



2016

Rules & Regulations

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GMYFC Mission Statement

The GMYFC has been formed to become the premier conference to provide competitive tackle football for youth residing in those Ohio High School Districts comprising the Greater Miami Conference (GMC).

The mission of the GMYFC is to prepare its participants to succeed in the sport of football at the GMC Interscholastic level, while promoting participant safety and instilling the values of teamwork, fair play and sportsmanship.

In fulfilling its mission, the GMYFC shall endeavor to foster relationships and communication to and between its Affiliates and the member High School Districts of the GMC, while conducting its affairs in a professional manner that reflects the high standards and objectives of all endorsing parties.

Definitions

(alphabetical order)

Affiliate ... a Youth Organization, representing a GMC District, that is an approved member of the GMYFC.

Delegate ... a representative, one from each Affiliate, who sits on the Governing Panel.

Field Administrator ... an individual designated by an Affiliate to administer GMYFC Rules on Game Days.

GMC ... refers to the "Greater Miami Conference".

GMC District ... refers to a High School District that is a football participating member of the GMC.

GMYFC ... means the "Greater Miami Youth Football Conference".

Governing Panel ... the governing committee of the GMYFC, comprised of Affiliate Delegates and the Commissioner.

Group ... a Group of teams, typically in grades K1 through 6th, entered for play by an Affiliate.

Limited Weight Positions ... those positions on Offense for which weight restrictions apply.

Legal Guardian... A documented court appointed guardian of a player participating in the GMYFC.

LOS ... means "Line of Scrimmage".

POA ... means "Point of Attack".

Officials ... refers to any Game Officials assigned to officiate GMYFC games.

OHSAA ... the Ohio High School Athletic Association.

Unlimited Weight Players ... players whose official weight exceeds that allowed for Limited Weight Positions on Offense.

Player Eligibility

Exemptions | Residency | Grade Level | Maximum Age | Miscellaneous Rules

Exemptions:

Specific exemptions to the following Residency or Grade Level rules may exist in accordance with the By-Laws, or Resolutions, of the GMYFC.

All player eligibility exemptions must be filed with the GMYFC no later than **August 13, 2016**.

Player Residency:

- 1) All players must reside within the official residential boundaries of a High School District that is a football participating member of the GMC. Further, players are only eligible to play for the Affiliate representing the specific GMC High School District in which they reside.
- 2) If residency changes to another GMC High School District prior to **August 13**, player eligibility shall transfer to the acquiring Affiliate. If the address change occurs on or after **August 13**, player shall be granted the option of finishing the season with his former Affiliate.
- 3) If residency changes to a non-GMC High School District prior to **August 13**, player eligibility within the GMYFC shall terminate. If the address change occurs on or after **August 13**, player shall be granted the option of finishing the season with his former Affiliate.

Parent/Legal Guardian Residency

- 1) Player eligibility can also be established when a Parent or Legal Guardian resides in the district that is a football participating member of the GMC. Proof of residency must be provided if requested by the GMYFC.

Parent/Legal Guardian Employment

- 1) Player Eligibility can also be established when a Parent or Legal Guardian is employed by the district that is a football participating member of the GMC. Proof of employment must be provided if requested by the GMYFC.

Team Exemption Limits

- 1) No team may have on a single roster, more than 15% exempted players. An Exempted player is a player that does not meet one of the three requirements listed above.
- 2) Players that were part of an organizations roster upon entering the GMYFC in their inaugural season are not counted against the 15% as long as the family meets the terms outlined under the "Grandfather Clause".
- 3) When calculating the 15%, numbers must always be rounded down. For example 15% of a 30 player roster is 4.5 players. The 4.5 must be rounded down to a maximum of 4 exempted players on a 30 player roster.

Player Grade Level:

- 1) Teams competing within the GMYFC shall be Grade Level based and shall be solely comprised of players entering scholastic grades K1, 2nd, 3rd, 4th, 5th or 6th.
- 2) Verification of Grade Level for each player is required. For eligibility purposes, players may attend any public, parochial, private, or charter school, or be home schooled.
- 3) No player may play down a Grade Level. Whenever a team is comprised of players of multiple Grade Levels, such team must compete at the higher Grade Level. EXAMPLE: if a team is comprised of 3rd, 4th and 5th graders, it must compete at the 5th Grade Level.
- 4) Any player, at the discretion of his Affiliate, may play up one or more Grade Levels. However, once game play commences, such player must continue to participate at the assigned Grade Level and shall not be permitted to change Grade Levels or teams.

Player Age .. Maximum:

August 1st of each year shall be the "Cut-Off" date to determine Maximum Age Eligibility for each Grade Level participating in the GMYFC, as follows:

Grade K1 ... cannot turn Age 8 prior to August 1	4 th Grade ... cannot turn Age 11 prior to August 1
2 nd Grade ... cannot turn Age 9 prior to August 1	5 th Grade ... cannot turn Age 12 prior to August 1
3 rd Grade ... cannot turn Age 10 prior to August 1	6 th Grade ... cannot turn Age 13 prior to August 1

Examples:

- 1) If a K1 player turns Age 8 prior to August 1, player will have to play up at the 2nd Grade level.
- 2) If a 6th Grade player turns Age 13 prior to August 1, player is not eligible to participate in the GMYFC.

Miscellaneous Eligibility Rules:

- 1) All players must participate in the GMYFC Certification and Weigh-In process.
- 2) No player may participate in a GMYFC game until his eligibility is officially Certified.
- 3) No player may be added to a Team Roster after **August 13, 2016**.
- 4) No player may play in the GMYFC while, during the same season, participating in another football program. Proof of such activity in another league must be provided in the form of an official Team Roster and/or confirmation from that team's head coach or organization representative.

Falsification or misrepresentation of Player Eligibility, or the participation of an ineligible player, may result in the following: a) forfeit of all games in which the subject player participated, b) termination of the subject player and his immediate family from the GMYFC, c) termination of the Head Coach from the GMYFC, and, d) sanctions against the Affiliate.

Player & Team Certification

Documentation | Procedures | Weigh-In

Player Documentation:

- 1) Each Head Coach shall assemble the following documentation for each Player on his team's roster:
 - a) GMYFC Player Agreement ... (signed by parent or guardian)
 - b) Player Photograph ... 3"x3" showing Jersey number ... (paste to Player Agreement)
 - c) Birth Certificate ... (copy) ... (highlight name & birth date) ... (print jersey # in upper right corner)
 - d) Grade Level Verification ... (highlight name & grade info) ... (print jersey # in upper right corner)
- 2) No Player may participate in the GMYFC until certified. Missing or incomplete documentation, until remedied, will result in the Player being ruled ineligible to play.

Team Roster:

- 1) Using a GMYFC prescribed spreadsheet form, each Head Coach shall prepare an accurate and detailed Roster for his team, listing each Player in numeric order by jersey number. Failure to properly complete and present this form at Certification will result in his team being turned-away at Certification.

Certification Procedures:

- 1) The GMYFC shall conduct two official "Certification and Weigh-In" dates: **July 30** and **August 13**.
- 2) Each team must have a minimum of 14 Players on its official roster to be Certified.
- 3) Head Coaches shall be provided the location and time to have their team assembled. Players are to be aligned in numerical order (by jersey number). Head Coach must be present. Absent Players cannot be Certified.
- 5) For each Player, assemble documentation in the following order: GMYFC Player Agreement (on top), followed by Birth Certificate and Grade Level Verification ... stapled together in upper left corner. Print Player's jersey number in upper right corner of each document. Be sure to highlight areas as requested (see above). Head Coaches shall organize and present Player Documentation in numeric order by jersey number. Delays attributable to a disorganized Head Coach may result in forfeiture of the first GMYFC game.
- 6) Player Weigh-In will conclude the Certification process. However, no Player will be weighed if documentation is missing or incomplete ... (see "Weigh-In Policies" below).
- 7) Conformity to Ohio Concussion Rule ... each Head Coach will be asked to certify that he has provided a copy of the "Ohio Concussion Information Sheet" to each Player (family) on his team, in accordance with Ohio Law.

Weigh-In Policies:

- 1) Players may be in street clothes. Shoes are not required, but Players may not step on the scale barefoot.
- 2) Players will be allowed only ONE opportunity to weigh-in. The recorded weight will become official and will be applicable for the entirety of the season. No secondary weigh-ins shall be permitted.
- 3) For Players whose weight exceeds the limits imposed for "Limited Weight Positions", as defined in these rules, Head Coaches will be given an identifying decal to be placed on the right rear of the Player's helmet. This decal may not be removed and must be visible throughout the GMYFC season.
- 4) 6th Graders are required to weigh-in, the weights recorded for statistical purposes.
- 5) Roster Players not certified on either official date for Certification and Weigh-In, regardless of reason, will be ruled ineligible to play "Limited Weight Positions", as defined in these rules, for the entire season. The Player's apparent size will have no bearing on this ruling, and no subsequent weigh-in shall be permitted.

Falsification or misrepresentation of Player Documentation, or the participation of an ineligible player, may result in the following: a) forfeit of all games in which the subject player participated, b) termination of the subject player and his immediate family from the GMYFC, c) termination of the Head Coach from the GMYFC, and, d) sanctions against the Affiliate.

Weight Restrictions - Participation Rules

Limited Weight Positions | Unlimited Weight Players | Participation Restrictions

General Provisions:

- 1) Weight Restrictions apply only to Offense participation in Grades K1 through 5th.
- 2) No Weight Restrictions apply to participation in 6th Grade.

Limited Weight Positions - Defined:

- 1) "Limited Weight Positions" apply to Offense only, and shall include all Backfield positions, plus any Wing, Flanker, Slot Back, Wide Receiver, Split End, Punter, Kicker or Holder positions.
- 2) There shall be no "Limited Weight Positions" or weight restrictions for Defense.
- 3) The maximum weight, per grade level, for "Limited Weight Positions" shall be as follows:

Grade K1 ... 80 pounds	4 th Grade ... 115 pounds
2 nd Grade ... 90 pounds	5 th Grade ... 125 pounds
3 rd Grade ... 105 pounds	6 th Grade ... Not Restricted

Unlimited Weight Players - Defined:

- 1) "Unlimited Weight Players" are those players whose official recorded weight exceeds the maximum allowed to play the "Limited Weight Positions", for their grade level, as defined above.
- 2) "Unlimited Weight Players" shall be identified by the uniform placement of an identifying decal on the right rear of the helmet. This decal may not be removed and must be visible throughout the GMYFC season.

Unlimited Weight Players - Participation Restrictions on Offense:

The following Offense participation rules shall apply to all "Unlimited Weight Players":

- a) May not play, align in, motion to, or shift to that of any "Limited Weight Position".
- b) Must align on the Line of Scrimmage as an Offensive Lineman or Tight End, and with a split (or separation) no greater than two yards from the alignment of the nearest Lineman to either side.
- c) Are not permitted to advance any ball when possession occurs behind the Line of Scrimmage. The play shall be blown dead at the spot of possession.
- d) Are not permitted to advance any ball when possession results from direct Handing, Lateral Pass, Pass or Pitch. The play shall be blown dead at the spot of possession.
- f) May possess or advance a loose ball that occurs beyond the Line of Scrimmage, but only if the ball first touches the ground.
- g) May not line up as a punter and/or attempt to punt the ball.

Unlimited Weight Players - Participation Restrictions on Defense:

The following Defensive participation rules shall apply to all "Unlimited Weight Players":

- a) May not line up more than 3 yards off the line of scrimmage in National League Games.
- b) Must line up on the line of scrimmage in American League games.

Violations of Weight Restriction Rules:

- * Illegal Offensive participation by an "Unlimited Weight Player", that is inadvertent in nature, shall be ruled as "Illegal Participation" and penalized by "5 Yards" from the spot of the foul.
- * Illegal Offensive participation by an "Unlimited Weight Player", that is deemed "intentional", as evidenced by play design, player alignment, or by the repetitive nature of inadvertent participation fouls, shall be ruled as "Unsportsmanlike Conduct against the Head Coach" and penalized by "15 Yards" from the previous spot.
- * Willful violations of a fraudulent nature, or by attempting to conceal an "Unlimited Weight Player", will result in game forfeiture and/or the suspension, or termination, of the offending player and/or the Head Coach, as solely determined by the Governing Panel of the GMYFC.

Practices | Field Books

Practices:

- 1) The official GMYFC start date to begin practices is: **July 11**.
 - a) All GMYFC coaches must complete the Ohio Concussion Certification process, as required by Law.
 - b) The first 4 practices must be in shorts and helmet only. No contact is permitted.
 - c) The first 4 practices must fall on separate days. Two-a-days will not count for 2 of the 4 required practices.
- 2) No player meetings, practices or football instruction may occur during the three-week period immediately prior to the official start date.
 - a) This limitation is not intended to prohibit teams from gathering purely for social purposes, nor is it intended to prohibit players from attending a late High School football camp, or similar, provided such camp is not being held for the sole and exclusive benefit of an Affiliate's players. There shall be no violation if such camp is offered to the general public and all participants are required to pay the same camp fee.
- 3) Violations of this section shall result in the forfeit of the first regular season game(s) by the offending team and/or Affiliate.

Field Books:

- 1) Each Head Coach is required to maintain a Field Book containing team records, assembled as follows:
 - a) First Page ... a copy of your certified team roster, listed in numerical order by jersey number.
 - b) Section 1 ... For each player on the roster, his Certified Player Documentation, inserted into a separate sheet protector (one for each player) and assembled in numerical order by jersey number.
 - (i) documentation for each player should include the Certified GMYFC Player Agreement (on top), followed by Birth Certificate and Grade Level Verification.
 - (ii) each GMYFC Player Agreement must have Photo attached and display the official GMYFC certification stamp in order to be valid.
 - c) Section 2 ... Copies of any special Medical Authorization Clearances for Player participation.
 - (i) required if Player must wear a special orthodontic mouth guard.
 - (ii) required if Player is wearing a cast or similar protective device, per OHSAA specifications.
 - (iii) required when Player resumes participation per Ohio Concussion return to play protocols.
 - d) Section 3 ... Copies of Ohio Concussion Certifications for all coaches, including Cheer coaches.
 - e) Other ... Any documentation deemed important such as physicals, allergy alerts, etc.
- 2) Field Books should be a ringed binder with contents inserted into sheet protectors. The outer cover should clearly identify your Affiliate and Team, in the event it is misplaced.
- 3) **IMPORTANT** ... Field Books must be available for inspection on Game Days ... no exceptions!
 - a) Incomplete, or non-certified, documentation for any Player will result in disqualification of that Player.
 - b) Failure, or refusal, to produce the Field Book, on demand, shall result in automatic Game Forfeit.

Coaches - Rules & Conduct - 1

Standards | Head Coaches | ID Badges | Admission | Sideline Staff | Cheer Staff

Standards:

All coaches within the GMYFC must complete Concussion Awareness certification, as prescribed by Ohio law.

All coaches within the GMYFC shall be held to the highest standards regarding conduct and sportsmanship.

Failure to adhere to the rules of the GMYFC, or to those of the OHSAA, shall bring stiff consequences, which may include reprimand, forfeit, probation, suspension or termination.

Head Coaches:

- 1) Shall be held accountable for the appropriate conduct of their players, staff and spectators.
- 2) Shall assure that his team follows all Game Day procedures for the various GMYFC game sites.
- 3) Shall assure that his team is staged and ready to take the field 10 minutes prior to scheduled game start.
- 4) Shall assure that his Field Book is complete and available for inspection on all Game Days.

GMYFC Badge Credentials - Photo ID's:

- 1) Official GMYFC badge credentials, must be worn by all GMYFC coaches, including Cheer.
 - a) For Football ... a maximum of eight (8) badges per team may be issued for coaches, trainers or other sideline personnel.
 - b) For Cheer ... a maximum of four (4) badges may be issued for Cheer coaches.

NOTE: in order to receive GMYFC Badge Credentials for any coach, including Cheer, a copy of the completion certificate for the Ohio Concussion Awareness training must be presented.

Gate Admission - Coaches:

- 1) Free admission shall be granted only to those coaches who are: a) wearing their Affiliate's official coach shirt, and, b) listed on the organizations coaching roster, and, c) shows a valid ID.
- 2) Coaches attending games for scouting purposes, or as a spectator, must PAY the gate admission.

Sideline Staff:

- 1) A maximum of eight (8) coaches, trainers or other personnel may be on a sideline, or within the team box.
- 2) All sideline personnel must be wearing the Affiliate's official coach shirt and be displaying their official GMYFC badge credentials.
- 3) Excluding team players, no other persons shall be permitted on the sideline or within the team box. Excess personnel, including siblings or water boys, shall be given one notice to relocate to the spectator area.
- 4) After one warning, violations of the above rules shall result in a 15-yard Unsportsmanlike Conduct penalty.
- 5) The use of cell phones, or other electronic communication, is prohibited. Violators may be ejected.

Cheer Staff:

- 1) A maximum of four (4) Cheer coaches, or other personnel, may be staged with their cheer squads.
- 2) All Cheer coaches and personnel must be wearing the Affiliate's official Cheer coach shirt and be displaying their official GMYFC badge credentials.
- 3) Cheer coaches shall position their squads behind, and beyond, the Team Box.
- 4) All rules of conduct applicable to football coaches shall equally apply to Cheer coaches.

Coaches - Rules & Conduct - 2

Ejections | Suspensions & Terminations | Coaches on Playing Field (K1-3)

Ejections:

- 1) Officials and Field Administrators shall have full authority to enforce the rules of the GMYFC and the OHSAA.
- 2) Any coach, upon receiving his second Unsportsmanlike Penalty within a game, shall be Ejected.
- 3) Any coach ejected from a game shall immediately leave the playing field and vacate the game site premises.
- 4) Any coach ejected from a game shall also be suspended from the next subsequent game, and shall be placed on probation for the remainder of the season.
 - a) A second ejection occurring within the same season shall result in a permanent suspension of all coaching privileges for the balance of the season.

Suspensions and Terminations:

- 1) Any willful or intentional violation of rules pertaining to player eligibility, or any act of gross misconduct with respect to Sportsmanship or the rules of the GMYFC, shall result in suspension for the remainder of the season; and, upon review by the Governing Panel, may result in the permanent termination of the offending party and/or the Head Coach.
- 2) Any intentional illegal participation by an ineligible player at a "Limited Weight Position", as evidenced by an effort to conceal or alter the methods intended to identify such eligible players, shall result in game Forfeit and suspension of the Head Coach for the remainder of the season.
- 3) Any coach facing season suspension or termination may request, and shall be granted, a hearing to present mitigating circumstances. The decision of the Governing Panel shall be final.

Coaches on the Playing Field ... Grades K1, 2, 3:

- 1) Coaches shall be permitted on the Playing Field to advise and assist younger players, as follows:
 - a) K1 and 2nd Grade ... two On-Field Coaches per team.
 - b) 3rd Grade ... one On-Field Coach per team.
 - c) 4th thru 6th Grade ... no coaches may be on the field.
- 2) On-Field Coaches shall adhere to the following special sportsmanship and conduct rules:
 - a) On-Field Coaches must cease all player communication, including alignment adjustments, when the Quarterback moves under Center or, if in a Shotgun formation, moves to his pre-snap alignment.
 - b) On-Field Coaches must move to a minimum of 10 yards beyond the Line of Scrimmage prior to ball snap.
 - c) On-Field Coaches may not communicate to players, in any way, while a play is in progress.
 - d) On-Field Coaches may not interfere with the movement of the ball, or of any player.
- 3) The following penalties shall apply to On-Field Coach conduct violations of Section 2, above:
 - a) Violation of 2(a) ... Delay of Game ... one warning | 5-yard Penalty thereafter | loss of On-Field coaching privileges with third occurrence.
 - b) Violation of 2(b) ... Illegal Formation ... one warning | 5-yard Penalty thereafter | loss of On-Field coaching privileges with third occurrence.
 - c) Violation of 2(c) ... Unsportsmanlike Conduct ... one warning | 15-yard Penalty and loss of On-Field coaching privileges with second occurrence.
 - d) Violation of 2(d) ... Interference ... no warning - 15-yard Penalty | 15-yard Penalty and loss of On-Field coaching privileges with second occurrence.
- 4) On-Field Coaches who become belligerent or argumentative with Officials, or opposing coaches, shall be penalized for Unsportsmanlike Conduct ... "15-yard Penalty and loss of On-Field privileges ... or "Ejection".
- 5) Sideline Coaches shall not be constrained, or restricted, from communicating to players on the field prior to the snap or while a play is in progress.

Game Day Procedures

Team Uniforms | Player Equipment | Casts | Team Procedures | Supplemental Players

Team Uniforms:

- 1) Each Team Group of an Affiliate, and all teams within such Group, shall wear identical uniforms, to be representative of its GMC School colors.
- 2) No Team shall deviate from the approved uniform for its Team Group.

Player Equipment:

- 1) No player may participate in a GMYFC game wearing a uniform void of the following substantial equipment:
 - a) Helmet with substantial face mask and chin strap connected at four points.
 - b) Shoulder pads.
 - c) Football pant containing substantial knee and thigh pads.
 - d) Football pant ,or girdle, containing substantial tail and hip pads.
 - e) Adequate gym shoes, turf shoes or football cleats.
- 2) Guardian Caps, protective helmet covers, are approved for wear in GMYFC games, on an individual basis.
- 3) Football Cleats ... metal tips are strictly prohibited.
- 4) Mouth Guards ... must be substantial, colored and of the strap type that connects to the Helmet facemask.
 - a) A non-strap type orthodontic Mouth Guard may be used provided a Medical Authorization is presented to Game Officials prior to the beginning of the game.
- 5) Other Equipment ... permitted in accordance with OHSAA rules. Sweat bands made of an absorbent, snug fitting cloth are allowed. Prohibited Equipment includes jewelry, watches, rubber wrist or arm bands and tinted face or eye shields.

Casts and Injury Protective Equipment:

- 1) All casts and similar protective equipment must conform to OHSAA rule specifications.
 - a) All such protective devices must be inspected by Game Officials prior to the beginning of the game.
 - b) A Medical Authorization clearing Player to participate must also be presented to Game Officials.

Team Procedures on Game Day:

- 1) All players, cheerleaders and coaches must enter the game site via the admission gate.
- 2) Excluding water bottles and a team cooler, no food or beverages may pass through the gate.
- 3) Teams must warm-up in areas designated by each site ... check with Field Administrator for instructions.
- 4) Teams must be staged, ready to take the field 10 minutes prior to scheduled game start.
 - a) Field Books must be ready and available for inspection by the Field Administrator.
 - b) Players should be assembled in numerical order, with helmets in hand, for validation.
- 5) Failure to have your Field Book available for inspection shall result in a Forfeit.

Supplemental Players ... Not Enough Players On Hand:

- 1) No game may commence, or continue, if a team has fewer than 11 "eligible" players. The game shall be stopped and ruled a Forfeit.
- 2) No scheduled game start may be delayed, without penalty, while waiting for Players to arrive.
- 3) Temporary Drafting of Supplemental Players ... upon realizing a Player shortage, the Head Coach shall advise the Field Administrator and opposing team. In order to play the game, Supplemental Players may be drafted from the next "youngest" Grade Level team from the same Team Group.
 - a) Supplemental Players must be presented to the Field Administrator for validation.
 - b) Any game played with the participation of Supplemental Players shall be ruled a Forfeit, regardless of the score or game outcome.

Game Site Procedures

Facilities | Admission | Site Rules | Chains | Photography | Video | Scouting

Game Site Facilities:

- 1) All GMYFC Game Sites shall meet the following minimum standards:
 - a) The playing field must be a regulation size football field, properly lined and allowing for Team Boxes.
 - b) There shall be an operational game clock. A public address system is preferred, but not required.
 - c) There shall be separate restroom facilities for men and women.
 - d) There shall be a designated spectator area parallel to at least one sideline.
 - e) Spectator areas shall be roped or fenced separately from the Team Box, allowing a sufficient setback from the Team Box to permit Cheer squads to perform.

Gate Admissions:

- 1) For all GMYFC Regular Season and Playoff games:
 - a) Adult Admission ... \$3
 - b) Student Admission ... \$1
 - c) Age 5 and Under ... Free
- 2) For GMYFC playoffs and final Championship games:
 - a) Adult Admission ... \$5
 - b) Student Admission ... \$3
 - c) Age 5 and Under ... Free
- 3) Players, cheerleaders, Officials and Coaches (with official shirt and GMYFC badge credentials) shall not be required to pay a gate admission.
- 4) Affiliates shall pay Game Officials directly from daily gate receipts.

Game Site Rules:

- 1) All persons (players, cheerleaders, coaches and spectators) must enter the site via the Admission Gate.
- 2) Excluding a team cooler and water bottles, no food or beverage containers shall be permitted to enter the gate.
- 3) No alcohol, or use of tobacco products, shall be permitted.
- 4) No pets, whether leashed or not, shall be permitted.
- 5) Concessions are an integral component of an organization's finances ... your patronage is appreciated!

Chain Operators:

- 1) Three Chain operators must be furnished by the Home Team ... operators must be age 16 or older.
- 2) Chains shall be positioned on the sideline of the Home Team.

Photography and Video Recording:

- 1) Each Team shall be issued one Press Badge permitting one still photographer to be on its sideline.
 - a) The Team Photographer may not enter the Team Box area ... (25-yard-line to 25-yard-line).
 - b) The Team Photographer may not take pictures from behind, or within, an End Zone.
 - c) The Team Photographer may not relocate to the opposing team's sideline.
- 2) All other Photography and Video Recording must be performed from designated spectator areas.

Scouting .. Video Scouting is Prohibited:

- 1) Scouting is permitted, but with note taking permitted only on paper. Use of recording devices is prohibited.
- 2) Video Recording of other games, or teams, for scouting purposes is strictly prohibited.
- 2) Violations of these rules shall result in the termination of all offending parties from the GMYFC.
- 3) NOTE: there is no prohibition preventing teams from "trading" copies of their own game films.

Field Administration & Officiating

Field Administrators | Game Officials

Field Administrators:

- 1) Each Affiliate shall designate a qualified person to be Field Administrator whenever hosting games.
- 2) All Field Administrators should have a fluid knowledge of these GMYFC rules and a working knowledge of OHSAA rules and the game of football.
- 3) The duties and responsibilities of Field Administrators shall include the following:
 - a) Assuring the Game Site is prepared and ready for play.
 - b) Monitoring the conduct of all participants and spectators for conformity to GMYFC rules.
 - c) Assisting Game Officials in the interpretation and administration of GMYFC rules.
 - d) Collaborating with Game Officials in the event of bad weather, relative to the suspension of game play.
 - e) Inspection of Field Books and validation of team rosters 10 minutes prior to the beginning of each game.
 - f) Submitting a report to the GMYFC detailing any Forfeits, Ejections, Postponements or other events.
 - g) Submitting game results and scores to the GMYFC at the end of the day.
- 4) Field Administrators should always have a copy of these GMYFC Rules & Regulations available for reference.

Game Officials and Officiating:

The GMYFC shall adopt the Ohio High School Athletic Association (OHSAA) rules for Football, as they may be amended from season to season, as its guide for game rules and their interpretation.

Provided they are not less restrictive and intended to enhance safety or quality of youth play, the GMYFC may adopt modifications or changes to the OHSAA rules, as provided herein.

- 1) The GMYFC shall endeavor to employ the most qualified Game Officials to officiate GMYFC contests. In so doing, the GMYFC shall demand utmost professionalism in the fairness and interpretation of all rules.
- 2) Game Officials shall be prepared by having a thorough understanding of GMYFC and OHSAA rules.
- 3) The GMYFC shall monitor the effectiveness of all Officials and their Crews.
- 4) The number of Officials to be employed per game shall be as follows:
 - a) for K1 thru 6th Grade games ... three Officials.
 - b) for Championship games (all grades) ... four Officials.

Games Delays due to Officials:

- 1) In the event one or more Game Officials are absent, or late, for a scheduled game start:
 - a) K1 and 2nd Grade ... game shall begin and may be officiated with one Official.
 - b) 3rd thru 6th Grade ... game shall begin and may be officiated with two Officials.
 - c) Championships ... game shall begin and may be officiated with three Officials.
- 2) No game start shall be delayed for more than 15 minutes to wait on Officials. The Head Coaches and Field Administrator shall meet and agree to one of the following:
 - a) If no Officials are present, proceed to play the game with two coaches from each team officiating.
 - b) If only one Official is present, proceed to play the game with one coach from each team assisting.
 - c) Postpone the game.

GMYFC - Game Rules - 1

Player Minimum | Game Starts | Game Length | Ball Specs | Scoring

Minimum Number of Players:

- 1) Including those needed for "Limited Weight Positions", all teams must have a minimum of 11 eligible players to begin a game ... (see page 9 for adding Supplemental Players).
- 2) If a team is reduced to fewer than 11 eligible players, the game must be stopped.
- 3) Whenever a game cannot continue because a team has fewer than 11 eligible players, the game shall be ruled a Forfeit.
- 4) Any game played with the participation of Supplemental Players shall be ruled a Forfeit, regardless of the score or game outcome ... (see page 9).

Game Scheduling | Game Starts & Delays:

- 1) During the Regular Season, Team Groups will be scheduled to "host" or "travel" as a Group. Maintaining such Group conformity will not apply to the scheduling of postseason Playoff games.
- 2) Games may be scheduled for Saturday or Sunday, and, whenever possible, commencing at the following times:

Kindergarten Scrimmage ... 9:00am	
Grade K1 ...10:00am	4 th Grade ... 2:00pm
2 nd Grade ... 11:20am	5 th Grade ... 3:20pm
3 rd Grade ... 12:40 pm	6 th Grade ... 4:40pm
- 3) All games shall commence at their scheduled starting times, unless delayed by weather or other uncontrollable circumstance, as determined by the Officials or Field Administrator.
- 4) No game shall begin prior to its scheduled start time unless mutually agreed upon by both Head Coaches, the Field Administrator and the Game Officials.
- 5) No team may intentionally delay its game start when it has 11 eligible players available.
- 6) If, for any reason, a team is unable, or refuses, to timely take the field to begin its game:
 - a) Officials may impose a Delay of Game Penalty for the initial ball spot.
 - b) After a 5-minute delay, impose an additional Unsportsmanlike Penalty of 15 yards.
 - c) After a 10-minute delay, impose a second Unsportsmanlike Penalty of 15 yards.
 - d) After a 15-minute delay, the game shall be ruled a Forfeit. If the game can subsequently begin, it shall be played with a "running clock", but the Forfeit ruling shall stand.

Game Length:

- 1) All games, for all grade levels, shall consist of four 8-minute quarters, regulation clock, with a half time break not to exceed 8-minutes. The half time break may be shortened if games are behind schedule.
- 2) Under certain situations, games may be played, or completed, using a "Running Clock" format.

Game Ball - Specifications:

- 1) Game balls shall be of leather or leather composite, approved brands being Wilson, Under Armor, Nike or GST. Full composite balls (rubber balls) shall not be permitted. The following ball sizes are approved:
 - a) K1 thru 4th Grade ... the ball size shall be a "K2".
 - b) 5th and 6th Grades ... the ball size shall be a "TDJ".
- 2) Each team shall furnish its own game balls and be allowed to substitute its ball into play when on offense. Officials may reject any ball that does not conform to the defined specifications.

GMYFC Point Scoring:

- | | |
|-------------------------------|---|
| 6 points ... for a Touchdown. | 2 points ... for a successful PAT conversion ... (run, pass or kick). |
| 2 points ... for a Safety. | 3 points ... for a successful Field Goal kick. |

GMYFC - Game Rules - 2

Ball Spots | K1 Blitzing | Punting | Kicking (K1-5th)

Spotting the Ball ... Kickoff & Special Situations:

- 1) No live Kickoff Plays shall be permitted in the GMYFC.
- 2) The Ball shall be spotted at the 35-yard-line of the Offensive team for each of the following:
 - a) To begin a game.
 - b) To begin the second half of a game.
 - c) After the opposing team has scored a Touchdown.
 - d) After the opposing team has scored a Field Goal.
- 3) After a **Touchback**, the Ball shall be spotted at the 25-yard-line of the Offensive team.
- 4) For a **PAT** attempt, the Ball shall be spotted at the 3-yard-line of the Defensive team.
- 5) After a **Safety**, the Ball shall be spotted at the 50-yard-line of the Defensive team.

K1 only ... No Interior Linebacker Blitzing:

- 1) No interior Linebacker Blitzing (between the Tackles) is permitted for Grade K1.
 - a) Inside Linebackers must be 3 yards off the LOS (line of scrimmage) when the ball is snapped.
 - b) All interior defensive players must be in a 3 or 4-point stance if aligned on the LOS.
 - c) This rule does not apply to Defensive Ends who are aligned outside the Tackles.

Punting:

- 1) K1 thru 4th Grade ... "walk off" punt only ... (no live punt, or quick punt, plays are permitted):
 - a) A "walk-off" punt of 25 Yards may be declared, as follows:
 - (i) The offense shall advise an Official of its intent to Punt.
 - (ii) Officials shall then stop the Game Clock ... walk off the 25- yard punt ... and then cause 15 Seconds to elapse from the Clock.
 - (iii) After the change of possession, the Clock shall start again with the snap.
 - b) If the Offense has crossed mid-field, all walk-off punts shall be spotted at the 25-yard-line of the receiving team.
 - c) The Clock may not expire on a walk-off punt. The receiving team shall get one offensive play.
- 2) 5th and 6th Grades ... all Punts shall be considered Live plays ... (including the Rush and Return):
 - a) There shall be no walk-off punt option.
 - b) There may be no direct defensive contact with the Center on the punt snap.
 - c) A Quick Punt or Punt Fake is allowed; however, no Punt Fake may occur if the "24-Point Rule" is in effect.
 - d) Any player attempting to punt the ball must meet the weight restrictions for their given grade level.

Kicking ... Field Goal or PAT Kick ... K1 to 5th Grade:

- 1) K1 to 5th Grade ... Kicking Team:
 - a) Officials and opposing sideline must be advised of the intent to Kick.
 - b) Offensive Line splits (or separation) may be no greater than 1 Yard from the next lineman to either side.
 - c) The Holder may utilize a kicking block to elevate the ball ... (max of 2").
 - d) No kick fake, by run or pass, shall be permitted. The play shall be blown dead.
 - e) The play shall be immediately blown dead if both knees of the Holder lose contact with the ground, or if the ball becomes loose.
- 2) K1 to 5th Grade ... Defensive Team:
 - a) There may be no direct defensive contact with the Center throughout the play.
 - b) May rush a maximum of 4 defenders, 2 from either side of the Center, in an attempt to block the kick. No defender may align over the Center or in either "A" gap.
 - c) Remaining 7 defenders must be a minimum of 5 yards back from the Line of Scrimmage.

GMYFC - Game Rules - 3

Kicking (6th) | Mercy Rules | Ties & Overtime

Kicking ... Field Goal or PAT Kick ... 6th Grade:

- 1) 6th Grade only ... all Kick attempts shall be considered Live plays, per OHSAA rules:
 - a) The holder may utilize a kicking block to elevate the ball ... (max of 2").
 - b) If the snap, or hold, is muffed, the play shall remain Live.
 - c) A Fake Kick shall be allowed.
 - d) Defensively, there shall be no limitation to the number of rushers; however, there may be no direct defensive contact with the Center.

30-Point Mercy Rule (National vs National):

To promote sportsmanship, whenever the point differential in a game reaches, or exceeds, 30 Points, the following rules shall be applied:

- 1) If the 30 point differential is reached in the first half of play, both Head Coaches must meet at mid field.
 - a) The Head Official must be present at this meeting.
 - b) Both Head Coaches must agree to proceed under official time keeping procedures.
 - c) If both head Coaches do not agree, the game will proceed with a "Running Clock" format.
- 2) If there is a 30 point differential at halftime, the second half must start with a "Running Clock" format.
- 3) If the 30 point differential is reached in the second half of play, the remainder of the game must be played with a "Running Clock" format.
- 4) The following apply to all games being played with a "Running Clock" format;
 - a) The clock can only be stopped by an official for an official's injury time out or a coaches time out.
 - b) Official time keeping procedures can not be resumed once a running clock has begun.

24-Point Mercy Rule (American vs American or American vs National)

To promote sportsmanship, whenever the point differential in a game reaches, or exceeds, 24 Points, the following rules shall be applied:

- 1) Once the point differential is reached, 3 of the 4 declared starting back field players must be removed.
 - a) Removed players are still permitted to play on defense.
 - b) Removed players may re-enter the game with no restrictions once the point differential falls below 24 points.

Ties & Overtime Rules:

No games may end regulation play in a tie. All tied games (all Grades) shall proceed into Overtime and be played in accordance with OHSAA overtime rules, with the following specifications:

- 1) Each team shall be allowed one Timeout per Overtime period. Unused Timeouts shall not carryover from regulation play, or from prior Overtime periods.
- 2) Each team shall be allowed one Offensive possession per Overtime period. The game shall be final when a tie no longer exists at the conclusion of an Overtime period.
- 3) For the first Overtime period, the initial ball spot shall be the 20-yard-line.
- 4) For a second Overtime period, the initial ball spot shall be the 10-yard-line.
- 5) For each subsequent Overtime period, the initial ball spot shall be the 5-yard-line.

GMYFC - Game Rules - 4

Running Clock | Delayed, Suspended or Postponed Games

Running Clock Format:

Certain situations exist where the Game Clock will change to a "running clock" format ... (see pages 12 and 14). In such cases, the game clock may be stopped only for the following events:

- 1) A typical Team Timeout, per normal OHSAA rules.
- 2) An Official's Timeout to address an injury on the field.

Delayed, Suspended or Postponed Games:

Game Officials, or the Field Administrator, shall be empowered to delay, suspend or postpone game play due to weather, diminished light, or other uncontrollable circumstance.

A Suspended or Delayed game does not need to be resumed when the Head Coaches and Field Administrator agree the likely game outcome has been determined. Victory shall be awarded to the team leading at the time play was suspended and the score shall become final.

For any game that is to be resumed, the score, quarter, game clock, possession, ball spot, and the down and distance to gain shall be recorded and applied when play resumes.

- 1) Delayed games ... teams shall remain at the game site until play is ordered resumed. Teams shall be allowed a 10-minute warm-up period prior to resumption of play.
- 2) Suspended game ... play has commenced, but will not continue on the same day.
- 3) Postponed game ... play has not commenced and shall be rescheduled.
- 4) Rescheduling ... for Suspended or Postponed games, the involved Affiliates shall reschedule such games, whenever possible, for the next day, or as soon as practical thereafter. If not completed prior to the final weekend of the regular season, the Commissioner shall declare one of the following for each such game:
 - a) A victory to the team who was leading at the time play was suspended.
 - b) A forfeit to each team if the game had no score, was tied, or had not commenced.

2016 ... Rankings .. Playoff Seeding

Rankings:

The GMYFC shall employ a ranking system to seed all teams into the Playoffs. Similar to the Harbins system, a team may earn primary points for victories and second-tier points for victories by opponents that it defeated.

- 1) A team's Ranking shall be determined by dividing accumulated primary and second-tier points by the number of games scheduled in the regular season.
- 2) No weight or value shall be given to margin of victory, or to shutout.
- 3) If two teams share an identical Ranking at the end of the regular season, the first tie breaker shall be the outcome of any head-to-head contest. The second tie breaker shall be each team's record, or revised ranking, against only similar opponents.

Playoffs:

- 1) All teams will qualify for postseason Playoffs.

Sportsmanship | Conduct | Disciplinary Actions

Sportsmanship:

The GMYFC shall strive to be family friendly, promoting a safe and healthy environment for all participants and spectators. All participants are encouraged to invite family and friends to be supportive fans of GMYFC football.

Accordingly, all players, cheerleaders, coaches, parents and spectators shall be held to the highest standards of positive Sportsmanship at all GMYFC events and game sites.

Conduct:

- 1) No person may consume alcohol, or be in an intoxicated state, at any GMYFC event.
- 2) All persons shall obey the instructions given by Field Administrators or persons tasked with such authority.
- 3) No person shall become unruly, disorderly, belligerent or display obnoxious behavior, including any remarks to harass, intimidate or ridicule opposing coaches, players, cheerleaders, their spectators, or Game Officials.
- 4) If offensive behavior persists, or becomes physically threatening or violent, or is perceived to be intoxicated, the offender shall be asked to vacate the game site.
- 5) Any person "ejected" by a Game Official or Field Administrator shall immediately vacate the game site.
- 6) Any spectator ejected from a game site may be suspended from attending all GMYFC events and games for the remainder of the season.
- 7) If, in their sole opinion, their ability to control and manage a game is threatened, Game Officials shall have the authority to halt the game and/or award the game to the offended team by Forfeit.

Disciplinary Actions:

- 1) These Rules & Regulations, together with the By-Laws of the GMYFC, identify various rule violations, events, situations or conditions for which, in the event of their occurrence, shall result in penalty or Disciplinary Action taken against an offending Affiliate, team, coach, participant, parent and/or other persons involved.
- 2) The extent of any penalty or Disciplinary Action may include, but shall not be limited to, verbal or written warnings, in-game yardage assessments, game ejection, game forfeit, probation, suspension or termination.
- 3) The harshest of Disciplinary Actions shall apply to the participation of ineligible players, the blatant disregard of GMYFC rules and/or gross misconduct with respect to Sportsmanship.
- 4) An Affiliate found in violation may be subject to sanctions, which may include suspension of game hosting privileges, game forfeitures, suspension from playoff participation, probation or termination.
- 5) Any person facing multiple game suspension or termination may request, and shall be granted, a hearing to present mitigating circumstances. The decision of the Governing Panel shall be final.

