

#### 8.1.4.1. Regular Season Procedures

8.1.4.2. The ball shall be placed the ball on the five-yard line at the start of each team's possession. Game officials will determine which end zone to utilize for the overtime period and have the option to move to a different end zone after both teams have had an opportunity to possess the ball.

8.1.4.3. Each Team will have equal opportunities to possess the ball. The visiting Team will call their preference for the coin toss to determine who possesses the ball first. The winner of the coin toss can opt to possess the ball first or play defense. Each Team will have the opportunity to score within 4 downs (or more if a penalty awards the Team playing offense a new first down). Teams will always have the option to try a 1- or 2-point conversion after a touchdown. After the first Team's attempt, the opposing Team will have their opportunity to score. If, after each Team's possession, one Team is leading, they are declared the winner.

- 8.1.4.4. If the game remains tied after one overtime round, the Team that played defense first, is given possession of the ball for a second round utilizing the rules outlined above.
- 8.1.4.5. If the game remains tied after two rounds utilizing the rules outlined above, the ball is placed on the 2-yard line. The Team that possessed the ball in first round of overtime is given possession for one down. Both teams will have alternating 1-down opportunities to score until one Team gains a score advantage and is declared the winner of the game. In each successive round, the Team that played defense in the preceding round is given possession of the ball in the succeeding round.
- 8.1.4.6. **Playoff and Championship Game Procedures**
- 8.1.4.7. The ball shall be placed the ball on the five-yard line at the start of each team's possession. Game officials will determine which end zone to utilize for the overtime period and have the option to move to a different end zone after both teams have had an opportunity to possess the ball.
- 8.1.4.8. Each Team will have equal opportunities to possess the ball. The visiting Team will call their preference for the coin toss to determine who possesses the ball first. The winner of the coin toss can opt to possess the ball first or play defense. Each Team will have the opportunity to score within 4 downs (or more if a penalty awards the Team playing offense a new first down). Teams will always have the option to try a 1- or 2-point conversion after a touchdown. After the first Team's attempt, the opposing Team will have their opportunity to score.
- 8.1.4.9. If the game remains tied, the Team that played defense is given the first opportunity to possess the ball. This process is continued, alternating first possession, until one Team gains a score advantage and is declared the winner.
- 8.1.5. **Modified Competition Rule**
- 8.1.5.1. A mandatory application of a modified competition rule (MCR) will be in effect when any team gains a twenty-four (or more) point lead in a League sanctioned regular season game after the second half kick-off. After any second half score that creates a twenty-four (or more) point difference, the losing Team will be given possession of the football at the opposing Team's forty (40) yard line in lieu of a kick-off. In the event of a score by the losing Team and the point difference remains at twenty four (24) [or more], possession of the football shall be returned to the losing Team at the opposing Team's forty (40) yard line in lieu of a kick-off.
- 8.1.5.2. This rule is not in force and does **NOT** apply during playoff (including play-in games) and championship games.
- 8.1.6. **Special Kickoff Rule**

Bunch formations by teams kicking off are prohibited. No more than two players may be immediately contiguous in any kickoff formation.

#### 8.1.7. Special Anklebiter Conference Rules

Refer to section AB of these rules for special Anklebiter exceptions to NHSF rules including, but not limited to, player positions, kicking, defensive alignment.

### 8.2. Schedules

Team conferences and game schedules are established each season by the League based upon the number of teams in each division of each weight class. Schedules will be provided prior to opening day of the season and will be modified throughout the season as required. A standard schedule includes six or seven games over a seven-week schedule. Some teams will advance to post season play including playoffs, championships, and other bowl games. Games may be scheduled on weekends or weekday evenings. Games lost due to weather and/or other issues will be rescheduled when possible, but such rescheduling is not guaranteed. Playoff schedules are determined based upon the number of teams participating and time available. A minimum of four teams usually qualify for the playoffs in each division of each weight class.

The League, wherever practical, will not schedule games to occur within 24 hours of the last game.

### 8.3. Game Field Requirements

8.3.1. All game fields shall be sponsored by a Club or other responsible body approved by the League. The Field Sponsor (Host Club) shall be responsible for maintaining the field in playable conditions and providing certain minimum equipment and support.

#### 8.3.2. Perimeter Barrier

Barriers must be in place to restrain spectators -- even on new synthetic fields. Each field shall be protected with a perimeter barrier around the field consisting of a fence or rope and stanchions to restrict non-participants from the playing field. Wherever possible the barrier shall be placed a minimum of 10 yards beyond the edge of the field. Only commissioners, officials, players, chain crew, Coaches and equipment managers of the participating teams will be allowed inside the barrier. Spectators shall not be allowed near the sidelines or end zones during games.

#### 8.3.3. Field Markings

Each game field shall be marked in accordance with basic NHSF guidelines. Lines in

accordance with NHSF rules shall be provided at five yard intervals. Yard markers shall be provided to designate the lines at a minimum ten-yard interval. Markers shall be set back two yards from the sideline. Goal lines shall be identified with NHSF approved pylons at the intersection of the goal line and sidelines (minimum of eight pylons per field). Additional pylons, if available, shall be placed according to NHSF rules.

8.3.4. Field Equipment

- 8.3.4.1. Goal posts shall be provided at each end of the field. The goal posts shall be kept in good repair and at the NHSF dimensions. The posts and any other unyielding devices at or near the playing field shall be protected with appropriate padding.
- 8.3.4.2. The Field Sponsor shall provide the ten-yard markers and down markers (chains) in good repair and checked for accuracy.
- 8.3.4.3. Chain crews moved to the home team sideline.
- 8.3.4.4. Scoreboards and posted clocks shall only be used with the approval of the field official.
- 8.3.4.5. In all cases, Coaches, players, and fans shall be advised that the official time is kept on the field.

8.3.5. Field Personnel

- 8.3.5.1. The Field Sponsor shall provide a Field Supervisor and appropriate staff on scheduled game days to maintain order at the field and report to the League. Field Supervision -- all home games must be supervised by the Commissioner, Assistant Commissioner or Club Board Member. These Field Supervisors CANNOT be inside the coaches' box or participating as a Coach.
- 8.3.5.2. Proactive Sideline Enforcement -- must have Sideline Monitors on both sidelines--1 but preferably 2 per sideline. The Field Supervisor is responsible for oversight of the field, adjoining warm up areas, spectator areas, and access areas. The Field Supervisor shall complete an official League field report for each day of games scheduled at the field and forward the information to the League. They are the liaison and host for the officials, visiting teams, and fans. Field Supervisor shall be responsible for assuring proper roster exchange between teams prior to each game.
- 8.3.5.3. The Field Supervisor or Assistant shall coordinate chain crew assignments for each game with the teams involved and deliver them to the officials. The home team shall provide three (3) responsible people, minimum age of 18 and acceptable to the game officials, to operate the 10 yard markers and the down



marker. At their option, the visiting Team may elect to provide one of the members of this group. These individuals become an extension of the officiating crew and shall devote their full attention to the game. As noted in other sections of these rules, smoking, cameras, cell phones, and other communication devices are not allowed on the sidelines. Any behavior or activities of these individuals seen as detrimental to sportsmanship or to game play shall result in the individual's expulsion from the sidelines and game field for the remainder of the game and possible sanctions against the Club. The Club shall be responsible for replacing any such ejected individuals.

- 8.3.5.4. Member Clubs will request a higher police presence at game sites and agree to call the police at the first sign of a problem or incident.

#### 8.4. Officials

- 8.4.1. Scheduled league games will be officiated by a recognized Football Officials Association assigned by the League.
- 8.4.2. Prior to their first game of the day, the Officials shall meet with the Field Supervisor or designated Assistant and sign the appropriate forms and review the day's activities.
- 8.4.3. Referees will be provided a location secure from fans and Coaches before and after games and escorted to parking lot if requested.
- 8.4.4. Verbal or physical threats or intimidation of referees before, during, or after games, results in the offending person being banned from Nvyfl permanently.

#### 8.5. Rosters

- 8.5.1. Official League Rosters are established a minimum two days prior to the first game of the season and filed with the League. The rosters contain each eligible Player's name, League age, validated playing weight, and jersey number according the League format. An "Official Roster" is printed directly from the Nvyfl website. Rosters created by individuals not using the official Nvyfl roster website are not valid.
- 8.5.2. Only eligible Players may be listed on the roster.
- 8.5.3. Players shall be listed by age alphabetically with the younger players first.
- 8.5.4. Weights listed shall be the maximum weight from the weight matrix for each Player.
- 8.5.5. Anklebiter rosters shall list the certified weight from Weigh-In.
- 8.5.6. Unlimited players at the 130LB and 155LB weight classes shall be listed on the rosters with their certified weights.
- 8.5.7. Game Day Rosters shall be a copy of the Official League Roster, on file with the League, with any approved additions or changes marked in ink. Such changes may include jersey number changes, strikeouts for ineligible or unavailable players, and other special considerations. Explanations shall be identified in the remarks column.

8.5.8. Game Day Rosters shall be distributed to the opposing Team through the Field Supervisor at the start of all League games. Two copies shall be provided at all games. The second copy shall be retained by the Club for record.

8.5.9. A maximum of six individuals (including Coaches, team managers, stat keeper, doctors, etc) shall be listed on a roster. All persons listed on a roster must meet the minimum requirements to be a coach in the NVMFL. This includes, but may not be limited to USA Football Coaching Certification, Background Checks, and acceptance of the NVMFL Code of Conduct.

#### 8.6. Game Procedures and Regulation

8.6.1. The Head Coach shall be responsible to organize and maintain control of their Team and fans prior to, during, and after all games.

8.6.2. The following procedures and regulations shall be followed by all teams during League sanctioned games and events:

8.6.2.1. Each Team shall arrive at the appropriate field for all scheduled games at least 30 minutes prior to official game time.

8.6.2.2. Upon arrival, the Head Coach shall meet with the Field Supervisor or designated assistant, sign in, and present two copies of the Team's Game Day Roster with noted exceptions and explanations. Warm up areas, if available, will be assigned by the Field Supervisor at that time.

- 8.6.2.3. The Field Supervisor shall check the Rosters for proper information and format and exchange the rosters by their delivery to the opposing coaching staffs.
- 8.6.2.4. Any required corrections identified by the Field Supervisor shall be made by the Head Coach prior to the exchange.
- 8.6.2.5. No game shall commence until the Game Day Rosters have been exchanged between Coaches.
- 8.6.2.6. Should any Team refuse or be unable to provide an appropriate Game Day Roster, the scheduled game shall be played under official protest and so noted on the Field Report to the League.
- 8.6.2.7. All players shall be in uniform and warmed up when captains are called to the field prior to the game start or kick-off.
- 8.6.2.8. Teams shall not enter the playing field until directed by the Field Supervisor or Officials.
- 8.6.2.9. Teams arriving late shall be given a 15-minute grace period from the scheduled game start time to enter the game field and be ready for play.
- 8.6.2.10. Teams arriving after the grace period shall forfeit the game and be subject to league penalties.
- 8.6.2.11. Games shall not start earlier than 15 minutes before the official scheduled start time. Games may only start early if Officials and both Coaches are in agreement to start early. Any coach found to be responsible for a delay in the start of a game may be subject to sanctions.
- 8.6.2.12. Teams are required to have ten eligible Players on the field at the game kick-off. The game may proceed afterward with a minimum of nine Players if necessary. The opposing Team is under no obligation to play down their number of players on the field but may do so without penalty – as long as the player participation rule continues to be followed.
- 8.6.3. Sideline Limitations and Regulations
  - 8.6.3.1. A maximum of six Coaches shall be permitted in the designated coaching area between the 25-yard lines. All individuals on a team sideline who are not players must be Coaches who are listed on the official NXYFL roster for the Team currently playing and have completed all NXYFL mandated requirements prior to the beginning of each season. Field supervisors and other club coaches may not enter the box and may not engage in any coaching activity unless included on that Team's coaching roster. Violations of this rule may result in appropriate sanctions imposed by the Executive Committee, including fines,

forfeiture of games or suspension.

- 8.6.3.2. Coaches shall be easily recognizable by wearing appropriate apparel, such as a shirt, cap, sweatshirt or jacket identifying them with their organization and/or Team.
- 8.6.3.3. Team statisticians, if not members of the six-member coaching staff, must remain outside of the designated field (e.g. outside of the ropes or fence) area. No signaling or contacting the coaching staff is permitted. If the statistician is one of the six-member coaching staff they shall respect the 25 yard line limitations and remain in the coaches' box.
- 8.6.3.4. Team parents, team doctors, and other individuals, if not members of the six-member coaching staff, must remain outside the field area during the game unless an injury requires their attention at the bench.
- 8.6.3.5. Spectators must stand behind rope, fence and/or other barrier at all times during the game.
- 8.6.3.6. Unsuiting Team Players shall remain on the bench or outside the fence during game play.
- 8.6.3.7. No cameras are allowed inside of the perimeter barriers, on the playing field, or on the sidelines by Coaches or spectators. Recognized media and press photographers with valid identification may operate inside the barriers if approved by the Field Supervisor. Identification shall be worn and visible at all times.
- 8.6.3.8. Electronic, cellular, satellite, and other similar types of communication devices are prohibited from use by Coaches, administrative help, chain crew, players, and/or any other individuals participating in League games.
- 8.6.3.9. Following the game and traditional handshakes the Teams shall vacate the field and bench area quickly to allow for the succeeding game.
- 8.6.3.10. The Field Supervisor or designated Assistant shall record the final score as reported by the Officials and any incidents at the conclusion of each game.
- 8.6.3.11. No Coaches on the field period-- 1st offense 15-yard unsportsmanlike penalty and 2nd ejection for violation of Coaches Code of Conduct.
- 8.6.3.12. Head Coach is the only person who actively engages in a conversation with the referees.
- 8.6.3.13. Assistants can be flagged for unsportsmanlike behavior and 2nd offense they can be ejected for a violation of Coaches Code of Conduct.
- 8.6.3.14. No performance enhancing agents, including canister oxygen, are permitted on a team sideline at any time.

## 8.7. Score Management

In the spirit of good sportsmanship, winning point spreads of 45 points, or more, are strictly prohibited. The Modified Competition Rules per Paragraph 8.1.5 are designed to decrease the likelihood of this occurrence. It is still the Head Coach's responsibility, however, to ensure the winning point margin does not exceed 44 points. Violations of this rule shall result in appropriate sanctions as determined by the Executive Committee. Sanctions may include, but are not limited to, fines, forfeiture of games, or suspension of coaches. Any Coach who repeats this offense in any season may be subject to suspension for the remainder of the season.

- 8.7.1. At the discretion of the Executive Committee, Coaches may not be suspended in the case that a Safety causes the differential to exceed 44 points.
- 8.7.2. Any Coach found to be purposefully encouraging another team to exceed the 44-point margin in order to get the opposing coach suspended, will be found in violation of the NvyFL Code of Conduct and will be subject to sanctions. An example of this would be allowing an opponent to score.

#### 8.8. Use of Illicit Drugs, Tobacco, or Alcohol Products

There shall be no use of drugs, tobacco, or alcohol products at any NvyFL game field by any Head Coach, Assistant Coach, team parent, or any other Club Official. The Field Supervisor is responsible for enforcing this rule. If a Head Coach, Assistant Coach, Team Parent, or any Club official and refuses to cooperate, he/she will be warned that continued failure to comply with this rule will result in disciplinary action by the Club or League. The League expects all participants and guests of the football programs to follow School Board and Park Authority regulations when using these facilities.

#### 8.9. Player Participation

- 8.9.1. All eligible Players shall participate in each game of the season except in the case of injury or absence.
- 8.9.2. The player participation policy of the Elite Conference is that each Player shall participate in every game for a significant portion of the total game time. Although a specific number of plays or time requirements are not specified in this Conference, it is the spirit and intent of the League that all Players participate. Teams participating in this Conference shall not select players that will not play a significant portion of each game.
- 8.9.3. The player participation policy of the Central and National Conferences as well as the Anklebiter Group is that each Player shall play the entire game, either on offense or

defense, except in case of an injury or sickness. The purpose of this rule is to allow every participant to play the entire game. The basics of the rule are:

- 8.9.3.1. The maximum number of players per Team is 22.
- 8.9.3.2. Should a team (other than Anklebiter) apply for a waiver on roster size, they will automatically be placed in the Elite Conference.
- 8.9.3.3. The offensive Team may choose to play 12 players while running their offense, using the 11th and 12th players to shuttle plays into the huddle. Only two players may be used to shuttle offensive plays, each Player alternating on subsequent downs. If a Coach chooses to use this method, then those players used to shuttle plays must also play defense and cannot be substituted unless injured or sick.
- 8.9.3.4. At the change of any possession, all players on the sideline must enter the game.
- 8.9.4. Full compliance with the participation rule is mandatory. Coaches found guilty by the Rules Committee for not complying with this policy will be disciplined. Specific sanctions may include fines, forfeiture of games, suspension of coaches, exclusion from League post season competition, and expulsion from the League by the Board. Complaints shall be filed in writing through the Club Commissioner to the League.
- 8.10. Conduct
  - 8.10.1. Field Supervisors and Head Coaches shall be responsible for the conduct of all players, members of the coaching staff and spectators. This includes the time periods before, during, and after League games and other events. Improper conduct, in the judgment of the game officials, on the part of the players, Coaches or spectators may result in penalties, expulsion, and suspension or forfeiture of the game. The local Club Commissioner and/or Field Supervisor shall have the responsibility to assist the game officials in maintaining proper conduct of players, coaching staff and spectators.
  - 8.10.2. Player Warnings
    - 8.10.2.1. Any Player exhibiting any form of unsportsmanlike conduct may, at the discretion of the game officials, be sent off the field for a "cool down" period.
    - 8.10.2.2. The number of plays that a player must sit for the cool-down period is determined at the Official's discretion, but a minimum of five plays is the recommended minimum. After the Player completes the cool down period, the Player shall be allowed to return to the field. Player warnings shall not be considered as being ejected from the game except as noted in 8.10.2.4.
    - 8.10.2.3. Players shall not receive more than one "cool down" period per contest. Except at the Official's discretion.

8.10.2.4. Players removed from the game with no opportunity to return to the field due to the cool-down period length shall be considered ejected from the game.

8.10.2.5. All players receiving cool-down periods must be noted on the Field Report for the day. Include player name, number, reason, and number of cool-down plays.

#### 8.10.3. Player Ejections

8.10.3.1. Flagrant unsportsmanlike conduct, at the discretion of the game officials, or a second Player Warning from the officials shall be cause for Player disqualification and ejection from the game. Any Player so disqualified by the officials, shall remain on the bench for the remainder of the game or, if deemed necessary by the officials, ejected from the permitted facility and prohibited from any further contact, direct or indirect, with the Team during the remainder of the game. For failure to comply, the officials may forfeit the game.

8.10.3.2. Any Player allowed by game officials to return to a game shall not be considered as being ejected from a game.

8.10.3.3. Player removed from the game on the final play of the game shall be considered ejected from the game.

8.10.3.4. Game officials shall notify the Field Supervisor of any ejections at the conclusion of the contest. Payer name, number, and reason for ejection shall be recorded and submitted to the League along with the game score.

8.10.3.5. Any Player disqualified in a League game shall be ineligible for a minimum of one following game.

#### 8.10.4. Coach Ejections

8.10.4.1. Flagrant unsportsmanlike conduct by the Head Coach or any member(s) of the coaching or sideline staff shall result in disqualification of those involved. Any person so disqualified by the officials shall be ejected from the permitted facility and prohibited from any further contact, direct or indirect, with the Team during the remainder of the game. For failure to comply, the officials may forfeit the game.

8.10.4.2. Such conduct may include, but is not limited to, abusive, disrespectful, or profane language, intimidation, fighting, physical confrontations, or other unsportsmanlike acts before, during or after the game.

8.10.4.3. Any member of the Team's coaching staff so ejected may not return to their coaching position without the permission of the Club Commissioner and League after a minimum two game suspension.

8.10.4.4. Spectator Ejections any spectator who uses abusive, disrespectful, or profane language or who otherwise exhibits unsportsmanlike conduct before, during or after any ball game shall be ejected from the permitted facility and could be

subject to banning and or criminal prosecution.

8.11. Penalties

Penalties for the failure of Clubs and/or Coaches to follow the rules and regulations set forth herein shall include sanctioning of either the Team or the entire Club as the infraction dictates. Specific sanctions may include fines, forfeiture of games, loss of League voting rights, suspension of teams, and expulsion from the League by the Board.

8.12. Reporting

The Field Sponsor (Host Club) shall be responsible for recording of all game scores, game winners, officials and coaches' signatures, ejections, and other relevant information concerning each game. Information shall be reported to the League within twenty-four (24) hours of the last game of the session including entering of scores into web-based database.

8.13. Game Postponement

Games will only be postponed in case of inclement weather or extenuating circumstances beyond the control of the League. The decision to postpone games will be made by the NYYFL Chairman or his designated representative. All postponed games, including rain outs, will be rescheduled where possible and posted on the League website.

If a game is postponed or cancelled for any reason (such as, but not limited to, a dangerous weather event), the game is deemed to be completed after 3 full quarters of play and the score at that time will be deemed to be the final score.

8.14. Team Rankings

8.14.1. Team rankings at the close of the regular season in each division shall be determined by a point rating system. EXCEPTION - Those Age/Weight Divisions (regardless of Conference) that have exactly eight (8) teams are exempt from using the approved rating scale and ranking will be determined based on head-to-head competition.

8.14.2. Each Team's final rating will be calculated from the accumulated points based on the values below divided by the number of games played by the Team.

8.14.3. Point values shall be as follows:

8.14.3.1. WINS by the Team -12 points TIES by the Team - 6 points

8.14.3.2. Games TIED by a DEFEATED opponent - 1/2 point

8.14.3.3. Games WON by a TIED opponent - 1/2 point

8.14.3.4. Games WON by a DEFEATED opponent - 1 point

8.14.3.5. The highest rating becomes the highest ranked Team while the second highest



rating becomes the second ranked Team and so on.

#### 8.15. Playoffs & Championships

8.15.1. Playoffs are provided by the League for the top ranked teams in each division or subdivision.

The number of teams advancing to the playoffs will be determined by the number of teams within the division or subdivision.

Number of Teams in Division	Number of Playoff Teams
9 or fewer	4
10 to 12	6
13+	8

8.15.2. In the case of ties involving team rankings, they will be broken as follows:

8.15.2.1. If two teams tied in power points have played each other during the regular season, the Team who won in head-to-head competition shall receive the higher ranking.

8.15.2.2. If two teams tied in power points have not played each other during the regular season and both already occupy playoff eligible rankings, the Team with losses to the higher ranked opponents shall receive the highest seeding. If both teams have losses to exactly the same opponents there shall be a draw for final rankings between the two teams there shall be a playoff game for the final playoff position.

8.15.2.3. If two tied teams have not played each other during the regular season and only one playoff positions is available there shall be a playoff game for the final playoff position.

8.15.2.4. Three Way Ties - If three teams possess the same record at the end the regular season, the following criteria will apply:

8.15.2.4.1. If one of the teams has defeated the other two teams, that Team gains the highest seed. The remaining two teams will be seeded by head-to-head record.

8.15.2.4.2. If each Team possesses one win and one loss to the other teams, then a draw will be performed with the following results:

8.15.2.4.2.1. If there exists 1 playoff position remaining, then all three teams will take part in a playoff. The two teams will the lowest draw will play each other, and the Team with the highest draw will then play the winner to determine the final playoff position.

8.15.2.4.2.2. If there exists 2 playoff positions remaining, then the Team with the

highest draw will be seeded #3, and the two teams with the lowest draw will play a playoff game for the #4 seed

8.15.2.4.2.3. If there exists 3 playoff positions remaining, then the teams will be seeded by the draw.

8.15.2.4.2.4. Ties involving more than three teams will be resolved by the Executive Committee using similar criteria and methods noted above.

### 8.15.3. Playoff Format

The higher-ranked Team in each game is considered the home team. Seeding does not change during the playoffs.

Basic (Four Teams):

Round 1 - #1 vs. #4 and #2 vs. #3

Round 2 - winners of round 1 for the championship

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Extended (Five Teams): Round 1 - #4 vs. #5

Round 2 - #1 vs. the winner of Round 1 and #2 vs. #3

Round 3 - winners of Round 2 for the championship

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Extended (Six eligible teams):

Round 1 - #3 vs. #6; and #4 vs. #5

Round 2 - #1 vs. winner #4 vs. #5 and #2 v. winner #3 vs. #6

Round 3 - winners of round 2 for the championship

## **9. STANDARDS COMMITTEE PROCEDURES**

### **9.1. Valid Game Protests**

- 9.1.1. Game protests are limited to specific infractions by a Team during a game with the protesting Team. These include ineligible Player(s) participating in the game and/or specific roster violations.
- 9.1.2. Ineligible Player infractions include but are not limited to those Players not listed on the official roster on file with the League, those without an authorized eligibility card, over age, overweight, fraudulent addresses, or falsified records.
- 9.1.3. Roster infractions include but are not limited to fraudulent entries, unauthorized deviations from Official Team Roster, and failure to present the proper roster(s) at game time.
- 9.1.4. Timing - Protests must be filed with the Vice Commissioner for Rules within 24 hours from completion of game.
- 9.1.5. Fees - All Protests must be accompanied by a fee of \$100.00 per protested Player or Roster. If a game protest is upheld, the fee will be returned. If not upheld, fee will be forfeited into the general fund of the League.

### **9.2. Protest Procedures**

- 9.2.1. The plaintiff Club Commissioner shall submit the specific protest complaint, in writing, to the Standards Committee Chairman or appointed designate, along with the appropriate fee within 24 hours of the original notification but not more than 48 hours from the end of the protested game.
- 9.2.2. Protests will not be accepted without the fee.
- 9.2.3. The Standards Committee will weigh evidence presented and make a judgement, unless circumstances or case complexity requires a hearing. In this case, the Standards Committee will conduct a hearing following these guidelines:
  - 9.2.3.1. The Standards Committee will then establish a hearing date and notify the defendant Club Commissioner.
  - 9.2.3.2. The defendant Club Commissioner shall have the responsibility of notifying the affected Team's Head Coach, Player(s), and the Player(s) parents or guardian(s).
  - 9.2.3.3. The hearing will be convened by the Standards Committee to hear both sides of the issue. Both the plaintiff Head Coach and the defendant Head Coach and/or Club Commissioner shall be present to answer the charges. Any Player(s) involved in the protest must also appear before the Committee.
  - 9.2.3.4. In the event a Player's weight is at issue, the Standards Committee shall weigh the Player on a league scale during the hearing.

- 9.2.3.5. Failure of any of these parties to appear before the Standards Committee shall be grounds for findings in the other's favor. The Standards Committee shall make a ruling at the close of the hearing.

### 9.3. Playoffs Procedures

- 9.3.1. All postseason protests will be heard at the sole discretion of the Chairman or designee.
- 9.3.2. Should a protest be accepted, the procedures in 9.2 will apply – with the exception that the deadlines may be adjusted if the Chairman's decision significantly delayed the start of the procedures.
- 9.3.3. It is the general policy of the NXYFL not to entertain protests during the postseason unless exceptional circumstances warrant it.

### 9.4. Appeals

- 9.4.1. Commissioners may appeal rulings to the Chairman.
- 9.4.2. All other appeals are conducted according to the By-laws.

## **10. POINTS OF EMPHASIS**

### **10.1. Draft and Stacking of Teams (added 2016)**

Current NXYFL rules on drafting and the appropriate placement of players on Elite, Central, and National Teams (or within the Anklebiter division) are clear. The best players are to play on the highest possible level team within a club at each weight level. Where there are multiple teams at a particular level within a weight class, rules mandate a fair draft that ensures talent is spread as evenly as possible.

Following these rules is a point of emphasis going forward and this provides notice that violations will be subject to appropriate sanctions for individual teams and clubs. Clubs are responsible for ensuring that all coaches and club officials follow these rules.

See section "3.4 Player Selection and Placement" for additional details.

# ANKLEBITER SPECIAL RULES

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The Anklebiter Instructional Group (AB) is one Conference, divided into several divisions, dependent on the number of teams enrolled. Since these are the youngest players in an instructional group with special competition rules, no distinction between levels of experience is warranted.

## **AB 1. ANKLEBITER GROUP**

### **AB 1.1. Defined**

AB 1.1.1. Anklebiters are the youngest division in the League system including seven, eight, and some nine-year-old players. Special considerations and rules are provided for this group to foster and encourage better instruction, playing conditions, and competition among the group.

AB 1.1.2. Unless modified in this section, Anklebiter teams are subject to the same rules and regulations for the remainder of the League as outlined in these Rules.

AB 1.1.3. Anklebiter teams must follow the League's Player Participation rules noted in Section 8.9 for all League games.

### **AB 1.2. Position Limitations**

AB 1.2.1. In addition to the weight requirements imposed by the League's Age/Weight Class matrix, position limitations are also imposed upon Anklebiter players based upon their weight recorded at the Official Weigh-In. Only those players with an official weight of 70 pounds or under are eligible to play in a position that normally handles the ball, on offense this includes backs and ends. Exceptions include the offensive positions of center, punter, or placekicker. In addition, defense players over the 70-pound limit shall not lineup more than 5 yards behind the line of scrimmage during punts. Similarly, kick off receiving team players over the 70-pound limit shall not line up more than five yards beyond the neutral zone as defined in the NFHS rules. Players over the 70-pound limit shall not receive or advance a kicked ball.

AB 1.2.2. If a coach is found to have placed an ineligible player in a position to handle the football (other than exempted positions in AB 1.2.1) the Coach and/or Team may be subject to disciplinary action.

AB 1.2.3. Allowable Player weight gain during the season is subject to weight class limitations noted in earlier sections. In addition, any Anklebiter Player exceeding 75 pounds in weight during the season loses their eligibility as a ball handler.

### **AB 1.3. Team Balance**

AB 1.3.1. Unlike the other weight classifications, all League Anklebiter teams are considered equivalent in determining their playing schedule. Therefore, if multiple Anklebiter teams are sponsored by a Club, they shall all be balanced in ability. Each Club is responsible to ensure this balance through an open and fair draft of all available players and the distribution of coaches between the teams.

AB 1.4. Special Kicking Rules

AB 1.4.1. There are no kickoffs at the Anklebiter level. To start each half of play and after scores, the opposing Team starts with the ball on their own 40-yard line. After a safety, the receiving Team receives the ball on the opponent's 40-yard line.

AB 1.4.2. A kick-off tee may not be used at any time for a "Free Kick". If using a tee, only an official kicking block recognized by VHSL rules with a player serving as a holder may be used for field goals or extra points. Optionally, the ball may be placed on the ground in a similar fashion with a player serving as a holder.

AB 1.4.3. Defensive players may leap in attempts to block the kick, but shall not cross the line of scrimmage. After the ball is kicked live and regular rules are enforced. The execution of the free kick must occur within 30 seconds from the ready to play whistle. Any attempt to delay the game or use up the clock by purposefully holding the ball or other unnecessary delays shall incur a delay of game penalty at the discretion of the officials.

AB 1.4.4. Drop kicking is prohibited in the Anklebiter division.

AB 1.5. Coaches

AB 1.5.1. The AB group is composed of the youngest players within our League. For many, this is their first exposure to tackle football. AB coaches are critical in determining how these players and families view tackle football and our League. Positive coaching, teaching, and drilling fundamentals, teamwork, and sportsmanship are essential.

AB 1.5.2. The AB Coach must complete NvyFL coach certification training and attend the preseason AB coaches meeting where the NvyFL reviews the rules and answers all questions regarding this division. All AB coaches will acknowledge the receipt and understanding of these rules by signing the Code of Conduct form.

AB 1.5.3. Though instructional in nature, coaches ARE NOT allowed on the field during League game play except for injury or declared time outs acknowledged by the officials.

AB 1.5.4. Referees will be informed of these special AB rules before the season and briefed by the Field Commissioner during pregame check-in. Head coaches are expected to advise referees during League games when there is a rule violation (such as an over 70lb Player advancing the ball on a kick). Adherence to these special rules

represents a fundamental core value of the NvyFL and our Member Clubs, therefore violations of these rules will be dealt with severely. Should an official refuse to enforce a rule, do not argue with the Official. Report the issue in the field report.

AB 1.6. Minimum Weights (reference NvyFL Rule 4.4.2)

AB 1.6.1. At their official weigh-in, Anklebiters must weigh at least 40 pounds and those in the 75LB weight group and above must weigh at least 56 pounds.

AB 1.7. Player Participation (please reference NvyFL Rule 8.9 for the full NvyFL Participation Rule)

AB 1.7.1. As the youngest instructional group, it is important that all Anklebiters participate fully – defined as full time on either Offense or Defense – in each game. Therefore, all eligible Players shall participate in each game of the season except in the case of injury or absence.

AB 1.7.2. Full compliance with the participation rule is mandatory. Coaches found guilty by the Rules Committee for not complying with this policy will be disciplined. Specific sanctions may include fines, forfeiture of games, suspension of coaches, exclusion from League post season competition, and expulsion from the League by the Board.

AB 1.8. Football Size (reference NvyFL Rule 6.7)

AB 1.8.1. The AB group will use the Wilson K2 (or equivalent) size

AB 1.9. Rosters (reference NvyFL Rule 8.6.2.12)

AB 1.9.1. Teams are required to have ten eligible and rostered Players on the field at the game kickoff. The game may proceed afterward with a minimum of nine Players if necessary. The opposing Team is under no obligation to play down their number of players on the field but may do so without penalty – as long as the player participation rule continues to be followed.

AB 1.10. Overtime procedures (reference NvyFL Rule 8.1.4)

AB 1.10.1. Overtime procedures are the same for all levels. Reference the NvyFL Rule.

AB 1.11. Score Management (reference NvyFL Rule 8.7)

AB 1.11.1. In the spirit of good sportsmanship, winning point spreads of 45 points, or more, are strictly prohibited. The Modified Competition Rules per Paragraph 8.1.4 are designed to decrease the likelihood of this occurrence. It is still the Head Coach's responsibility, however, to ensure the winning point margin does not exceed 44 points. Any Head Coach whose Team defeats an opponent by a margin of 45 points, or more, will be suspended from coaching the next game. Any Head Coach who repeats this offense in any season may be subject to suspension for the remainder of the season. See the referenced NvyFL Rule for additional details.

AB 1.12. Special Defensive Alignment Rules



AB 1.12.1. The Anklebiter division is provided with special defensive alignment rules to increase Player safety and allow conditions for the majority of offensive plays to be initiated beyond the quarterback/center exchange. All AB coaches are expected to abide with both the spirit and intent of these alignment rules. Therefore:

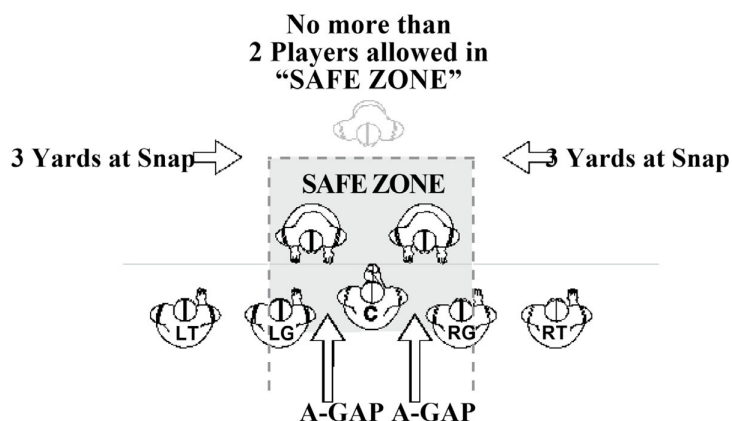
AB 1.12.1.1. The AB "Safe Zone" is defined as Head Up on Right Guard to Head Up on Left Guard from the Line of Scrimmage to 3 yards forward at the snap;

AB 1.12.1.2. The defense is limited to two down lineman in this "Safe Zone" but no player may line up on the Center's head on any snap;

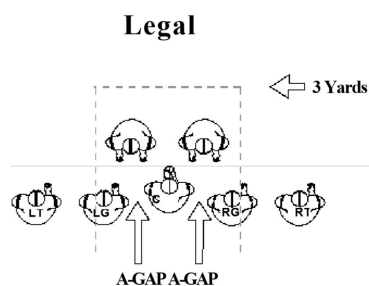
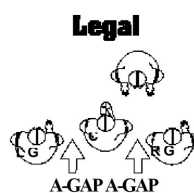
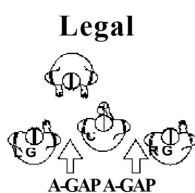
AB 1.12.1.3. All standing players must be outside of this Zone.

See illustrations below.

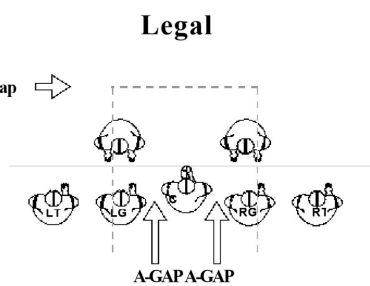
### AB Safe Zone:



## Lining up on Center Examples:



← 3 Yards at Snap →



# Rookie Development Tackle Football

## Special Rules

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Rookie Development Tackle Football is designed to provide a fun, less intense and less competitive environment for the youngest players in our League to learn the sport's fundamental skills and foster a life-long love of the game. Coaches in this division are required to work together during games to match players of similar ability rather than seek competitive match up advantages. While the score is kept, the primary purpose is to develop their players' football skills, provide players with a full range of opportunities to play multiple positions and for all players to occasionally handle the football. While faithfully adhering to the participation rule (NVYFL Rule 8.9), coaches also must regularly rotate players to different positions, providing each Player with a wide background of football experience.

Given the focus of this division, standings will not be kept. There will be no playoffs.

### **AB 2. ROOKIE DEVELOPMENT TACKLE FOOTBALL GROUP**

#### **AB 2.1. Defined**

AB 2.1.1. Rookie Development Tackle Football Group – along with Anklebiters – are the youngest division in the League system including seven, eight, and some nine-year-old players. Special considerations and rules are provided for this group to foster and encourage better instruction, playing conditions, and competition among the group.

#### **AB 2.2. Eligibility**

AB 2.2.1. Eligibility rules are identical to those for Anklebiter divisions. Clubs may field teams in both the Rookie Development Tackle Football (RDTF) division and Anklebiter divisions. The maximum team size for RDTF is 14 players.

AB 2.2.2. If a club fields teams in both divisions, any 9-year olds must play in the Anklebiter division and are ineligible for Rookie Developmental Tackle Football.

AB 2.2.3. In addition to the weight requirements imposed by the League's Age/Weight Class matrix, position limitations are also imposed upon Anklebiter and Rookie players based upon their weight recorded at the Official Weigh-In. Only those players with an official weight of 70 pounds or under are eligible to play in a position that normally handles the ball, on offense this includes backs and ends. Exceptions include the offensive positions of center, punter, or placekicker. In addition, defense players over the 70-pound limit shall not lineup more than 5 yards behind the line of scrimmage during punts. Similarly, kick off receiving team players over the 70-pound

limit shall not line up more than five yards beyond the neutral zone as defined in the NFHS rules. Players over the 70-pound limit shall not receive or advance a kicked ball.

AB 2.3. Players

AB 2.3.1. Each Team fields 7 players at a time on both Offense and Defense.

AB 2.3.2. A game may start if a team has a minimum of 6 players present, adequately equipped according to NFHS rules.

AB 2.3.3. If during the course of the game, one Team is reduced to 5 players, the game may continue with the opponent fielding a team of 6 players.

AB 2.4. Coaches

AB 2.4.1. Coaches must follow all NXYFL rules. However, during the game, one coach for each Team may be positioned on the field during play and must make every effort to stay out of play. Opposing coaches must work together during games to advance the spirit and ethos of this division.

AB 2.5. Field

AB 2.5.1. The playing field is 40 x 35 1/3 yards (inside the numbers on a traditional field), allowing for two fields to be created on a traditional 100-yard field at the same time. Each field is aligned from the 40 yard line to the end zone.

AB 2.5.2. The sidelines extend between the insides of the numbers on a traditional football field and should be marked with flat cones provided by the home team every five yards. Traditional pylons are used to mark the goal line and the back line of the end zone.

AB 2.5.3. Additional cones can be placed between the five-yard stripes and in line with the inside of the numbers to further outline the playing surface if desired.

AB 2.5.4. No play may occur between the 40 yard lines.

AB 2.6. Participation

AB 2.6.1. Coaches must scrupulously adhere to NXYFL participation rules (NXYFL Rule 8.9). All players must play each Half on all plays on either Offense or Defense and should be taught at least one line and one backfield position on both Offense and Defense. Coaches are encouraged to switch players from Offense to Defense and vice versa in the Second Half of play. At a minimum, all players should have ample opportunities to play both Offense and Defense during the season. Coaches are required to rotate players each game to give each Player maximum opportunities to play multiple positions. No player should play an entire game at only one position. Every Player should have ample opportunities to carry or catch the football during the course of the season.

AB 2.7. Rules

Rules are identical to NXYFL Anklebiter Special Rules with the following exceptions:

- AB 2.7.1. All possessions begin on the 40 yard line going in, including turnovers.
- AB 2.7.2. No penalties or loss of yards may move the Offensive Team back past the 40 yard line.
- AB 2.7.3. If an offensive play results in a loss of yards, the ball is replaced on the 40 yard line and the next down ensues. (Example 1: With the line of scrimmage on the 40, a false start penalty is called. The down is repeated with the ball placed on the 40. Example 2: With the line of scrimmage on the 38, an illegal motion penalty is called. The down is repeated with the ball placed on the 40. Example 3: With the line of scrimmage on the 39, the offensive Team loses 4 yards on 2nd down. The ball is placed on the 40, and it is 3rd and 10.)
- AB 2.7.4. As a result of the shortened field, there are no 15-yard penalties. The maximum penalty is 10 yards.
- AB 2.7.5. A defensive turnover is blown dead and ends play. It may not be advanced, and the defensive Team gains possession on the 40 yard line. Offensive players may advance a recovered fumble.
- AB 2.7.6. A player who scores 2 Touchdowns in a game is ineligible to carry or catch the ball for the remainder of the game in an offensive capacity. The Player may advance an offensive fumble.
- AB 2.7.7. There are no kicks or special teams. After a touchdown, the offensive Team may run or pass for the extra point.
- AB 2.7.8. The Offense must align with 3 linemen on every play – a Center and 2 Guards. A 4th offensive player (Tight End or Split End) must also be on the line of scrimmage. Failure to comply with this rule will result in a 5-yard illegal procedure penalty.
- AB 2.7.9. Trips formations (including the tight end) are not permitted either through static alignment or motion. Failure to comply with this rule will result in a 5-yard illegal procedure penalty.
- AB 2.7.10. Quarterback sneaks into A gap are not permitted. Failure to comply with this rule will result in a 5-yard illegal procedure penalty.
- AB 2.7.11. To permit all players the opportunity to carry or catch the football, players that are too heavy to carry the football under Special Anklebiter rules (NXYFL Rule AB 1.2.1), may do so one time per game.
- AB 2.7.12. The Defense must play 2 linemen head up on the Guards or in an outside shade position. Defensive stunting into A gap is not permitted. To do so is a 5-yard

illegal procedure penalty. A 3rd defensive lineman is permitted if the offense has a tight end, and he must align either head up or in an outside shade.

AB 2.7.13. One defensive Player must align 10 yards from the line of scrimmage. The remaining defensive players may align at the coach's discretion but must be 4 yards off the line of scrimmage. If the ball is within 4 yards of the goal line, these players may align just behind the goal line. Failure to comply with this rule is a 5-yard illegal procedure penalty.

AB 2.7.14. No blitzes are permitted. A blitz is an illegal procedure penalty (5 yards). Continued blitzing may be called as an unsportsmanlike conduct penalty (10 yards) at the discretion of game officials.