



ESYFL RULES AND GUIDELINES



ESYFL INC
RULES AND GUIDELINES
ESYFL STAFF

ESYFL AGE/WEIGHT MATRIX			
Division	Weight	Age(s)	Included Birth Dates
<u>6U</u>	UNLIMITED	5, 6 years old	
*Ages are based on what age the player is as on August 1st, of previous year			
<u>8U</u>	UNLIMITED	6,7,8 year old	
<u>10U</u>	UNLIMITED	8,9,10 years old	
<u>12u</u>	UNLIMITED	9,10,11,12 years old	
<u>14U</u>	UNLIMITED	12, 13, 14, years old	

** AGES ARE BASED ON THE PLAYER'S AGE ON AUGUST 1ST OF THE PREVIOUS YEAR

*****AGES AND WEIGHTS MAY BE SUBJECT TO CHANGE PRIOR TO CERTIFICATION**

ESYFL BIRTHDAY CHECKER		
Ages	Date of Birth	Team Assignment
5,6	8/2/2013 – 8/1/2015	6U
6,7,8	8/2/2011 – 8/1/2014	8U
8,9,10	8/2/2009 – 8/1/2012	10U
9,10,11,12	8/2/2007 – 8/1/2011	12U
12,13,14	8/2/2005 – 8/1/2008	14U

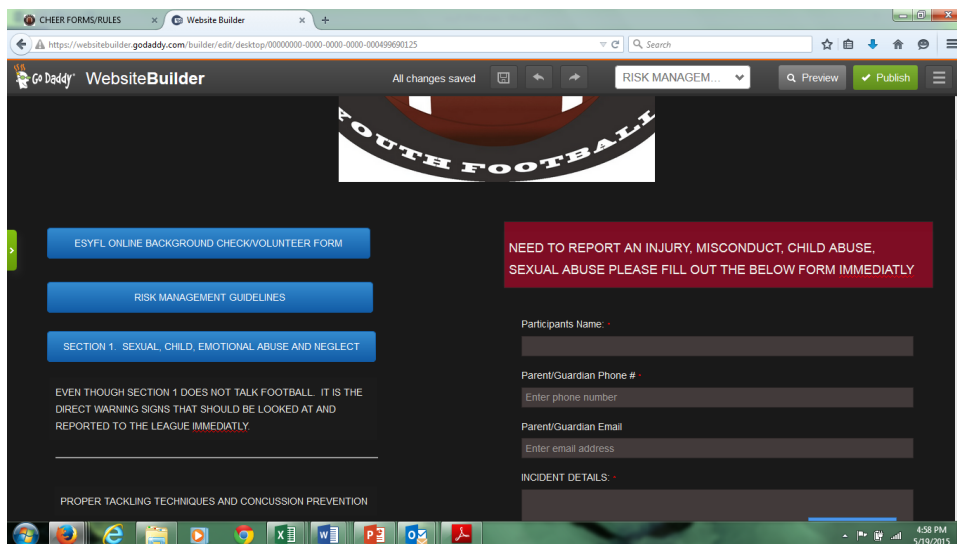
BEFORE YOU CAN PRACTICE

The ESYFL liability form and physical form **MUST (NO EXCEPTIONS)** be complete before you can begin practice. ESYFL league official asks to see this documentation at any time during league practices (WITHOUT THIS DOCUMENTATION HEAD COACH MAY BE SUSPENDED).

BACKGROUND CHECKS

All background/volunteer applications must be filled out on the league website at esyfl.net under the Risk Management tab. To be in compliance with The Department of Law Enforcement under s. [943.043](#); and The Attorney General of the United States under 42 U.S.C. s. 16920.

- All new coaches/volunteers and existing coaches that does not have a FDLE background check within the last year of has to have a background check through FDLE. The website is <https://cchinet.fdle.state.fl.us>. Coaches and volunteers can pay for the background check on the website and have it emailed to themselves, the league (esyfl.net) and/or there association right from the FDLE website.



- WHEN FILLING OUT THE BACKGROUND INFO THE EMAIL ADDRESS MUST BE THE EMAIL TO THE PARK OR WHOEVER DOES BACKGROUND FOR THE PARK SO THEY WILL GET A COPY.

ESYFL ONLINE VOLUNTEER APPLICATION
Please complete the form below to apply for a badge, background check and attest to Risk Management Training

Full Name Legal Name *
First Name Middle Name Last Name

Alias Name
First Name Middle Name Last Name

PARK OFFICIAL EMAIL ADDRESS (THIS IS THE EMAIL ADDRESS TO WHO PULLS BACKGROUND CHECKS AT YOUR PARK/ASSOCIATION NOT YOUR OWN EMAIL, THIS APPLICATION NEEDS TO BE SENT TO THEM) *
ex: myname@example.com

Birth Date *
Month Day Year

SOCIAL SECURITY NUMBER *
ex: 23

List Country, State, City license issued through *
Country:

Driver License Number *

Cell Phone Number * Home Phone Number *
Area Code Phone Number Area Code Phone Number

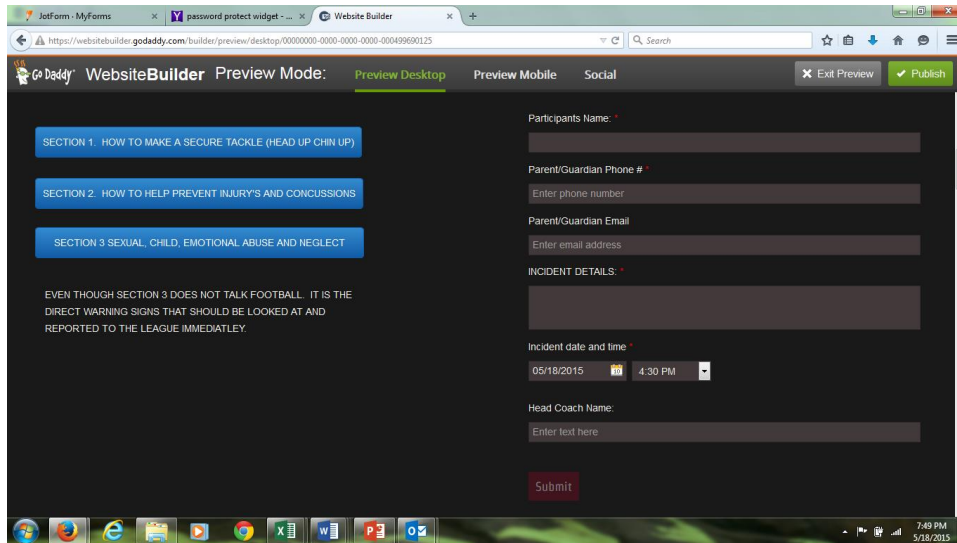
- PARKS/ASSOCIATIONS CAN DO BACKGROUNDS BUT MUST EMAIL THE LEAGUE A COPY OF THE NATIONAL BACKGROUND CHECK BUT THE BADGE WILL STILL BE \$3. OTHER THAN THAT THE LEAGUE WILL DO NATIONAL BACKGROUND CHECKS
- TO MINIMIZE REGISTRATION COST BADGES ARE \$3 PER COACH, \$15 PER COACH THAT NEEDS A BACKGROUND CHECK (CURRENT POP WARNER BADGES ARE ACCEPTABLE PROOF OF A BACKGROUND CHECK)

RISK MANAGEMENT

The ESYFL mandates all coaches visit the risk management page on the esyfl.net website and read all the material and view all the videos. All volunteers must attest that they took the risk management training by filling out the volunteer application and submitting it online under the Risk Management Tab on the league website at esyfl.net .

REPORTING INJURIES, CHILD ABUSE, CHILD NEGLECT OR SEXUAL ABUSE

All injuries should be reported to the league in writing and any incident of child abuse, child neglect or sexual abuse. This can be reported by emailing the league directly at esyfl@esyfl.net or by going directly to the website at esyfl.net and clicking on the “Risk Management” tab and filling out the form. Example below:



The screenshot shows a web browser window displaying a form titled "SECTION 3 SEXUAL, CHILD, EMOTIONAL ABUSE AND NEGLECT". The form is part of a "WebsiteBuilder" interface in "Preview Mode". The form fields include:

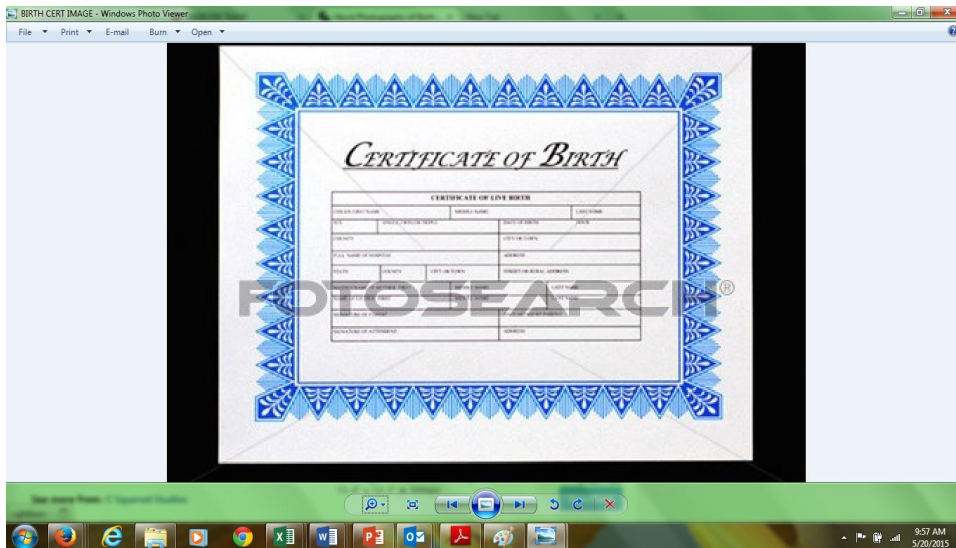
- Participants Name: [Text input field]
- Parent/Guardian Phone #: [Text input field with placeholder "Enter phone number"]
- Parent/Guardian Email: [Text input field with placeholder "Enter email address"]
- INCIDENT DETAILS: [Text input field]
- Incident date and time: [Date and time picker showing 05/18/2015 at 4:30 PM]
- Head Coach Name: [Text input field with placeholder "Enter text here"]

A "Submit" button is located at the bottom of the form. The browser's address bar shows the URL: <https://websitebuilder.godaddy.com/builder/preview/desktop/00000000-0000-0000-0000-00049660125>. The browser's taskbar at the bottom shows the time as 7:49 PM on 5/28/2015.

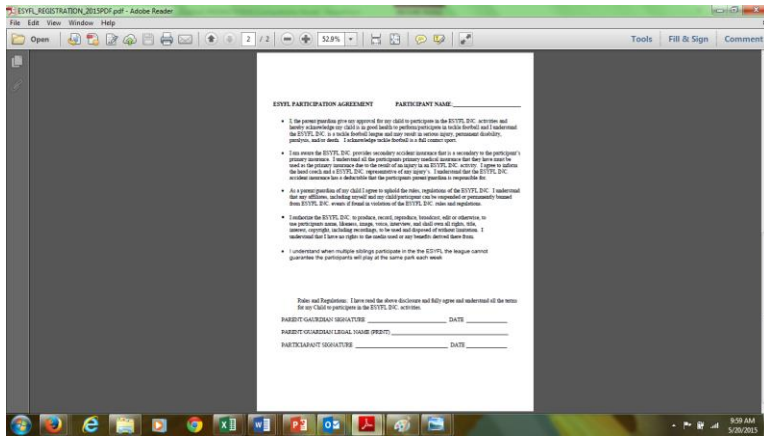
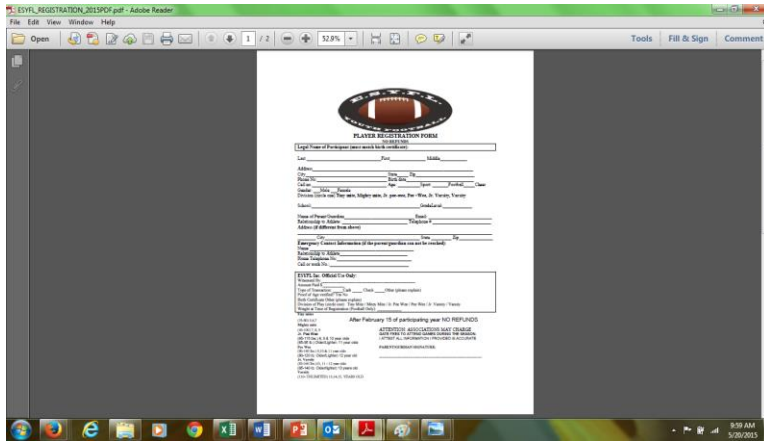
HOW TO CREATE A TEAM FOLDER

Depending on the size of your team a 2-4 inch file folder with clear plastic inserts should be used to complete your team folder.), Players should be placed in the Team Folder in NUMERIC ORDER starting with older lighters then NUMERIC ORDER BY REGULAR WEIGHT FOR CERTIFICATION. After certification the book should be in NUMERIC ORDER BY PARTICIPANT. Each player will need at least 3-4 clear plastic inserts and items need to be placed in this order:

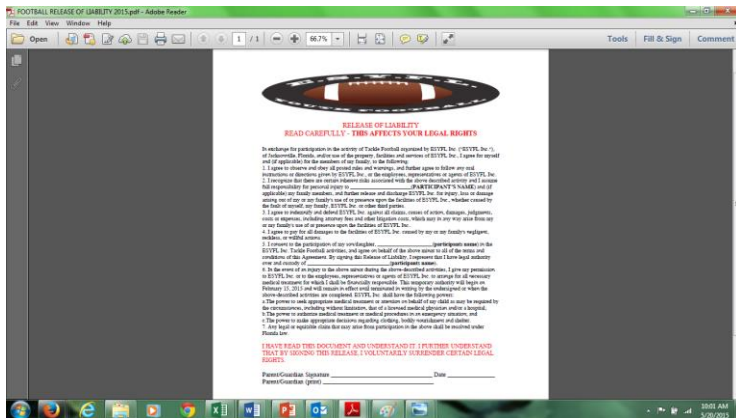
(INSERT 1) player hard card (facing front) (hard card sleeve will need to be cut out), birth certificate (facing back),.



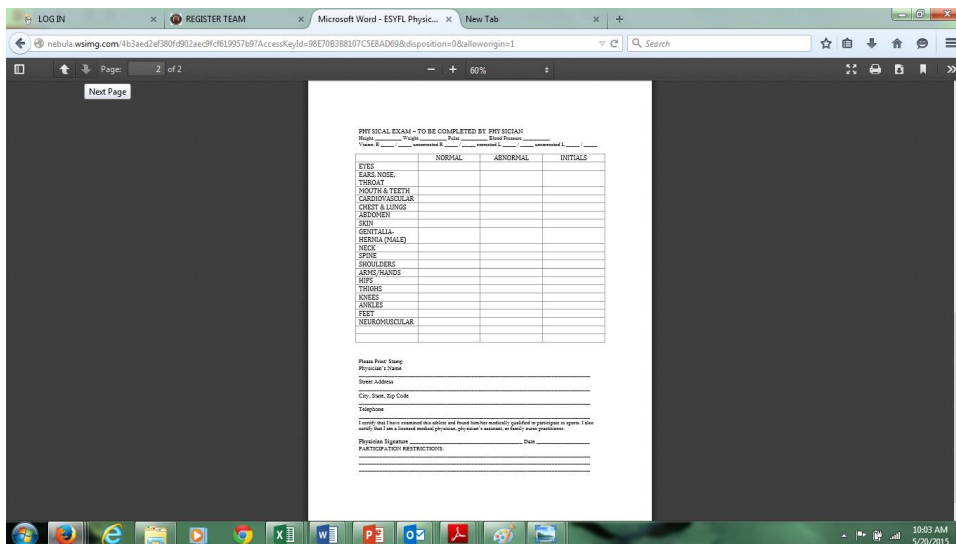
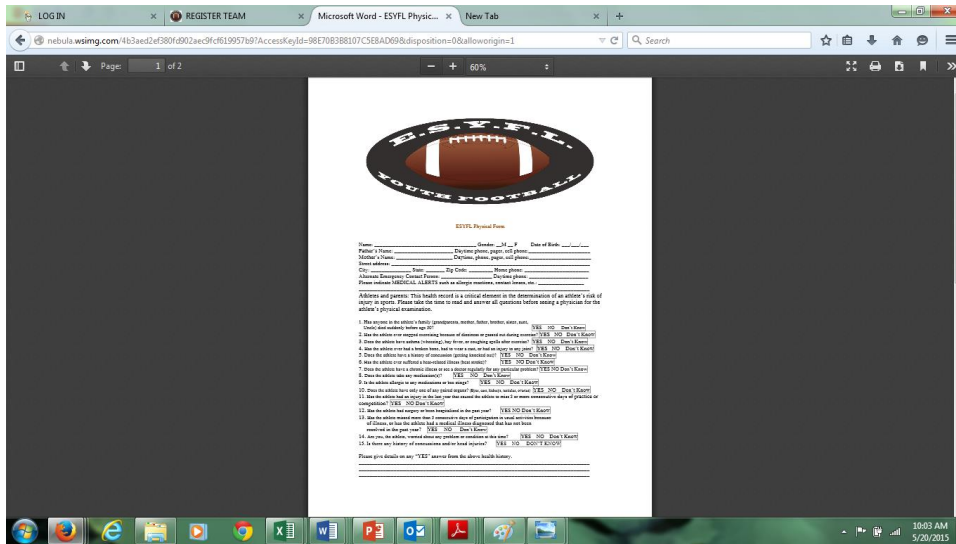
(INSERT 2) ESYFL Registration form front/back



(INSERT3) ESYFL liability form (facing front/back),



(INSERT 4), Physical facing front/back.



HOW TO CREATE A PLAYER CARD

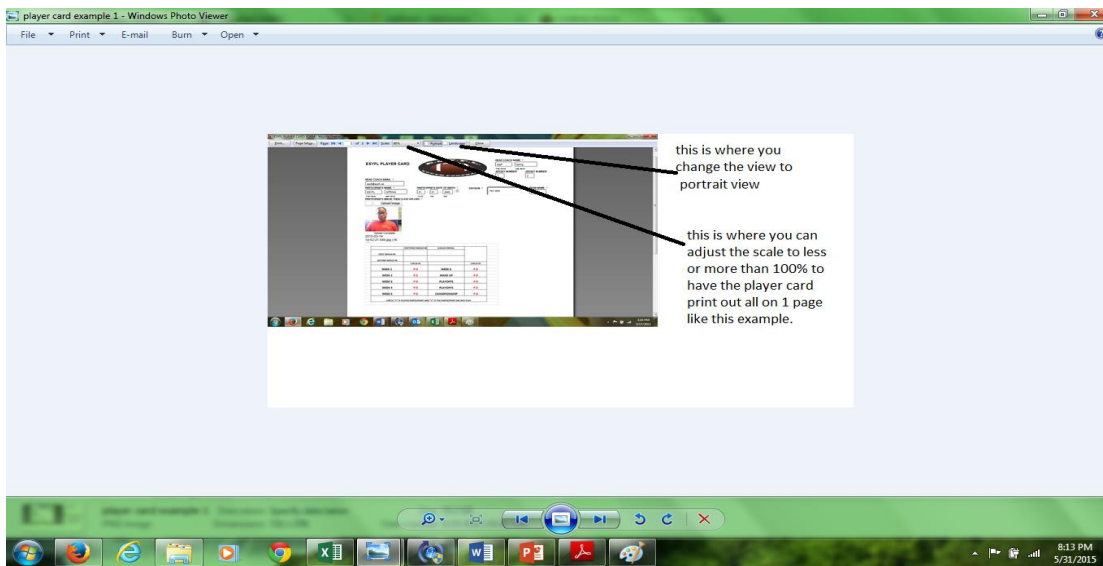
Head coaches will need to take a digital colored picture of each individual participant. Even if the league mistakenly certifies a black and white player card, the player will still be ineligible to

play until they have a certified colored player card. After taken the picture you should then go to the league website (esyfl.net) and fill out the player card and download the colored picture on to the player card, click upload, print the player card out in color (PRINT IN PORTRAIT OR LANDSCAPE), submit it and repeat the steps for each individual participant. The form must be printed out in color, if not it will not be accepted at certification. Each player card has to be submitted to the league by clicking the submit button (print before you submit). If the participant is not on file with the league and a discrepancy arises with the participant during the season, the participant will no longer be allowed to play. Make sure the head coach email address is correct on the player card, if it is not correct the head coach will not get an email confirmation back showing that he submitted the player card to the league. If the head coach did not get a confirmation that it was submitted then it was not submitted and will need to be redone. The player card has 2 jersey numbers input sections since some teams have 2 sets of jerseys. When you print you should only have to print the first page in landscape/portrait view and may have to change your settings to shrink to fit or scale it down or up depending on your settings to less or more than 100%. Examples below on how it should look and settings on how to do it:

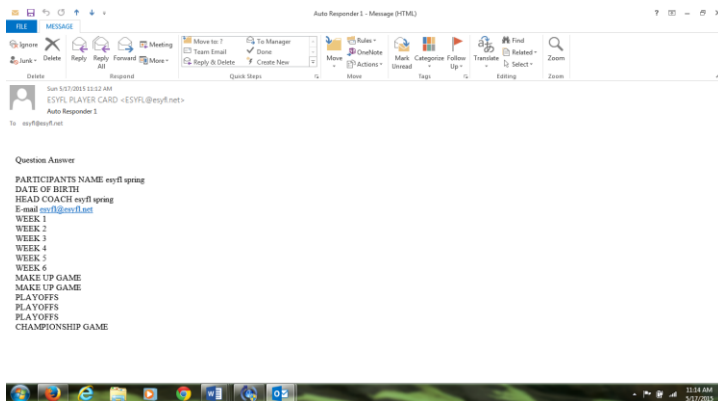
EXAMPLE OF PLAYER CARD AFTER IT HAS BEEN FILLED OUT WITH PICTURE UPLOADED AND READY TO PRINT (PRINT ON PORTRAIT OR LANDSCAPE/PORTRAIT VIEW)



EXAMPLE OF WHERE YOU CHANGE THE SETTINGS TO HAVE THE PLAYER CARD PRINT OUT ON 1 PAGE



EXAMPLE OF THE EMAIL CONFIRMATION YOU WILL RECEIVE AFTER YOU SUBMIT THE PLAYER CARD.



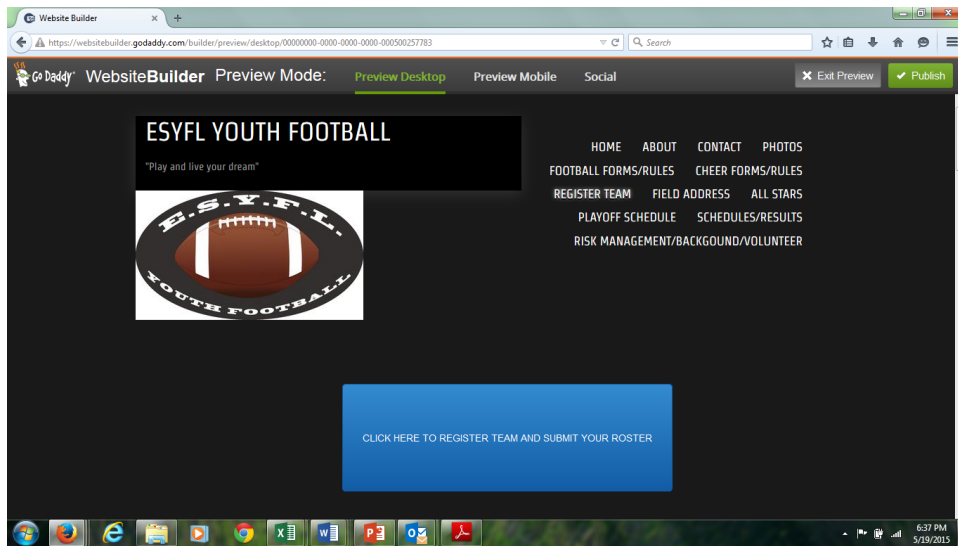
CERTIFICATION

Teams will be notified when and where their certification will occur (usually within 14 days of the first game). If your association/organization has more than one team registered, each team must have their own Team Folder. The Head Coach of each team is responsible for making sure the required documentation is in the Teams Folder. If documentation is incomplete or missing in the Team Folder on game day that player WILL not play. **Note: Player cards are available online for coaches/associations and need to be complete and brought to certification day.** Teams will be notified when and where their certification will occur (usually within 14 days of the first game). If your association/organization has more than one team registered, each team must have their own Team Folder. The Head Coach of each team is responsible for making sure the required documentation is in the Teams Folder. If documentation is incomplete or missing in the Team Folder on game day that player WILL not play.

PLAYER REGISTRATION

Players that register to play in the ESYFL should have the ESYFL registration form filled out by their parent/guardian. Registration forms should be turned into the Coach/association/organization and once you have enough players to fill a team (minimum 10 and no maximum, a team must have 8 to certify at certification and 8 to start a game). The team's information should be submitted to the league on the ESYFL.net website under the Registration Tab (up to 22 players can be submitted if more than 22 you will need to fill out two). **TEAMS ARE ALLOWED TO ADD THE ROSTER UP UNTIL THE SECOND WEEK. THE LEAGUE WILL ALLOW TEAMS TO ADD TO THE ROSTER AFTER THE SECOND WEEK ONLY FOR UNFORESEEN CIRCUMSTANCES IN WHICH A TEAM IS IN JEPARDY OF FOLDING (this is the leagues discretion).**

Each team is required to register their team online and submit each participants name, jersey number/s and picture (OPTIONAL) and submit it to the league under the “register team tab on the league website esyfl.net. Example below:



EXAMPLE OF THE REGISTRATION/ROSTER FORM BEING FILLED OUT

CHECK IN PROCESS

- The head coach is responsible for reporting to the PARK/ASSOCIATION official all members of his or her team to be checked in on the roster. Players should line up in NUMERIC order with older lighters first, then regular weighted participants. Teams must be to the game 1 1/2 hour prior to the start of their game time for check in. There must be a minimum of 8 players for checking 45 MINUTES

before the start of the game, if not the game will be forfeited if 8 players cannot be checked in by the games scheduled time (LEAGUE DISCRETION CAN DETERMINE A FORFEIT). Any participant that shows up after the start of the game will not be allowed to play. All visiting and home team players, as well as, each team's head coach and a team representative must be present for the start of the check-in process. If any opposing coach has a Player card dispute league officials will make a decision on that player based upon the documentation provided in the team folder for that player AND THE PLAYER CARD SUBMITTED TO THE LEAGUE. If any discrepancies the player in dispute may be ineligible for that game.

ROSTER RULES

- EACH TEAM WILL BE REQUIRED TO HAVE AT LEAST 10 COPIES OF THERE ROSTER IN THERE BOOK TO CARRY THE TEAM THROUGH THE SEASON (IN COLOR if optional pictures) TO EXCHANGE WITH THE OPPOSING TEAM DURING CHECK IN PROCESS
- PRIOR TO THE START OF THE GAME THE OPPSOING TEAMS WILL SCRATCH A LINE THROUGH THE PLAYERS ON ROISRTERS THAT ARE NOT PARTICIPATING IN THE GAME AND EXCHANGE ROSTERS PRIOR TO THE START OF THE GAME.
- TEAMS WITHOUT PROPER ROSTERS WILL FORFIET THERE 2 FIRST HALF TIME OUTS EACH GAME THEY DO NOT HAVE A PROPER ROSTER. HANDWRITTEN ROSTERS WILL ONLY BE ACCEPTABLE UNTIL WEEK 2. AFTER WEEK 2 ALL ROSTERS MUST BE SUBMITTED TO THE LEAGUE IN A TYPED FORM ON THE LEAGUES EXCEL FORM OR THE ESYFL LEAGUES FORM.

PLAYER DOCUMENTS

Players must provide an ORIGINAL BIRTH CERTIFICATE, STATE ID OR MILITARY ID(IF ANY DISPUTED AGE COMES UP DURING THE SEASON, THAT PLAYER MAY HAVE TO PROVIDE AN ORIGINAL STAMPED BIRTH CERTIFICATE TO THE LEAGUE AND MAY NOT BE ABLE TO PARTICIPATE UNTIL THAT PLAYERS AGE IS VERIFIED, ANY FALSIFIED DOCUMENTATION WILL RESULT IN GAME/S FORFIETED). A copy of the birth certificate needs to be placed in the Team Folder prior to pre-certification/certification and must be kept in the Team Book at all times. Other acceptable documentation accepted by the league to prove proof of age if original cannot be provided:

Original Fall league stamped hard card (a copy of birth certificate is still required for this documentation), original military ID (copy can be used in place of birth certificate), original State ID, (copy can be used in place of birth certificate) USA Passport (copy can be used in place of birth certificate).

PLAYERS ELIGIBILITY

1. Teams or associations are free to sign up any qualifying player to play for their team. (No boundaries no waivers any qualified player can play for any team but only can play for one team in the league per season and can play for another team without a waiver any other season).
2. Players have one weigh in date to for the whole season which is at certification (**SUBJECT TO CHANGE**). The first date is at certification **TBD**. If a second weigh in is needed it will be at the first or second game and will be monitored with A PARK REP or league rep, the Head coaches of both teams at that time and also be documented on the Player Hard card under the second weigh in weight. If a player does not meet weight at the first or second weigh in, they will have until the second game to meet weight to play. At that time if all required documentation is provided and payment has been made, that player can participate in that game.

Any players not registered with the league will not be covered under the leagues insurance.

SCRIMAGING AND PRACTICE

Each team will be allowed to practice unlimited amount of days starting as early as February 15th. Teams can scrimmage and do not need permission from the league to scrimmage other teams in the league on their same level (i.e. Pee-wee

has to scrimmage pee-wee)

LEAGUE PAYMENTS

Payments for teams registered are to be mailed in to the league office or given to a league official. There are two ways payments can be made.

1. Coaches will need to have checks or money orders made payable to ESYFL Inc. and list the players name in the memo line and mail in payments together and attach to the "Player Payment Form" (can be downloaded on the ESYFL.net website).). The "Player Payment Form" must be filled out completely to ensure the payments are made to the right player and team. Make sure the player's names that paid and amounts are accurate. Coaches, association, organizations are responsible for providing parents/receipt and the league will give coaches an email receipt of payment once payments have been received.

2. Coaches, association, organizations can have parents make check payable to the association/organization (making checks out to coaches not allowed) and in the memo line put ESYFL and the players name. Then the association/organization can send in one check made out to ESYFL Inc. for the team but, will need to attach the check to the "Player Payment Form" (can be downloaded on the ESYFL.net website). The "Player Payment Form" must be filled out completely to ensure the payments are made to the right player and team. Make sure the player's names that paid and amounts are accurate. Association, organizations are responsible for providing parents/receipt and the league will give coaches an email receipt of payment once payments have been received. In this case the receipt should state payment made to the association/organization for the ESYFL Inc. since the checks were not written directly to the ESYFL Inc.

Currently teams must have 75% of their team's registration fees in by February 1, of the current year and 100% in by February 15, of the current year. After **February 15, of the current year NO REFUNDS** are given due to league expenses. League officials may grant refunds due to unforeseen circumstances or possible weight issues.

The ESYFL INC. league registration fee provides referees, liability insurance, fields to play, playoffs, championship games for all divisions, championship trophies (runner up trophies are year by year basis) to participants that are present at the time of the game only , league schedules.

ASSOCIATION/PARKS RESPONSIBILITIES

IN THIS SECTION (future scheduled games will be pulled from the park for the season if rules are not followed).

- Parks/associations that host games must have a representative to check in teams.
- Parks/associations with clocks will be chosen first for post season and field conditions. The clock must be running for each game in order to host playoff games (if not future post season games will not be awarded).
- Concession stand must be open in the post season to be awarded post season games.
- Associations/parks that do not have a gate around their field is responsible for setting up a temporary barrier and keeping non-badged personal on the outside of the fence and barriers.

GENERAL GUIDELINES FOR REGULAR SEASON GAME LOCATIONS

Although game locations are based on league discretion. These are some general guidelines the league takes into consideration when games are assigned but **STARTING WITH THE 2016 SEASON THE ESYFL does not guarantee the number of games that an association/park may have if any at all.**

- NUMBER OF TEAMS AN ASSOCIATION HAS IN THE LEAGUE
- WHAT SERVICES WILL BE PROVIDED ON GAME DAY
- ARE ALL PAYMENTS CURRENT WITH THE LEAGUE
- YEARS OF SERVICE IN THE ESYFL
- DOES THE ASSOCIATION/PARK HAVE THE REPUTATION OF ABIDING BY LEAGUE RULES
- GAMES WILL BE MOVED FROM PARKS THAT DO NOT MEET GENERAL GUIDELINES AT LEAGUE DISCRETION

GAME RULES AND GUIDELINES

Current years NFHS (National Federation of State High School associations) Rules apply other than below

TEAM JERSEYS

The ESYFL does not provide jerseys but will recommend vendors for teams to go through. Only in certain situations will the league place jersey orders. If your association/organization has multiple teams, please try and stay uniform (i.e. Maroon jerseys, white numbers or white jerseys maroon numbers). All jerseys must be numbered. **IF THE JERSEY/S ARE NOT NUMBERED THE PARTICIPANT CANNOT PLAY AND GAME WILL BE FORFEITED IF YOU DO NOT HAVE 8 ELIGIBLE PARTICIPANTS WITH JERSEY NUMBERS THAT MATCH THE ROSTER AND PLAYER CARD.** Participants cannot have more than 2 jersey number assigned to 1 player and the same jersey number cannot be worn by multiple players in the game by one team.

These are examples of how the jerseys should look with visible numbers

Jersey examples



COIN TOSS

The coin toss will be conducted with Team Captains 5 minutes prior to the game at midfield. Each team can have up to 4 captains. The away team calls the coin toss and can defer.

PLAYING FIELD

The playing field of play will be as outlined in the NFHS for 8-man football (80 x 40) with 10-yard end zones.

SCORING METHOD

Extra-point pass from the 5-yard line (run or pass not have to be declared) +1-point Extra-point run from the 5-yard line (run or pass does not have to be declared) +2 points for a forward pass on the extra point conversion. 2 points for a Safety and team gets possession at midfield. **EACH TEAM IS ENTITLED TO GO FOR EXTRA POINT REGARDLESS IF THE CLOCK HAS RUN OUT UNLESS THE EXTRA POINT WOULD NOT DETERMINE THE OUTCOME OF THE GAME AT THE END OF THE GAME.**

Extra-points turnovers returned for touchdown +2 points Any turn over occurring during a point after touchdown attempt can be returned and if the opposing team scores, they will be rewarded + 2 points, this includes interceptions returned for a score in this situation NO Field Goals or kicked extra points

EQUIPMENT

The league uses approved NOCSAE equipment. Tinted visors are allowed. Non-shattered visors can be worn. Mouth pieces must be attached to helmet and can be any color. No clear mouthpieces.

GAME CLOCK

The game clock will be 4 quarters and 11 minutes per quarter on a running clock. Halftime is 10 minutes. The clock only stops for 25 seconds on change of possession, timeouts, injuries, water breaks and the end of each quarter and at the referee's discretion. The game clock becomes a controlled clock in the last 2 minutes of the 4th quarter if the game score difference is 16 points or less or if sportsmanship rule is in effect. **EACH TEAM IS ENTITLED TO GO FOR EXTRA POINT REGARDLESS IF THE CLOCK HAS RUN OUT UNLESS**

THE EXTRA POINT WOULD NOT DETERMINE THE OUTCOME OF THE GAME AT THE END OF THE GAME.

COACHES ON FIELD

Coaches are allowed on field on both sides of the ball and after the offensive huddle breaks it coaches must stand at least 15 yards behind the LOS. Tiny-mite can have 2 on the field (1 coach for offensive line and one coach for backfield, 1 coach for defensive line and 1 coach for secondary).

OFFENSIVE AND DEFENSIVE RULES

Current years NFHS (National Federation of State High School associations) Rules apply other than below

ESYFL ARTICLE 101. No punting. A punt must be declared and will be marked off 25 yards from the LOS. If the 25-yard mark off puts the opposing team in the end zone they will get the ball on the 10-yard line. The offensive team has 25 seconds to declare a punt. Halftime is 5 minutes.

ESYFL ARTICLE 102. The playing clock will stop on the last 2 minutes of the 4th quarter and will become a controlled clock UNLESS IT'S A LOPSIDED SCORE OF 17 OR MORE POINTS THEN THE CLOCK WILL REMAIN A RUNNING CLOCK NO MATTER THE SITUATION.

ESYFL ARTICLE 103. Each team will get 2-time outs per half and be allowed to carry only 1 over to the second half. Roster Rule violation can forfeit 2 first half time outs.

ESYFL ARTICLE 104. The offensive play clock is 25 seconds and on change of possession the clock will stop for 25 seconds for teams to switch and start running again after the 25 seconds has lapsed.

ESYFL ARTICLE 105. The game will start with the team receiving the ball on the 15-yard line. The same rule applies with the team receiving the ball after the half.

ESYFL ARTICLE 06. No kick offs

ESYFL ARTICLE 107. No field goals

ESYFL ARTICLE 108. No defensive player in Tiny-mite or mighty-mite division shall line up directly over the center but can line up in the A gaps but cannot directly rush the center.

ESYFL ARTICLE 109. The defense can only line up-to 4 players (no minimum) on the LOS scrimmage, which includes defensive backs and can be in a stance or stand-up position.

ESYFL ARTICLE 110. NO BLITZING ON ALL DIVISIONS once the center touches the ball and the offensive line is in place the defense cannot walk a man up toward the LOS within 2 yards from the LOS even if it's less than 4 defensive players on the LOS. The defense is allowed to move a man back off the line at any time prior to or at the snap but not allowed to move a man forward after the center touches the ball and the offensive line is in place even if it's less than 4 defensive players on the LOS.

ESYFL ARTICLE 111. Defensive lineman is allowed to line up directly over the center for all levels other than tiny-mite and mighty-mite.

ESYFL ARTICLE 112. Blocking below the waist is allowed within the NFHS rules ONLY IN THE BOX. (No Clipping, tripping, chop block, no but block, no open field blocking below the waist in open field)

ESYFL ARTICLE 113. Turnovers - Fumbles are live balls that CAN be recovered and returned for a score by the opposing team (EXCEPTION SPORTSMANSHIP RULE). Tiny Mite: Fumbles are not live behind the LOS and will be dead and placed back at the down marker where the play originally started but will lose the down in tiny-mite only.

ESYFL ARTICLE 114. A minimum of 4 offensive players (i.e. OL, WR's/TE's) on the line of scrimmage at the snap, to ensure a legal offensive formation and remaining 4 as offensive skill positions (i.e. QB, RB, WR, TE). Players on the far right and left ends of the line of scrimmage are eligible and ANY uncovered player (i.e. if the receiver is on the same side as the TE/OT/OG/C the TE/OT/OG/C can be eligible if the WR is off the line).

ESYFL ARTICLE 115. There is overtime in the regular season using the Kansas City Tie Breaker rule starting from the 10-yard line. Each team gets 1 timeout per OT and OT is limited to 4 in the regular season and if no winner the game will end in a tie. After 4 overtimes in the regular season if the game is still tied the game will end in a tie and no make-up game will be given regardless of outcome of seeding (tie break rules will come into play)

ESYFL ARTICLE 116. The winning team will be given 2 bonus points for a win, 1 for a tie and 0 for a loss. Tiebreakers are in this order: Win percentage, head to head, bonus points, total defensive points given up, and LAST offensive points scored. Once divisions are set and determined, tie breakers rules will determine seeding in the divisions. End of season tiebreakers that end in 3 or more teams tied will be in this order if all teams did not play each other:

Defensive points given up, head to head, offensive points scored.

ESYFL ARTICLE 117. GAME BALLS: Each team must provide their own playing ball and the referees will rotate them for offensive possessions only. The ball should be a comparable with a Wilson Traditional Football. Ball size examples: ball sizes must match within the age division you are playing. **IF THERE IS A BALL SIZE DISPUTE THE REFEREE WILL DETERMINE WHICH BALL IS THE CORRECT BALL TO PLAY WITH BETWEEN THE 2 OPPOSING TEAMS AND BOTH TEAMS WILL PLAY WITH THE BALL THE REFEREE DETERMINES IS THE CORRECT BALL.**

TINY-MITE-MITE & MIGHTY: PEE-WEE

JR-PEE-WEE & PEE-WEE: JUNIOR

JR. VARSITY & VARSITY: YOUTH

ESYFL ARTICLE 118. Tinted visors are allowed. Mouthpieces need to be attached to the helmet and can be any color. No clear mouthpieces.

ESYFL ARTICLE 119. Each team may have one coach on the field during play (2 for 6U). Before the snap, both offensive and defensive coaches must be a minimum of 15 yards from the line of scrimmage. Coaches are responsible for not interfering with play after the offensive huddle breaks. Coaches on the field cannot talk or move players after the offensive huddle breaks. These infractions will result to a 15-yard penalty (Referees discretion).

ESYFL ARTICLE 120.

Minimum plays per game: The league promotes that coaches divide the playing time equally, but understands development may not be ideal for every game situation (**there is a 2 minimum play rule for each player**).

Minimum games played: All participants must participate in 2 games in the regulation season in order to participate in the post season unless the participant has an excused Doctors note.

ESYFL ARTICLE 121. Unsportsmanlike with the referees on the field will result in a 15 -yard penalty and the coach will have to coach from the sideline the

remainder of the game (this only applies to the side of the ball that was kicked off the sideline but the coach that was moved to the sideline cannot coach on the field the remainder of the game if he coaches on the field on both sides of the ball). Second unsportsmanlike with the referee will result in ejection.

ESYFL ARTICLE 122. Any illegal participant that's found to be illegal by the league will be dismissed from the roster immediately. Illegal participants must be reported to the league by EOD of week 3 in writing, with details of the acquisition that the participant is illegal and sent to esyfl@esyfl.net in order for the league to open an investigation. Also, a cashier's check or money order for \$75 must be made out to the league to submit a claim and is only refundable if the leagues investigation concludes the participant is illegal. After EOD week 3 to ensure reporting illegal participants in a timely manner on or after EOD of week 3 it will be the leagues discretion on the severity of the infraction of the participant, head coach and team in question if any. Penalties may include up to 1-6 games forfeited and/or team/s not allowed to participate in playoffs without an appeal.

ESYFL ARTICLE 123. Teams can start the game with 8 players and allowed to finish the game with less than 8 players but for safety if a team ends up with less than 7 players after the game has started the game will be forfeited by the team with less than 7 players. The opposing team does not have to play with less than 8 players in this case. Since tams are required to be at the location at 1 hour prior to the start of the game if the slotted time has for that game has started, they may be subject to forfeit.

ESYFL ARTICLE 124. Any forfeited games will result in a penalty add at the end of the season. A defensive point penalty of 30 defensive points will be added for every forfeited game. Any effected teams effected by any other team forfeited games after week 3 will be given the opportunity to change seeding due to their seeding changing from other teams forfeiting.

TINY-MITES ONLY: Two coaches are allowed on the field on both sides of the ball to help with offensive and defensive alignments. Turnovers- Fumbles (FORCED OR UNFORCED) are only live if the fumble occurred after the offensive player that has secured the ball has crossed the line of scrimmage. Fumbles are not live behind the LOS and will be dead and placed back at the down marker where the play originally started but will lose the down. Interceptions and fumbles that occur on the defensive side of the LOS will be considered live and can be returned for the defensive team to score.

SPORTSMANSHIP RULE

- IF A TEAM IS UP BY MORE THAN 35 POINTS THE CLOCK WILL CONTINUE TO RUN IN SITUATIONS WHEN IT WILL NORMALLY STOP (TIMEOUTS, INJURYS, ETC). No offensive pass plays after 35 or more points difference. The team that is losing has the option to end the game once the score difference is 50. ANY DEFENSIVE RECOVERY BY THE TEAM THAT IS UP IN THE GAME CANNOT BE ADVANCED AND AWARDED THE BALL WHERE THE BALL WAS TURNED OVER. BOTH TEAMS WILL AUTOMATICALLY DECLARE A PUNT ON 4TH DOWN (NO MATTER THE CIRCUMSTANCE). IF THE GAME SCORE DIFFERENCE BECOMES LESS THAN 35 POINTS AFTER THE SPORTSMANSHIP RULE IS IN AFFECT THE NORMAL GAME RULES WILL APPLY UNLESS THE GAME BECOMES LOPSIDED WITH A SCORE OF 35 POINTS OR MORE THEN IT WILL REVERT BACK TO SPORTSMANSHIP RULES.

WEATHER RULE

If weather hinders play of the game before halftime the game will be made up if necessary. **At, during or after halftime the game score will be final if the game cannot be started back up 30 minutes after the start of the 3rd quarter.** (NO EXCEPTIONS AND THE GAME WILL NOT BE MADE UP EVEN IF IT MAY AFFECT PLAYOFF SEEDING WITH GAME ENDING IN A TIE OR A LOSS). The next game will start after the weather delay if possible, at the slotted time to start that game. For any weather reason the next game cannot start at its slotted time and is or going to be delayed more than 45 minutes after its original start time that game will be made up if necessary and so on. GAMES ARE CALLED DUE TO WEATHER BASED ON REFEREE DISCRETION DUE TO WEATHER CONDITIONS AND NOT THE LEAGUE EVEN IF A LEAGUE REP IS ON SITE.

POST SEASON

PLAY OFF GUIDELINES WILL COME OUT EACH SEASON BY WEEK 3. THE POST SEASON GUIDELINES ARE DECIDED ON A SEASON BY

SEASON BASIS AND DETERMINED ON HOW MANY TEAMS THAT PARTICIPATE ON EACH DIVISION.

OVERTIME FOR THE POSTSEASON: Kansas City tie breaker rules apply for the Post-Season (NFHS Rules apply other than No Field Goals) Each team will get the ball on the 10-yard line with each team having a chance to score with a 25 second play clock until we have a winner.

SUMMARY OF PENALTIES ALL PENALTY'S ARE NFHS RULES AND THE LIST BELOW IS JUST A GUIDELINE OF THE RULES

Loss of five yards:

1. Delay of game
2. Encroachment
3. False Start
4. Illegal formation
5. Illegal forward pass
6. Illegal forward lateral
7. Ineligible receiver down field
8. Incidental face mask
9. Intentional grounding
10. Illegal substitution
11. Illegal shift or motion

Loss of ten yards:

1. Holding
2. Illegal use of hands
(hands to the face, block in the back)

Loss of fifteen yards:

1. Un-sportsmanlike conduct (by a player, coach, or spectator)

2. Coach interference either accidental or intentional while on field (coaches are required to be 15 yards back after the huddle breaks and not allowed to talk after the huddle breaks if the coach is on the field (even if a coach is on the field the sideline coaches can talk after the huddle breaks)
3. Illegal Block below the waist
4. Clipping, tripping, chop block
5. Grasping an opponent's face mask
6. Roughing the passer
7. Slapping a blocker's head
8. Illegal participation

ALL STARS RULES



- THE LEAGUE WILL DETERMINE THE NUMBER OF PARTICIPANTS FOR ALL STARS ON A YEAR BY YEAR BASIS (FOR NOW IT IS 16)
- THE LEAGUE WILL DETERMINE THE CRITERIA FOR COACHING THE ALL STAR TEAM ON A YEAR BY YEAR BASIS
- Head coaches will nominate 5 offensive and 5 defensive players and one in each position (QB, RB, TE/WR, OL, HB/FB) (LB, DE, CB, NG, DT). Coaches can nominate the same player for offense and defense but if selected the player will only be selected for one side of the ball.
- Head coaches will need to rank the players on the nomination form in order from 1-5 with 1 being the highest.
- **ALL STAR BALLOTS MUST BE IN ON THE WEDNESDAY AFTER WEEK 3 BY 9:00 P.M**
- **RECRUITING WHILE COACHING ALL STARS:** No recruiting for Fall leagues/teams/park are allowed while coaching a participant for All Stars. This also pertains to recruiting through parents, coaches, park/associations coaches, board members or fans, etc. Anyone staff found in violation will be removed

immediately and banned from coaching All Stars. The Head Coach will be responsible for making sure this rule is followed and relayed.

- All Star selections will be tiered and as followed:
3 TEAMS = 10 PLAYERS FROM THE HEAD COACH TEAM/ANY TEAM AT LEAST 2 FROM EACH OTHER TEAM
4 TEAMS = 8 PLAYERS FROM THE HEAD COACH TEAM/ANY TEAM AT LEAST 2 FROM EACH OTHER TEAM
5 TEAMS = 6 PLAYERS FROM THE HEAD COACH TEAM/ANY TEAM AT LEAST 2 FROM EACH OTHER TEAM
6 TEAMS = 5 PLAYERS FROM THE HEAD COACH TEAM/ANY TEAM AT LEAST 2 FROM EACH OTHER TEAM
7 TEAMS = 5 PLAYERS FROM THE HEAD COACH TEAM/ANY TEAM AT LEAST 2 FROM EACH OTHER TEAM
- ALL STAR COACH CAN OVERRIDE AT LEAST 1 ALL STAR NOMINEE OFF EACH TEAMS ROISTER IF A PARTICIPANT WAS NOT SELECTED THAT HE/SHE WANTS
- IF A PARTICIPANT QUILTS OR CANNOT PARTICIPIATE IN ALL STARS THE LEAGUE WILL PICK THE REPLACEMENT ALL STAR (IF ANY)
- ALL STARS MUST BE PICKED BY POSITIONS BUT ONCE THE ROISTER IS COMPLETE TEAMS HAVE THE FLEXIBILTY TO MOVE PLAYERS AROUND (IE. A PARTICIPANT WAS SELECTED AS A CENTER BUT WILL BE BETTER AT NOSE GUARD, THE STAFF WILL BE ABLE TO MOVE THE PLAYER FROM OFFENSE TO DEFENSE)

Playing a player on the side of the ball they were not roistered for in the All Star game will be an unsportsmanlike penalty. If a player is missing, hurt or has to sit out plays a player that plays the other side of the ball can substitute for these reasons only.

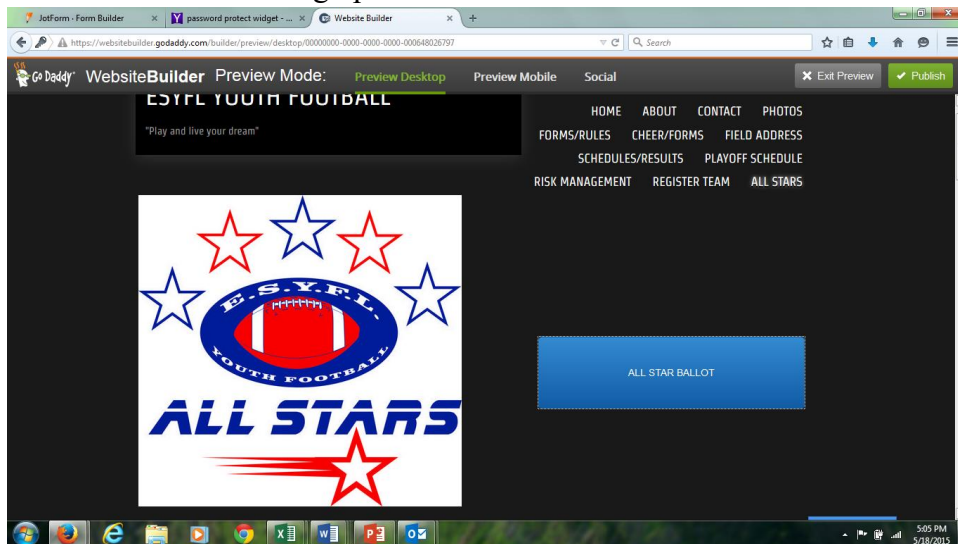
- Do not nominate a participant who does not have a ride to practice. Also, discuss how practice locations may be out the participant's normal area and registration fees before selecting as well.
- OFFENSE AND DEFENSIVE PLAYERS WILL WEAR EITHER ODD OR EVEN NUMBERS IN THE ALL STAR GAME
- IF A TEAM SO HAPPENS NOT TO PARTICIPATE, TURN IN A ROISTER, ETC THE ALL STAR COACHING STAFF RESERVES THE RIGHT TO CALL PARTICIPANT/S DIRECTLY TO SEE IF THEY WOULD LIKE TO PARTICIPATE IN THE ALL STARS EVENT IF HE/SHE WANTS A PARTICULAR PARTICIPANT/S.

ALL STAR BALLOT DIRECTIONS

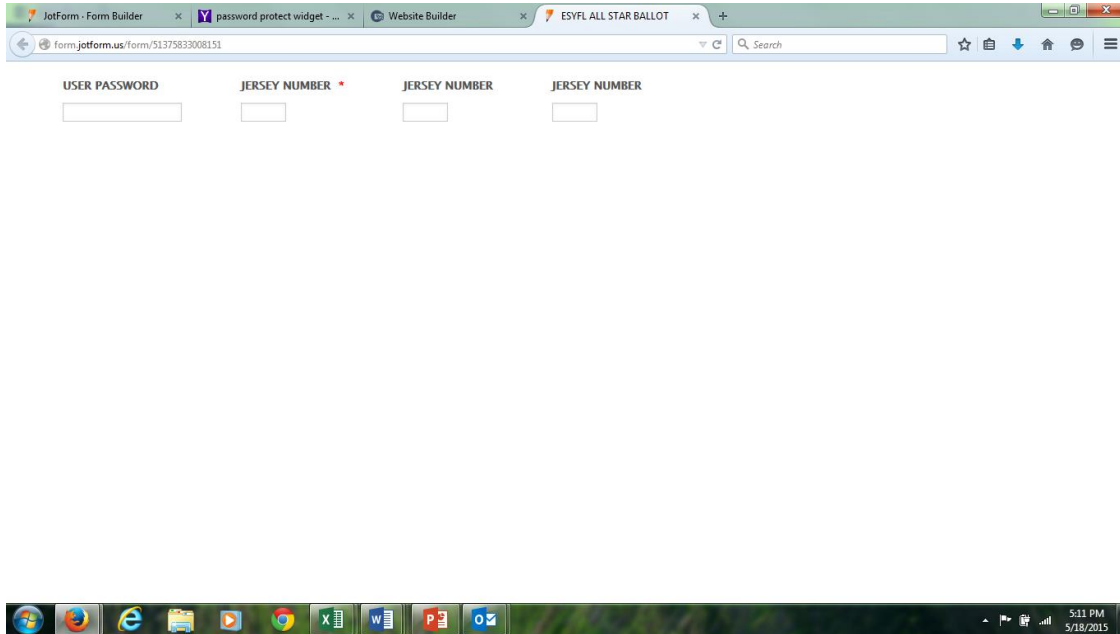
ALL STAR BALLOTS MUST BE SUBMITTED BY THE DEADLINE GIVEN BY THE LEAGUE. IF NOT THEY MAY NOT BE ACCEPTED. NOBODY WILL BE ADDED ONCE THE ALL STARS HAVE BEEN SELECTED UNLESS LEAGUE DISCRETION.

ALL STAR BALLOTS MUST BE IN ON THE WEDNESDAY AFTER WEEK 3 BY 9:00 P.M

1. Go to the league website esyfl.net click on the “ALL STAR” tab.
2. Click on the link to bring up the form “ALL STAR BALLOT”



3. The beginning of the form will show up asking for the “USER PASSWORD” (THE PASSWORD YOU WILL NEED TO GET BY CONTACTING THE LEAGUE, THIS IS FOR HEAD COACHES THAT ARE FILLING OUT THE BALLOTS ONLY)



4. After the user password is inputted the form will populate for you to fill out and submit to the league. You have to fill out all required fields and when you submit you will get an email confirmation to the email address you provided for the head coach.

CODE OF CONDUCT

DISQUALIFICATIONS ALL DISQUALIFICATIONS WILL BE THE REFEREE'S DECISION AT THE TIME OF THE INCIDENT

1. Second unsportsmanlike facemask penalty
2. Fighting whether it is a player or spectator (PARTICIPANTS, SPECTATORS OR COACHES FIGHTING PRIOR TO A GAME IS AUTOMATICALLY SUSPENDED FOR THAT GAME AND EJECTED FROM THE PARK IMMEDIATELY)
3. Striking, kicking, or kneeling any player or spectator
4. Intentional contact with a game official
5. Two un-sportsmanlike fouls by a player or spectator (Referee may eject a player, coach, and spectator for one unsportsmanlike conduct depending on severity of action).
6. Any other act that is unruly, rough, and/or flagrant

DISCIPLINARY PROCEDURES AND PENALTIES

1. The players, head coach, and assistant coaches can be in the coach's box on the sidelines. The coach's box is between the twenty-yard lines. These individuals must have proper identification to be on the playing side of the field. Failure to comply with this rule will result in a fifteen-yard Unsportsmanlike conduct. All other parents, friends, and/or relatives must stay in the designated area, even if you are filming.
2. Profanity and arguing with any game official, league staff, or opposing parent/coach is not allowed, **ZERO TOLERANCE**. This will be strictly enforced. Failure to comply will be handled as follows: Coach will be ejected from the game and may be suspended by the league for up to three games. Coaches can only be reinstated at the league discretion. Parent(s)/Guardian(s) will be ejected from the game and may be suspended for the following week's game. If the problem persists then the child of the parent/guardian may be suspended for one game. Players will be ejected from the game and suspended for the following week's game (league discretion). If the problem persists then the child may be suspended for the season and banned from future participation in the league (league discretion).

3. There will be no use of electronic devices between coaches and players during the game. Violation will result in immediate ejection from the game and may be suspension for the following week's game.

4. Any adult who is using alcohol, tobacco or non-prescription drugs and/or appears intoxicated at a ESYFL League event, and/or who is flagrantly rude, attempts to intimidate, verbally abuse, heckles, taunts, ridicules, boos, throws objects and/or uses vulgarity or profane language/gestures with an official, coach, volunteer, staff member, participant or other event attendee, must receive a verbal warning and/or be asked to leave a ESYFL League event. The member organization may also provide a written warning to the individual regarding the misbehavior. The adult's children may also be removed from the event. Any adult who commits one of the above stated offenses a second time, will be banned from any and all ESYFL League events for a period of up to one year from the date of the second offense, and their children may also be removed from the program(s) for that time period.

5. Any adult who physically or verbally assaults an official, coach, volunteer, staff member or participant or threatens grave bodily harm may be banned from any and all ESYFL League events up to one year from the date of the offense, and their children may also be removed from any and all ESYFL League programs for that same period of time. After the ban has expired, if the individual commits another offense of the code of conduct, the individual will be permanently banned from any and all ESYFL League events and the individual's children may also be permanently removed from any and all ESYFL programs.

NO REFUNDS WILL BE GIVEN FOR THOSE IN VIOLATION.

4. Parents that are in violation and not in the designated area determined by league officials at the game site will be ask to leave the field area.

5. Parents found engaging in verbal or physical violence with other parents, coaches, referees, or league staff will be suspended indefinitely from the league.

ESYFL Inc. Reserve the right to make any changes to these rules, policies, and procedures of its league at any time.