



**2013**

**Tiny-Mite & Jr. Mite**

**Rule Book**



**A Proud Member of**  
American Youth Football

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**ESYFL**  
**TINY-MITE & JR. MITE & JR. MITE DIVISION**  
**RULES & REGULATIONS**  
**As Adopted 3/1/2013**

**The following are the Rules and Regulations governing play and conduct for member associations of EMPIRE STATE YOUTH FOOTBALL Tiny-Mite & Jr. Mite Division. It is the intent of these rules to provide a safe, harmonious and fun environment for the children to learn and play the game of football, and encourage good sportsmanship. Any and all interpretations of these rules should reflect the stated intent of these rules**

**SECTION I – GENERAL RULES:**

Article 1. **FEE – CERTIFICATION – REQUIREMENTS:**

- A. Tiny-Mite & Jr. Mite & Jr. Mite Membership: \$250.00 per team – Due: Saturday, April 27, 2013
- B. A League Certification Director will oversee all pre-season player certifications.
- C. Player Certification Fees: Each player registered with the league shall be required to pay a standard certification fee of \$10.00.
- D. DATE-PLACE-TIMES:
  1. Initial Certification:  
Each team will have its own date for Initial Certification where a league official will travel to the team's location and perform the certification. However, efforts will be made to consolidate programs that are in close proximity.
  2. Straggler Certification:  
The league shall have one or more straggler certification dates at a central location that will be open to all teams.
  3. Final Certification:  
Final Certification shall take place on or before June 7<sup>th</sup> at a location to be determined by the Certification Director.
- E. Players may weigh for certification in no less than shorts and a t-shirt.
- F. REQUIRED DOCUMENTATION: All players must have the following items with them at the time of Certification:
  1. Acceptable Proof of Date of Birth
    - a) A copy of players birth certificate **OR**
    - b) A copy of players baptismal certificate **OR**

- c) A valid passport **OR**
- d) Copies of naturalization papers.
- 2. A recent picture (Passport Size).
- 3. Proof of physical examination
- 4. A signed and fully completed League registration form.
- 5. 1<sup>st</sup> Page of AYF Nationals form

Article 2. **AGES & WEIGHTS:**

<u>Age Matrix</u>	<u>Weight Matrix</u>
<b>Tiny-Mite / 6 &amp; Under (May turn 7 after 7/31)</b>	95 Lbs. / Unlimited*
<b>* = Players exceeding 95 Lbs., <u>CAN NOT</u> advance the football and must be identified with a clearly identifiable stripe<sup>1</sup>. NO EXCEPTIONS ALLOWED.</b>	
<b>Jr. Mite / 8 &amp; Under (May turn 9 after 7/31)</b>	105 Lbs. / Unlimited*
<b>* = Players exceeding 105 Lbs., <u>CAN NOT</u> advance the football and must be identified with a clearly identifiable stripe. NO EXCEPTIONS ALLOWED.</b>	

- A. **WEIGH-INS FOR GAMES: Under no circumstances will a player strip down. All Players must weigh-in with Game Uniform (Game Jersey, Pants & 7 Piece Pad Set). Shoes are not required. PLAYERS ARE ONLY ALLOWED ONE TRY ON THE SCALE.**
- B. **ELIGIBILITY:** A player is eligible to play in the division so long as his age does not exceed the guidelines for the Tiny-Mite & Jr. Mite Division.

Article 3. **ROSTERS:**

- A. **OFFICIAL EMPIRE STATE YOUTH FOOTBALL TINY-MITE & JR. MITE ROSTERS (ESYFLR):** Initial rosters must be turned in to the League Commissioner by Saturday, May 11. Rosters will be closed and finalized as of midnight on Friday, June 7<sup>th</sup>.
- B. **ROSTER/CHANGES:** Players may be added to the roster until June 7th. No uncertified player may remain on the roster beyond the Final Certification Date.
- C. **OFFICIAL GAME ROSTERS:** Must be exchanged between the two teams, each team must keep the rosters until the end of the season.
- D. **TRANSFERRING PLAYERS:** Any player that appeared on an Association’s roster the previous year cannot be placed upon a different Association’s roster for the succeeding year unless the following procedure is completed.
  - 1. The Association for which the player intends to participate must give written notice to the League stating the player’s full name, previous Association and new Association.

<sup>1</sup> See “Striper Rule”: Section III, Article 5 of these rules

2. The Association for which the player intends to participate must receive waiver approval from the previous organization's President and Commissioner of the ESYFL TINY-MITE & JR. MITE DIVISION. The waiver form will be provided by the ESYFL and must include the player's full name as well as the past and present association.
3. A \$50.00 administrative fee must be paid to the ESYFL to process the waiver form. The transfer becomes complete only after the waiver form is processed and approved by the ESYFL Commissioner.

The League will not permit any Association to "raid" or act in any other method that may be considered unfair or adversely affect or otherwise jeopardize the operation and stability of any other Association.

The League Commissioner will mediate whenever the concerned Association's cannot come to an agreement. The League decision may or may not call for monetary compensation.

- E. Each team will have a **minimum of 16 players** and **maximum of 30 players on its official roster**. Teams with less than 16 players or more than 30 players must receive approval by the ESYFC Board.
- F. A team must have 11 eligible players to start a game. Fewer players will result in a forfeit. **HOWEVER, despite the forfeit, the full game MUST BE PLAYED. Failure to play the game will result in a double forfeit.**

#### Article 4. **PRACTICES:**

- A. All players must have at least one week of conditioning before they are allowed to practice with full equipment.
- B. At least one coach must be present during every practice.
- C. At least one person at each practice must be certified in first aid and CPR.

#### Article 5. **ASSOCIATION AGREEMENTS:**

All Associations are required to have submitted a "Proof of Age" certification signed by the Association President that all players on the Association's team are the appropriate age. This certification must be submitted by Saturday, May 11. A new certification must be provided for each subsequent roster addition. **The Head Coach and President or Vice President of the organization must sign the roster to certify that all ages are correct.**

#### Article 6. **COACHES' REQUIREMENTS:**

- A. Head Coaches must be 21 years or older and must be certified through a League approved training program.

- B. Assistant coaches must be 17 years or older.
- C. Each person applying for a coaching position will be subject to a background check. Association's are responsible for providing the league with satisfactory background check documentation on all of the Association's Coaches.
- D. A coach will always keep the health and welfare of players foremost and remove from a game any injured player whose injury is in doubt concerning his return to the game.
- E. A coach will always strive to set the example for his players on and off the field.
- F. A coach will not smoke on the practice field or on the sideline during games.
- G. A coach will not at anytime excessively berate a player.
- H. A coach will not berate or criticize game officials and will accept their decisions as fair.
- I. A coach will not run up the score on a weaker opponent.
- J. A coach will not incite fans or spectators into actions unbecoming to the game of football.
- K. A coach will refrain from the use of alcohol on the practice and game fields at all times.
- L. A coach will encourage scholastics on and off the field and observe the "no-pass - no play rule."
- M. A coach will follow the parameters of the Anti-Substance Abuse Rule and see that it's carried out faithfully and that all players understand its importance.
- N. A coach will not use ineligible players and will take the responsibility of having proper and legal documents on each and every player proving his eligibility at all times.
- O. A coach will make sure that all players play the required number of plays under the ESYFL Tiny-Mite & Jr. Mite Division Rules and Regulations.
- P. A coach will follow the rules and regulations of the ESYFL Tiny-Mite & Jr. Mite Division.
- Q. A coach will remember that **we are teaching a child's game**. Coaches should seek to be as knowledgeable as possible and **try to make games and practices fun for the kids**.

#### Article 7. **PERSONAL CONDUCT:**

The recording and documentation of all personal conduct fouls is the responsibility of the game official(s). The game official will report all such behavior to the League Commissioner, immediately following the end of the game. It will be the responsibility of the League Commissioner to inform all coaches and the organization involved, regarding the violating party's status for the upcoming week. This responsibility will also require that the Head Official notify all officials of disqualified parties.

**A. COACHES**

A Coach will be deemed to be in violation of the League's code of conduct for any of the following offenses. Consequences may include, but not be limited to, those punishments outlined in parenthesis:

1. Failing to observe the "Mandatory Play Rule". (Forfeit of the game for the team **plus** sanctions on coach of written or verbal reprimand, suspension for one or more games, or permanent ban)
2. Engaging in any malicious or grossly inappropriate behavior that is deemed by the Commissioner to be harmful for the League or any of its Associations. (Written or verbal reprimand, suspension for one or more games, permanent ban)
3. Having overage players listed on roster: One game (Written or verbal reprimand, suspension, for one or more games, permanent ban)
4. Having altered document of any player on any roster: (Written or verbal reprimand, suspension for one or more games, permanent ban)
5. Playing ineligible players: (Head Coach Suspension for remainder of season, possible permanent ban, \$500.00 fine for Association).
6. Having more players on sideline dressed in a game uniform, than was weighed-in and listed on ESYFL Roster: (Head Coach)
7. Physically or verbally threatening of game officials or inciting fans to display poor sportsmanship: (Written or verbal reprimand, suspension, for one or more games, permanent ban)
8. Fighting of any kind: (Suspension for the remainder of the season for all parties directly involved)
9. Teaching player's dirty tactics: (Written or verbal reprimand, suspension, for one or more games, permanent ban)
10. Failure to keep the health, safety and welfare of players through conscientious coaching: (Written or verbal reprimand, suspension, for one or more games, permanent ban)

**B. PLAYER**

1. Two unsportsmanlike fouls by a player during a game is an automatic disqualification.
2. Fighting: (Suspension for one or more games, possible permanent ban).

**C. ASSOCIATION**

Associations and/or their teams will be deemed to be in violation of the League's Code of Conduct for any of the following offenses.

1. Failure to control parents or fans: First offense: warning and possible fine from the League and probation. Second offense: forfeiture of the game in question and possible fine from the League. Third offense: suspension of the entire team from the League.
2. Engaging in any behavior deemed by the Commissioner to be unsportsmanlike like or dangerous to the welfare of any ESYFL participant. (written warning, ban from playoffs, loss of games where negative behavior occurred, permanent ban from the League)

Article 8. **HEARINGS AND APPEALS:**

- A. Any violation of the ESYFL rules or Code of Conduct by any Association shall be subject to the review of the ESYFL Commissioner. The Commissioner shall have discretion in ruling on any violation and determining the punishment for said violation within the guidelines set forth in this Official Rulebook. In the event an Association or individual disagrees with the decision of the Commissioner, the Association or individual may file an appeal with the ESYFL Disciplinary Committee. Upon the filing of an appeal of the Commissioner's decision, the Chairperson of the Disciplinary Committee will designate a hearing date no later than 7 days from the date of the filing. At the hearing, the parties will each be given a maximum of 1 hour to present any evidence or testimony in support of their respective positions. Failure to attend a hearing by the accused will be interpreted as an admission of guilt. All appeals must be accompanied by a \$100.00 deposit from the appealing party. In the event the appealing party prevails, the deposit will be returned.
1. Charging Party: First to present witnesses and evidence. Charged party is allowed to cross-examine any witness presented by the Charging Party, after which, the Charging Party is allowed to redirect. The Disciplinary Committee members may ask questions at any time.
  2. Charged Party: Presents its witnesses and evidence after the Charging Party has presented its witnesses and evidence. Charging party is allowed to cross-examine any witness presented by the Charged Party, after which, the Charged Party is allowed to redirect. The Disciplinary Committee members may ask questions at any time.
  3. Summations: After each party has been heard, summations are made in the same order arguments were heard.
  4. Deliberations & Decision: After reviewing the information, the Disciplinary Committee will have up to 2 days to render a verdict and decide on a penalty, if any. The decision of the Disciplinary Committee shall be determined by a majority vote of the committee members.
  5. Conflicts of Interest: In the event any member(s) of the Disciplinary Committee is deemed to have a direct conflict of interest. A party chosen by the President will replace that member(s) or, in the event the President has a conflict, the most senior un-conflicted officer of the League will make the choice.



It is understood that all or most of the members of the Disciplinary Committee will be League members and engaged in athletic competition with the Charged and Charging Parties. However, this shall not be deemed sufficient grounds for determining a conflict of interest.

6. Appeals: All decisions of the Disciplinary Committee shall be final, EXCEPT in the case of an expulsion or suspension of an Association or affiliate. In the event of an expulsion or suspension, the guilty party may appeal to the full membership for a vote to commute the penalty to a fine. In the appeal process, the charged party will have 30 minutes to present its case, and a representative from the Disciplinary Committee shall have 30 minutes to explain the Committee's decision. In order to pursue an appeal, the charged party is required to post a \$1000.00 deposit to cover the payment of any fine.
- B. Penalties for infractions judged guilty can range from fines to suspension and/or expulsion against any Association or individual. The maximum fine shall be \$1,000.00, except in the case of the use of over age players. In the event an Association is found guilty of using over age players, the Association shall be: (i) fined \$1,000.00, (ii) the team on which the over age player participated (the "Violating Team") shall be required to forfeit all of the games in which the over age player was on the roster, and (iii) the Violating Team shall be banned from participating in any post season activities, including ESYFL Championship Bowl Games. If the Disciplinary Committee deems the offense to have been **intentional**, the team shall also be suspended from season competition for the following season and be fined an additional \$1000.00.
  - C. Summary Action: In the event the President or, in the event of a conflict of interest, the next highest un-conflicted officer deems a violation needs to be terminated immediately; the offender can be suspended until a hearing can take place.

#### Article 9. **SCHEDULING:**

- A. Unless otherwise specified in writing by the League President, ESYFL teams will play a standard 6 game seasons plus 2 post season games.
- B. Once published as official, no changes will be made to the schedule of games without the approval of both the ESYFL Commissioner and President.
- C. Rescheduling will occur only for inclement weather conditions and the delayed game must be at a time determined by the ESYFL Commissioner.
- D. If the home teams field cannot be used for any reason and the teams cannot agree on where and when to reschedule the game, the ESYFL Commissioner will reschedule the game at a place and time determined by the Commissioner and Head Official.
- E. Each year all coaches will list their jersey colors on the official ESYFL Association Agreement. Coaches cannot change those colors without the permission of the ESYFL

President. If there is a conflict with another team the visiting team will be responsible to change their jerseys.

Article 10. **STANDINGS:**

- A. Total points will determine a team's place in the official standings.
- B. A win or Bye = 2 points
- C. A tie = 1 point
- D. In the event of a tie in total points at the end of the season, it will be broken using the following procedures:
  - 1. Head to Head
  - 2. Points for and against top 3 teams
  - 3. Record against Top 3 opponents
- E. In the event a team reaches the playoffs and, for whatever reason, is unable to participate, the next highest seeded team shall be moved up into the defaulting team's position. For example if a second place team defaults, the third place team would be moved up in to the 2<sup>nd</sup> place team's slot, the 4<sup>th</sup> place team would move into the slot vacated by the 3<sup>rd</sup> place team, the 5<sup>th</sup> place team would move into the slot vacated by the 4<sup>th</sup> place team, and so on.

Article 11. **OFFICIALS:**

- A. Will be assigned by ESYFL - for all regular and Championship Bowl Games, by the Head Official.
- B. All officials will be certified.
- C. Teams will split the cost of officials for all regular season games.
- D. Prior to the beginning of a game the official will ask each coach if all players are legally equipped.
- E. Will instruct chain crew prior to start of game. Will seek home team coach or Association representative to ensure that a chain crew of at least three responsible persons is available.
- F. Will check for number of sideline passes and ask Association reps to enforce policy. If an Association rep is unavailable, the official has the authority to enforce the spirit of the rule.
- G. Will record all unsportsmanlike fouls. This includes writing the number of the player(s) involved. This also includes writing the names of coaches who are issued an unsportsmanlike foul.
- H. Will report all disqualifications to the League Commissioner by 8:00pm of the day of the game if on a Sunday. Should the game be played on Friday or Saturday evening, the official has

until Sunday evening at 8:00pm to report all incidents.

- I. Will properly fill out an ESYFL Game Report for each game
- J. All regular season games will be officiated by two (2) officials. Championship Games will be officiated by three (3) officials.
- K. Fees:
  - 1. **Tiny Mite & Jr. Mite: \$40.00 per official**
  - 2. **Both teams will split fees for officials.** In the event of a forfeit, the forfeiting team is liable for ALL officiating fees.
  - 3. The officials will be paid on the field at the beginning of the game, by cash or check. In the event one team pays and the other does not pay, the non-paying team will forfeit the game. However, the games must still be played in their entirety.

The forfeiting team is required to pay the league a forfeit fee of \$350.00 **plus** an amount equal to the fees for the remainder of the games to be played for the season, including the forfeited game. These amounts are due by Wednesday following the game. Failure to pay will result in an immediate suspension of the forfeiting team's schedule. Upon receipt of payment from the offending team, the League will reimburse the non-forfeiting team \$350.00 to cover expenses.

#### Article 12. **SAFETY EQUIPMENT:**

It is mandatory that all players actively participating in ESYFL football games wear all normal safety equipment. This includes but is not limited to mouthpieces and athletic supporters with cup.

#### Article 13. **PROTESTS:**

- A. A rule interpretation must be resolved before the next live ball. Unless a coach reasonably believes the physical health of his/her players is in danger all efforts should be made to complete the game. **A PROTEST IS NOT A SUFFICIENT CAUSE TO ABANDON A GAME.**
- B. All Associations must have a copy of H.S. Federation Rules and ESYFL rules at the field at all times.
- C. An association may file a formal protest with the League Commissioner after the game in the event something happens that is not fully resolved during the game.

#### Article 14. **SIDELINE MANAGEMENT:**

- A. The home team will be responsible for setting up a barrier that is five yards outside each sideline on both sides of the field from goal line to goal line that spectators must stay behind.

- B. The home team will provide the security for the visiting team at all times.
- C. The first time a referee observes inadequate crowd control by any association, the referee shall give the association a warning. **All subsequent infractions shall be subject to 15 yard Unsportsmanlike conduct penalty.**
- D. Chain crew will consist of two responsible persons from the home team and one from the visiting team.
- E. Chains will be on the visitor's side.
- F. Cheerleaders will be on the same side as their football team.

Article 15. **FORFEITS:**

- A. For no-show situations, either no team or an insufficient number of players, a forfeit will be declared 15 minutes after the scheduled start of a game.
- B. The team that forfeits must pay all officiating fees due for that game and a \$350.00 travel reimbursement fee.
- C. **Forfeit Fee must be paid by the Wednesday after the forfeited game. If the team fails to comply w/forfeit fee payment, they *won't* be allowed to play their next game.**
- D. In the event a team does not have a full team of 11 players to compete, the game will be a forfeit, however the \$350 travel forfeit fee will **NOT** be in effect **IF AND ONLY IF**, the forfeiting team: (1) has a minimum of 7 players to play the game and (2) notifies the other team and the league commissioner two days prior to the game (e.g. Thursday for a Saturday game). The foregoing notwithstanding, the full game should still be played with 7 on 7.

Article 16. **PRE-GAME (coaches only, NO PARENTS):**

- A. All players will be weighed in before each game and each player must present ESYFL certification documentation in order to weigh in for a game. Teams must be ready the earlier of: (a) halftime of the preceding game or (b) 30 minutes before the start of the game. Failure to do so will result in a Delay of game and an Unsportsmanlike conduct penalty. The HOME TEAM will weigh-in first. However, if the visiting team is ready and the Home Team is not, the visiting team will weigh-in first.
- B. Both teams must have an official ESYFL roster and MPR form. **No roster and/or MPR form means a forfeit.**
- C. **Strippers:** Any child weighing more than 95lbs, in the case of the Tiny Mite division, or 105lbs, in the case of the Jr. Mite division shall be considered a "Striper". All Strippers must have their helmets marked at weigh in and be noted on the MPR sheet. Marking on the helmet can be done with tape or other decal placed on the front of the helmet and must be clearly

visible from 10 yards away (See “Striper Rule” under Section III, Article 4)

- D. The home team is required to have a digital scale or doctor’s scale at their field, to be used for the mandatory pre-game weigh-in. If no scale is available, the home team forfeits the game.
- E. The scale **cannot** be changed for any player on either team. A player’s weight will be acceptable as long as the scale is floating (not touching the top). On digital scales (. 9) will be accepted as the lower weight. Example: 110. 9 = 110. Visiting teams cannot bring their scale to another team’s home field unless asked by the hosting organization.
- F. A Striper **CANNOT** be re-weighed at half-time and is not eligible to advance the ball.
- G. 2 lbs will be added to all players’ weight on **very** rainy days **at the commissioner’s discretion.**
- H. Late arrivals will be weighed in at half time and are ineligible to play until then.
- I. Weigh-in: If a player is not weighed-in and the game begins he will have to wait until halftime.
- J. If a game is suspended before the half, absent players can be weighed in prior to the continuation of the game. If the game is suspended in the second half, no players can be added to the game roster.
- K. The game officially starts once Team Captains are called. Game must start on time!
- L. No more than 2 designated persons from each team will weigh-in players. Failure to follow this rule will subject offending team coaches/president to fines and or suspensions.

Article 17. **AMENDMENTS TO RULES:**

Amendments to the Rules and Regulations may only be made by the league board of directors.

Article 18. **DUTY OF HEAD OFFICIAL:**

- A. To assign all officials for regular season and championship bowl games.
- B. To insure that all ESYFL officials are league certified.
- C. To insure that there are an adequate number of certified officials available to officiate the League schedule and championship bowl games.

**SECTION II - GAME RULES:**

ESYFL Tiny Mite and Jr. Mite games will be governed by New York State Federation of High School rules in effect for the current year, EXCEPT for the following exceptions.

**Article 1. COACH ON FIELD:**

Two coach's may be on the field with the team for both offense and defense. HOWEVER, once the offense has come to the line of scrimmage, each coach has 5 seconds to position his/her players and remove him/herself from the playing area. At the end of a 5 second count, the referee will tell each coach to remove him/herself and the play can begin. Both coaches on the field must stay back 10 yards from the deepest player. In any event, the play clock shall only be 40 seconds.

Any infraction of the above rule **after the First warning** is a live ball foul illegal procedure (5 yard penalty) against the violating coach. Second infraction and all thereafter is illegal participation (10 yard penalty). Offensive foul taken from previous spot of snap and defensive foul from the previous spot or the end of the play, whichever is more favorable to the offensive team. 2 illegal participation penalties on the coach is an ejection.

**Article 2. GAMES MUST BE PLAYED ON A PROPERLY MARKED FIELD:**

- A. Tiny-Mite & Jr. Mites play on an 80 yard field or a 100 yard field marked from the 10 to the 10.
- B. The width of the field must be 53 yards and 1 foot and the end zones must be 10 yards deep.
- C. The field must have markings indicating
  1. The Sidelines;
  2. Goal Lines;
  3. Midfield (40 Yard Line); and
  4. The 20 yard line.
- D. Any exceptions to these parameters must be approved by the League Commissioner 48 hours prior to the game.

**Article 3. KICK-OFFS:**

There will be no kick-Offs. The ball will be placed on the offensive team's 35 yard line after a score and at the beginning of a half.

**Article 4. PUNTING:**

If a team elects to punt the ball, the ball shall be placed 20 yards from the line of scrimmage. If a team elects to actually kick the punt, there is no rush, no return, and the ball is dead where it first touches the ground.

**Article 5. STRIPERS:**

Stripers, (e.g. for Tiny Mite, players over 95lbs and for Jr. Mites, players over 105lbs), may not be aligned in the offensive back field and will under no circumstances be able to advance the ball. Upon possession of the ball by any Striper, the ball will be considered to be dead at the spot. For example, if there is a fumble on the 5 yard line and a Striper scoops the ball up, and runs to the 20 yard line, the ball is considered dead at the 5 yard line and should immediately be blown dead by the official. Even in the event the official does not blow the whistle, the player is down by rule, and the ball will be returned to the 5 yard line.

**Article 6. PLAYERS POSITIONING:**

1. No defensive player can line up over center.

2. Linebackers and other defensive players not aligned on the line of scrimmage must be 4 or more yards from the line of scrimmage.
3. Defensive linemen may line up either:
  - a) Head up on the offensive Guard or Tackle or
  - b) Outside shoulder of the Guard or Tackle.Once the ball is snapped, defensive linemen may attack in any gap, including the "A" gap.
4. No Quarterback sneaks allowed inside of or over the guards
5. In the event an offense employs a shotgun, direct snap formation, the linebackers may align at the same depth on the defensive side of the ball as the quarterback on the offensive side of the ball.

Article 7. **MANDATORY PLAY**

- A. All players who are present and available to play must play a minimum of 5 plays during the first 4 quarters. Any player having not received his full 5 plays must be inserted at the beginning of the 4<sup>th</sup> quarter, and left in until such time as he has received his full compliment of plays. Failure to adhere to this rule will result in a forfeiture of the game by the violating team.
- B. Any player present and eligible to play in a game who does not play in that game, will be automatically suspended for the following 2 games. The suspended player's certification documentation must be returned to the League Commissioner prior to the team's next game. In addition, by joining the League, the Association hereby consents to have the Commissioner call the parents of the child in question, to verify the nature of the player's withdrawal from the game. Failure to return the players documentation, or having the player participate in any game during the suspension will result in a forfeit of each completed until the team is in compliance.

Article 8. **THE BALL**

K-2 or Equivalent

Article 9. **CLOCK MANAGEMENT:**

- A. First Four Quarters
  1. 10 minute quarters with running clock (2 minute warning)
  2. 3 time outs allowed per half.
  3. There shall be a 1-minute intermission between each period, except for the second and third period when the intermission shall be 10 minutes.

Article 10. **GAME REPORTS**

Each team must complete a game report on the form provided by the league.

Article 11. **GAME ROSTERS**

**Coaches MUST** exchange and retain ESYFL game rosters, which will include all players on their official League roster for every game. These should be verified against the players present for the game and initialed by both coaches. The copies should then be kept by each association for later

reference as required.

Article 12. **MERCY RULE**

In the event a team is losing by 30 points or more, that team may, but is not required to, invoke the "Mercy Rule" thereby conceding the game to the winning team. If a coach believes his/her team can remain competitive, the coach may choose not to invoke the Mercy Rule. However, in the event the Mercy Rule is invoked the following shall take place:

1. The official score of the game will be recorded as the score at the time the game is conceded (e.g if Team A is winning over Team B by a score of 30 to 0 at the time the game is conceded and Team A scores an additional 7 points and Team B scores an additional 14 points (37 - 14), the official score of the game will still be 30 to 0;
2. There will be a running clock except for called time outs;
3. The losing team may designate 4 players from the winning team to be removed for the remainder of the game.
4. The winning team shall refrain from using trick plays or reverses.
5. The winning team shall refrain from blitzing.

Failure to adhere to the provisions of the mercy rule during a particular game shall result in:

- First offense: Unsportsmanlike penalty on the offending team;
- Second offense in the same game: Ejection of the head-coach from the game;
- Third offense in the same game: Stoppage of the game and banning of the entire coaching staff for 3 games.

Article 13. **MISCELLANEOUS:**

1. An injured player must come off the field for at least one play.
2. All players will wear the same jersey that they wore or showed at the weigh-in for the game. Any player changing jerseys will be ejected from the game and the coach will be subject to fine and/or suspension
3. There will be no overtime in any division during the regular season.
4. No player will be allowed to play with a cast of any kind.
5. No jewelry of any type may be worn by any player during a game. This includes, but is not limited to: Earrings, chains, rings, etc.
6. No bandannas may be worn by any player underneath his/her helmet during any game.
7. No knots of any kind may be worn on the players' uniform.
8. No Colored Visors