**2021**

**North Alabama American Youth Football**



**OFFICIAL RULES AND REGULATIONS**

**Updated – 05 March 2021**

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# **NAAYF League Construct / Roles**

The North Alabama American Youth Football league is officially chartered and recognized by the national American Youth Football and Cheer organization, as the AYF championship conference for all of North Alabama. Receiving this charter in 2020, the NAAYF league is a member of the Southeast Region of AYF, and routinely sends football and cheer squads to the AYF Regional and National tournaments.

NAAYF is constructed as a group of independent football / cheer associations around the North Alabama area with the sole purpose of organizing the rules, schedule, and gameplay oversight of instructional and inspiring youth football and cheer activities in a coordinated manner to ensure fair and safe gameplay for the youth of North Alabama.

The individual associations, and their respective board members, comprise the league as a whole.

The league (of associations) represented in the league from the prior season, minus any associations that have resolved to leave NAAYF, selects the NAAYF league leaders for the upcoming season. These roles at a minimum include the NAAYF President and NAAYF Commissioner. These roles do not need to be existing association board members, and it is preferred that these roles be performed by experienced individuals with prior association board or youth football organization and officiating experience.

Each year, the league will hold an Inaugural Meeting, at which various season-initiating logistics will be resolved, including but not limited to:

* selecting/re-affirming the President and Commissioner roles, and other roles as desired
* reviewing and voting on requests to join the league
* reviewing and voting on updates to the league rules as amended from the previous year
* reviewing any league construct changes, such as association groups in conferences

## **League President**

The responsibilities of the NAAYF President include, but are not limited to the following:

* Organizing league meetings
* Coordinating with league associations to ensure all requirements are being met
* Creating and updating the season schedule
* Assisting the Commissioner in maintaining the league rules
* Determining, Proposing, and Collecting any Season League Fees/Fines from associations
* Serving as arbiter in any league changes or disputes over rules or other issues as they arise
* Procuring League trophies for Bowl Game champion teams

## **League Commissioner**

The responsibilities of the NAAYF Commissioner include, but are not limited to the following:

* Updating and maintaining the league rules
* Organizing the Field Bosses for the season
* Organizing the game officiating with the league’s officiating group
* Providing league rules to the league’s officiating group and Field Bosses
* Certifying team rosters for each team to ensure they meet league requirements
* Serving as arbiter in any league disputes over rules or other issues as they arise
* Reporting the final certified scores each week to the league

## **League Associations**

NAAYF is considered a “conference” in the American Youth Football organization, but is referenced by the member associations as the NAAYF league. NAAYF League Associations are members of the American Youth Football ([americanyouthfootball.com/](https://www.americanyouthfootball.com/)) organization, and enjoy all rights and privileges that accompany this membership. The Official Rules and Regulations contained in this document are derived from the National AYF Rules for this year, and are referenced in the below section explaining the order of applicability. Each season, each association is responsible for (at a minimum):

* Registering each football and cheer team as a member of AYF
* Obtaining the necessary insurance for each football and cheer team (discounted via AYF)
* Obtaining/Maintaining the necessary equipment and uniforms for the players
* Securing a regulation football field for practices and for hosting home games (if possible)
* Communicating venue availability dates for hosting home games to the President/Commissioner
* Attending all NAAYF league meetings and conference calls
* Compiling a “team book” for each football team for league certification
* Performing background checks for each coach, team mom, and adult on the field with children
* Ensuring coaches are certified via [ayfcoaching.com](http://www.ayfcoaching.com), and completed concussion training
* Ensuring home games have required Medical and Security personnel present at all times
* Organizing volunteers and all assistance needed in hosting home games
* Ensuring the field boss and referees are paid for their services at hosted home games
* Ensuring all affiliated coaches, parents, and players respect the rules set forth, as well as show sportsmanship to all players, coaches, referees, and field bosses

## **Associations Joining NAAYF – New Associations**

As stated previously, returning member associations of NAAYF will vote at the beginning of each year to accept / reject requests from outside associations to join NAAYF for the upcoming season. Associations that are accepted into NAAYF for the upcoming season are considered “New Associations” and will be able to participate in the League meetings throughout the season. In the first year of membership, “new associations” will not have the ability to vote on league matters.

## **Season League Fees**

NAAYF attempts to minimize the league fees each season, as all associations already spend large amounts of funding on the items needed to make the sports affordable and safe for the youth.

Each season, the League President will present the expected league costs to the league at the season Inaugural Meeting, and based on the number of associations, each association will pledge to provide its portion by the Jamboree.

These costs typically cover administrative things such as the calibration of weigh-in scales, printing costs for rule books for the referees, and league website administration.

The final league fees per association will be voted upon and approved at the Inaugural Meeting each year to provide each association with the ability to consider these costs early in season budgeting.

## **Season Scheduling**

NAAYF will hold the League Coaches’ Meeting on or before the week before Jamboree, but not before the start of the season practices.

NAAYF will present the initial draft of the season game schedule to the league no later than 31 August. Every attempt will be made to provide this sooner, but this date is to provide associations as much time as possible to certify teams for the season.

Associations will have until the Friday before Labor Day to request schedule modifications to the season game schedule. NO SCHEDULE CHANGES will be accepted after the Friday before Labor Day.

Only in EXTREME circumstances will be game venue or date/time be modified after the Friday before Labor Day. These circumstances include, but are not limited to: field unavailability or poor condition, referee / field boss unavailability, inclement weather, or any safety or life-threatening situation.

# **Order of Rule Applicability**

NAAYF rules will be consistent with current rulebook for national AYF rules, and the NFL / USA Football Flag Football rules. The national AYF rules are published each year by American Youth Football, Inc. and can be referenced by member AYF associations at [www.myAYF.com](http://www.myAYF.com). The NFL / USA Football Flag Football rules are published annually as well, and can be referenced at [www.nflflag.com](http://www.nflflag.com/).

The local NAAYF variations to the national AYF rules for 2021 are contained in this document.

In the NAAYF, all procedural and gameplay rules for the execution of the flag football season shall be applied in the following order:

1. 2021 NAAYF Rules (local rules) contained within this document supersede all rules;
2. 2021 NFL / USA Football Regular Season Rulebook covers everything else.

In the NAAYF, all procedural and gameplay rules for the execution of the tackle football season shall be applied in the following order:

1. 2021 NAAYF Rules (local rules) contained within this document supersede all rules;
2. 2021 National AYF Rulebook supersedes NFHS rules;
3. 2021 NFHS Football Rulebook covers everything else.

# **Divisions of Play**

**FLAG FOOTBALL DIVISION**

|  |  |  |
| --- | --- | --- |
| **Division** | **Protected Ages** | **Weight Restrictions** |
| 6U (Bandits) | AGE MINIMUM – 4 YEARS-OLD  CANNOT TURN 7  BEFORE 8/1/2021 | UNLIMITED WIEGHT |

**ALL-AMERICAN (DIVISION 2) COMPETITIVE DIVISIONS OF PLAY**

**(per AYF Rulebook, Section 5-C)**

|  |  |  |
| --- | --- | --- |
| **Division** | **Protected Ages** | **Weight Restrictions** |
| 8U Division | CANNOT TURN 9  BEFORE 8/1/2021 | UNLIMITED WIEGHT |
| 10U Division | CANNOT TURN 11  BEFORE 8/1/2021 | UNLIMITED WIEGHT |
| 12U Division | CANNOT TURN 13  BEFORE 8/1/2021 | UNLIMITED WIEGHT |

**DIVISION CLARIFICATIONS**

1. There will be NO older/lighter players playing down for any division.
2. Other than rules specifically outlined in this document, the 6U will play under the flag football rules contained in the AYF Flag Football Rulebook, as referenced in Section 5-I of the 2021 National AYF Rulebook.
3. While the 8U Division will be included in the All-American Division of Play of AYF, within the NAAYF the 8U Division teams will play per the local rules specified in this document in Section 9.
4. Other than rules outlined specifically in this document, the 10U and 12U Divisions will play under the National Federation of State High Schools Association (NFHS) rules for football.
5. There will be 4 referees on the field for each tackle football division.

# **Restricted Weight Players and Division Ball Size**

For the 2021 season, the following rules will apply concerning Restricted Weight Players (RWP) and the specific ball size used per division of play.

|  |  |  |  |
| --- | --- | --- | --- |
| **Division** | **Restricted Weight Player (RWP) - Restrictions** | **Maximum Weight (RWP)** | **Ball Size** |
| **6U Division** | There are no restricted weight players in the 6U Flag Division | None | K2 |
| **Division** | **Restricted Weight Player (RWP) - Restrictions** | **Maximum Weight (RWP)** | **Ball Size** |
| **8U Division** | **Offense**: The RWP may only play Center, Guard, or Tackle  **Defense**: The RWP may only play Nose Guard, Tackle, or Defensive End  **12U Special Teams**: The RWP may punt or kick the ball as the punter or place kicker on kicking plays from scrimmage. The RWP may play any position on kickoffs and kick returns.  **Notes**:   1. If RWP gains possession of the ball, in any circumstance, the play is blown dead immediately. 2. If at any time there is a mismatch by formation, play can be stopped by officials or head coach going to the officials. 3. There will be no blitzing by RWPs. | 110 lbs. | K2 |
| **10U Division** | 130 lbs. | K2 |
| **12U Division** | 145 lbs. | TDJ |

**Any and all movement of players** to a higher or lower division of play or sign up of new players must be completed by 15 September, per National AYF Rulebook, Section 13.

**RESTRCITED WEIGHT PLAYER – JERSEY NUMBER RESTRICTIONS**

1. All Non-RWPs that qualify to carry the ball (based on weight restrictions) must wear jersey numbers 1 through 49, or 80 through 89, to carry the ball.
2. All RWPs must wear jersey numbers 50 through 79, or 90 through 99.
3. A Non-RWPs may wear a jersey with an RWP number, however the player must comply with all rules governing the RWPs due to the number worn.
4. If a player’s weight is certified at the Jamboree, the “initial weigh-in”, to be a number 1 thru 49, or 80 through 89, they are a Non-RWP player at that number through Week 4. **NOTE:** All players must be certified as RWP or Non-RWP no later than 2 days prior to the first regular season game, or the player will be disqualified from participating in Game 1.
5. There will no changing of numbers from week to week.
6. A RWP will remain a RWP even if they lose weight later in the season.
7. On Week 4, 5 pounds will be added to the maximum weights for each tackle division, and a “final weigh-in” will be performed:

8U will be 115 lbs.

10U will be 135 lbs.

12U will be 150 lbs.

This weight increase only pertains to certified regular weight players (Non-RWPs). The intent is no RWP can become a regular player because of the weight increase. Once a player is certified as RWP, he cannot go back to a regular player this season.

**Rationale for this rule:**

* All players are still growing and this is inadvertently pushing certified players close to the weight limit. Therefore, a growth allowance is being made mid-season during a time most/all teams have a bye week. Also this discourages coaches from intentionally forcing a player to cut extreme amounts of weight prior to the first weigh-in.

# **Coaching Staff Requirements**

As mentioned in Section 9-C of the 2021 National AYF Rulebook, the following rules apply for NAAYF:

* At least one coach must be present during every practice.
* During all practices and games, there must be at least one coach in attendance who has taken the CDC concussion training course and has been certified and or received a passing score, as applicable
* Each and every coach must have a background check performed and reviewed/approved by the process established by the Association.
* ***TACKLE FOOTBALL ONLY***: The Head Coach & All Assistant Coaches **MUST** be Human Kinetics/Coaching Youth Football the AYF Way Certified or have been previously ASEP Certified and taken the Coaching Youth Football the AYF Way Refresher Course for 2017. 2 Million Dollar Liability Insurance included. The courses can be found at [www.ayfcoaching.com](http://www.ayfcoaching.com).
* There shall be at least one person holding a Red Cross Card, or of similar equivalency, present at all practices. This can be a coach or any volunteer approved by the Association.

# **Pre-season Association Requirements and Activities**

## **League Coaches’ Meeting**

The League Coaches’ Meeting will be held on or around the Saturday prior to the Jamboree.

**This meeting is mandatory for ALL COACHES**, who will each sign-in to confirm attendance. Excused absences will be permitted by the League President or Commissioner for extreme emergency circumstances only.

Head Coaches for each team will receive a copy of the NAAYF Rules at the meeting.

**If there are no coaches for a team present at the meeting, the team will NOT be allowed to participate in the season.**

At the meeting, associations will schedule Team Book checks date/time with the Commissioner.

## **Badges**

Badge photographs will be taken for each coach at the League Coaches’ Meeting.

All coaches requiring sideline access **MUST** have a league badge for the current season to access the field.

## **Team Book Requirements**

The team book must be in the following order:

1. Registration form w/current headshot photo
2. Physical/medical clearance form
3. Waiver of liability/consent form
4. AYF Parent/Player Photo Waiver
5. AYF emergency medical treatment, consent form
6. Copy of birth certificate or passport
7. Coach’s concussion form and background check   
   (A team may have one sheet listing all the team staff with background checks and all with concussion training)

## **Team Book Checks (Certification)**

Team Book checks will be performed by the League Commissioner the week prior to the Jamboree.

Date/Time scheduling for the Team Book check will be done at the League Coaches’ Meeting.

## **Player Transfers**

Players desiring to transfer from one association to another (not between age/weight divisions of the same association) may only do so up until and on the day of the Jamboree. No transfers will be accepted after the Jamboree.

Any player that has registered with one association, but desires to transfer to another association, MUST have written agreement by both the association the player is leaving, and the association the player is joining. It will be the responsibility of the association boards to coordinate any transfer of equipment and registration costs necessary for the player transfer to take place.

# **Pre-game Procedures (Weigh-In / Minimum Play Record)**

**Weigh-ins will be performed twice during the season (tackle football only)**:

1. **INITIAL WEIGH-IN**: Held at or prior to Jamboree for certification of players as RWP or Non-RWP.
2. **FINAL WEIGH-IN**: Held on Week 4, prior to each game to weigh Non-RWP players with the additional 5-pound consideration.

Head Coaches will be held responsible for the actions and/or inactions of all team personnel at the scales.

At a maximum 2 individuals per Association are allowed at the scales during weigh-in. It is the responsibility of the Head Coach to ensure all other individuals (staff, family members, etc.) leave the area.

If a player does not make the required weight during the “**initial weigh-in**”, the player will not be allowed to weigh-in again that day, and the player will be considered an RWP. Teams will not be allowed to turn jerseys inside-out if the player does not make weight.

A Field Boss must conduct all weigh-ins and have players produce the proper ID as mandated in the Team Book.

At a minimum, the Head Coach will have in possession at every game the certified team books with all required documentation, which contains team insurance documentation.

All players, including those not present or injured, must be listed on the Minimum Play Requirements (MPR) sheet as such for each game.

For weigh-ins, all teams will weigh-in in full gear except shoulder pads and helmet, and must have their game jersey on. A coach may opt to have a player weigh-in stripped (down to underwear) in order to meet the weight requirement, however the player’s parent or guardian **MUST** be present and provide verbal permission to the coach and Field Boss to do so.

For the “**final weigh-in**”, a player has until half time of the scheduled game to be weighed-in and will play if they make weight and have the proper ID as mandated in the Team Book.

**NOTE**: The late player will still be required to meet the MPR as if the entire game was played.

If a player does not weigh-in prior to the end of half time… the player **WILL NOT PLAY IN THE GAME**!

Head coach will ensure the late player meets the minimum play requirements.

**IMPORTANT**: Although weigh-ins will not occur prior to each game, team books will be checked each game to ensure that non-RWP players (allowed to carry the ball) continue to match the jersey number and player picture, as well as maintain accountability to prevent any un-allowed player changes.

Each team must have one copy of the MPR sheet completely filled out to be used for recording plays during the game.

# **6U – NAAYF Flag Football Gameplay Rules (Local Rules)**

## **Coaches on the Field / Field Access**

One coach may be present on the field for instructional purposes during all 6U games.

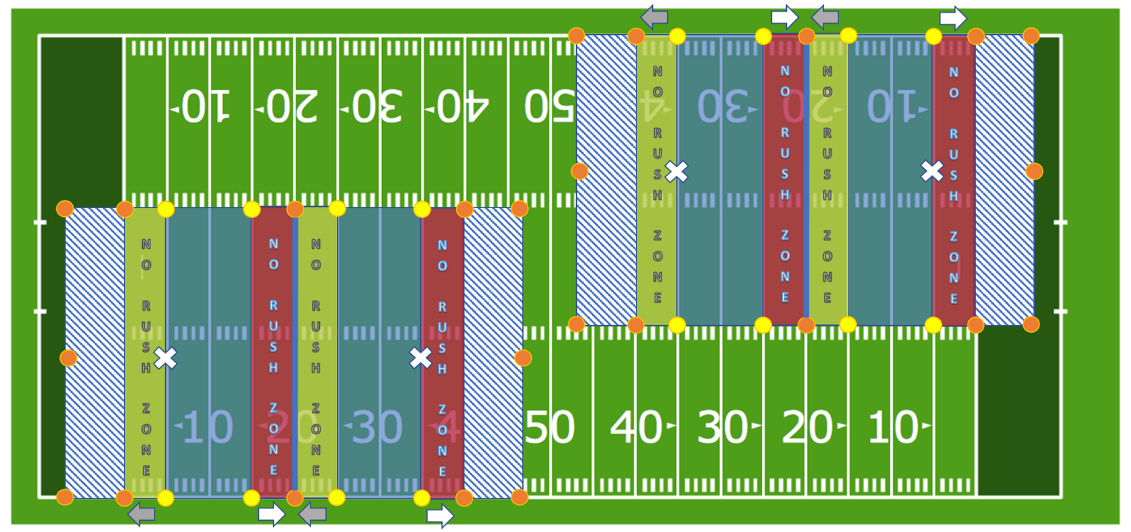
Pregame warm up area will be designated outside of the playing area. ONLY use the designated areas. Field warm up time will be based on game schedule.

Field sideline access is limited to up to six (6) members of cleared coaching staff. All coaching staff must be documented in the coaches’ Team Book. No one under the age of 18, that is NOT a player and participating in that game, can be on the field. No parents are allowed on the field.

No photographers allowed on the field except those cleared by the NAAYF Commissioner or League President.

## **Field Size**

The NFL / USA Football field size of 54 yards by 30 yards will be used, where possible. When playing on a field lined for tackle football games (NFHS fields), the flag football field length will remain 54 yards, and marked accordingly. However, the field width will be 33.3 yards, where one normal sideline is used as one bounding line, and the far opposing hash mark will be used as the other bounding line. When using a 100-yard tackle football field, the field can be setup in a two-field configuration with two flag football games competing at the same time.



## **Tie Games**

Regular season games will be allowed to end in a tie.

## **Roster Requirements**

Each team MUST have a minimum of 8 players to field a team, and may have only a maximum of 10 players.

## **Gameplay Rule Specifics**

For the 6U Flag division, players must snap the ball from the ground, but not required to snap between their legs. When snapping the ball, the player may not be completely located on the defense side of the ball.

Pitches, laterals, and passes behind the line of scrimmage will be allowed, however the no rush zones and will be enforced as normal.

Defensive players cannot rush the QB in the 6U Flag division, but the QB is still required to handoff, pitch, or pass the ball within 7 seconds.

## **General Flag Football Rules**

For more information of the general flag football rules, refer to the NFL / USA Football Regular Season Rulebook for Flag Football. This rulebook covers:

* Basic Gameplay
* Field Dimensions
* Player Equipment
* Clock Timing
* Scoring / Mercy Rule (28 points)
* Live / Dead Ball Specifics
* Running, Passing, Receiving
* Rushing the Passer
* Formations
* Penalties

# **8U – NAAYF Gameplay Rules (Local Rules)**

## **Coaches on the Field / Field Access**

One coach may be present on the field for all pre-season 8U games and the first three regular season 8U games. It is NAAYF’s philosophy that 8U players can and should learn to function on the field without the presence of an instructional coach out on the field of play.

Coaches with a scheduled BYE during the first three regular season 8U games will be allowed to be present on the field for instructional purposes during their week four game to ensure ALL teams get their allowed three weeks of instruction.

Coaches must cease all instruction, physical contact and/or verbal communication with their players once the quarterback is under center and must be 5 yards behind the deepest player on the field of play.

If a coach’s presence on the field unduly delays the play of the game, a referee may prohibit that coach from coming on to the field for instructional purposes.

Pregame warm up area will be designated outside of the playing area. ONLY use the designated areas. Field warm up time will be based on game schedule.

Field sideline access is limited to up to six (6) members of cleared coaching staff. All coaching staff must be documented in the coaches’ Team Book. No one under the age of 18, that is NOT a player and participating in that game, can be on the field. No parents are allowed on the field.

No photographers allowed on the field except those cleared by the NAAYF Commissioner or League President.

## **Clock, Quarter Length, and Timeouts**

In 8U Games, a 10-minute regulation clock will be in effect and will stop per normal NFHS football rules.

Each 8U team will have 3 timeouts per half.

## **Field Length**

The 8U will be a standard regulation 100 yards, with 10-yard end zones.

## **Turnovers**

All standard turnovers will be allowed in an 8U football game.

## **Tie Games**

8U regular season games will be allowed to end in a tie.

In playoff games, and similar to AHSAA rules, tie games will be broken by the 10-Yard Line Overtime Procedure as outlined in the National Federation of High Schools rules book.

## **Special Teams – Kickoffs and Kick Returns**

8U teams WILL NOT kickoff. Teams will start at the 30 yard-line to start each half, and after each score.

## **Special Teams – Punts and Punt Returns**

8U teams WILL NOT punt. Teams will have the option to try for a first down conversion, or have a punt walked-off 30 yards from the line of scrimmage (LOS).

## **Point After Touchdown (PAT) Attempts**

8U teams will attempt points after touchdowns. Both 1-point and 2-point attempts are allowed:

* **1-Point**: Attempt from the 3 yard-line
* **2-point**: Attempt from the 10 yard-line

## **Pulling RWP Penalty**

Pulling of an RWP playing Center, Guard, or Tackle is not allowed. The penalty for this will be a dead ball penalty, illegal procedure, and the play will be stopped at that point for safety. The penalty will be a 5-yard penalty, and replay the down, same as any other illegal procedure call.

CLARIFICATION: Angle blocking defensive players lined up in gaps, or cross blocking by RWPs is allowed and will not be penalized.

## **Defensive Line**

8U games will not have more than 6 defensive players on the line of scrimmage from end to end.

ALL defensive backs must be at minimum 3 yards from the line of scrimmage. “Blitzing is not allowed”.

ALL defensive linemen must be start in a 3-point or 4-point and may not start the play standing up. Defensive Ends CANNOT be lined up any further than 3 yards from the last down offensive lineman on the line of scrimmage. If a referee sees that the DE is lining up further than 3 yards from the TE or T on that side, he will stop play for safety.

Lining up over the Center is PROHIBITED during all 8U games. This is defined as head up over center and lining up in the “A” gaps. Be smart. If a kids shoulders are in the “A” gap but he is head up on a guard then the player is fine. Best rule of thumb is line up head up on the guard.

# **10U / 12U – NAAYF Gameplay Rules (Local Rules)**

## **Coaches on the Field / Field Access**

No coaches may be present on the field during 10U or 12U games.

Field sideline access is limited to up to six (6) members of cleared coaching staff. All coaching staff must be documented in the coaches’ Team Book. No one under the age of 18, that is NOT a player and participating in that game, can be on the field. No parents are allowed on the field.

Pregame warm up area will be designated outside of the playing area. ONLY use the designated areas. Field warm up time will be based on game schedule.

No photographers allowed on the field except those cleared by the NAAYF Commissioner or League President

## **Clock, Quarter Length, and Timeouts**

In 10U / 12U Games a 10-minute regulation clock will be in effect and will stop per normal NFHS football rules.

Each team will have 3 timeouts per half.

## **Field Length**

The 10U / 12U field will be standard regulation 100 yards, with 10-yard end zones.

## **Turnovers**

All standard turnovers will be allowed in a 10U / 12U football game.

## **Tie Games**

10U / 12U games will **NOT** be allowed to end in a tie. Tie games will be broken by the 10-Yard Line Overtime Procedure as outlined in the National Federation of High Schools rules book.

## **Special Teams – Kickoffs and Kickoff Returns**

10U teams **WILL NOT** kickoff or return kickoffs. Ball will be places at the 30 yard-line for each possession at the start of each half, and after each score.

12U teams **WILL** kickoff and return kickoffs after each score, and at the start of each half.

## **Special Teams – Punts and Punt Returns**

10U teams will NOT punt, and have the option to try for a first down conversion or walk-off a punt 30 yards.

12U teams will have the option to try for a first down conversion, punt, or walk-off a punt 30 yards.

* If actual punt is chosen:
  + The return team “may” position one punt returner to attempt to field the punt, but this is not required
  + Both teams **WILL REMAIN STILL** throughout the entire play, except the Center snapping the ball, the Punter kicking the ball, and a possible Punt Returner attempting to field the punt
  + The punt team **WILL NOT** rush the punt returner or run down to recover a muffed punt
  + There are **NO FUMBLES** on a punt play. If the returner muffs the punt, the player can recover / down the ball to prevent it from rolling further downfield
  + The ball will be down where the punt returner fields the ball, where the ball rolls and comes to a rest, or where the ball goes out of bounds

For both 10U/12U walk-off punts, no walk-off punt can enter inside the 20-yard line. If the ball passes the 20-yard line of the opposing team, the play will be blown dead and the ball placed at the 20-yard line. Teams must notify about their intent to punt before the play clock expires.

## **Point After Touchdown (PAT) Attempts**

10U teams will attempt points after touchdowns. Both 1-point and 2-point attempts are allowed:

* **1-Point**: Attempt from the 3 yard-line
* **2-point**: Attempt from the 10 yard-line

12U teams will attempt points after touchdowns. Both 1-point and 2-point attempts are allowed:

* **1-Point**: Attempt from the 3 yard-line
* **2-point**: PAT kick with the ball placed at the 3 yard-line.
  + NOTE: Defenders **CAN NOT** rush in to block the kick, but can jump up and down to try and block.
  + NOTE: The kicking team **MUST** attempt a kick even if the snap and hold is fumbled. The kicking team can retrieve the ball and setup the hold even if fumbled, but **MUST** attempt a kick and **CANNOT** run or pass to score once the 2-point PAT is selected.

## **10U Pulling RWP Penalty**

For 10U teams, pulling of an RWP playing Center, Guard, or Tackle is not allowed. The penalty for this will be a dead ball penalty, illegal procedure, and the play will be stopped at that point for safety. The penalty will be a 5-yard penalty, and replay the down, same as any other illegal procedure call.

CLARIFICATION: Angle blocking defensive players lined up in gaps, or cross blocking by RWPs is allowed and will not be penalized.

## **12U Pulling**

For 12U teams, pulling of an RWP playing Center, Guard, or Tackle is allowed. However, ***if a lineman at the end of the core blocking offensive line (not split ends) is lined up in a 2-point stance, this player CANNOT pull.*** The penalty for this will be a dead ball penalty, illegal procedure, and the play will be stopped at that point for safety. The penalty will be a 5-yard penalty, and replay the down, same as any other illegal procedure call.

## **Offensive and Defensive Line**

For 10U/12U teams, offensive linemen at the end of the core blocking offensive line are allowed to be in a 2-point stance for the purpose of blocking, but CAN NOT pull.

10U interior defensive linemen must start in a 3-point or 4-point stance and may not start the play standing up. Defensive Ends are allowed to start in a 2-point stance

# **Jamboree Procedures (Team Book and Initial Weigh-In)**

Flag Football teams **will not** be required to weigh-in during the season.

All tackle teams **MUST** have the weigh-in form completely filled out before coming to the scales.

Tackle teams **MUST** be brought to the scales the order found in the team book.

ALL players **MUST** weigh in at Jamboree, regardless of previously recorded weight by the coach.

All teams will weigh-in in full gear except shoulder pads and helmet, and must have their game jersey on. **NO EXCEPTIONS**.

Only 1 coach at scales and no parents.

# **Jamboree Gameplay and Rules**

Regular season rules from NAAYF will apply except where noted below:

No special teams in any division. All punts will be marked 30 yards from the line of scrimmage (LOS).

Extra points will be limited to a 1-point try from the 3-yard line. No 10-yard 2-point or kicking PATs.

No kickoffs. All divisions will start at the 30-yard line after a score and at the beginning of the game.

Timing rules will be (2) 12-minute (continuous clock) quarters per game match up, with a 2-minute timeout for the change of quarter.

The game clock will run continuous, stopping in the final 2 minutes of the second quarter for normal timing rules.

ALL TEAMS WILL ONLY BE ALLOTTED (1) 30-second timeout per half.

For the beginning of the second quarter, game play will resume at the same Line Of Scrimmage, with possession remaining with the team that had possession at the end of the first quarter.

# **Game and Play Clock**

## **6U Flag Football Clock Instructions**

* HALF LENGTH = 20-minute halves – 2 halves / Halftime is 5 minutes
* CONTINUOUS RUNNING CLOCK -

The clock does not stop on penalties.

The clock stops for injuries, but resumes when the injured player leaves the field.

The clock stops on timeouts – each team has one 30-second timeout per half.

* PLAY CLOCK = 30 seconds

The coaches are on the field, and the first infraction of delay of game will be a warning to the coach. Subsequent infractions will result in delay of game.

## **8U, 10U, and 12U Clock Instructions**

* QUARTER LENGTH = 10-minute quarters – 4 quarters / Halftime is 10 minutes
* 8U PLAY CLOCK = 30 seconds

For the games where the coach is on the field, the first infraction of delay of game will be a warning to the coach. Subsequent infractions will result in delay of game.

When coaches are no longer on the field, there will no longer be a warning, and all infractions will result in a delay of game penalty.

* 10U / 12U PLAY CLOCK = 30 seconds
* CLOCK STOPPAGE:

Clock stops on Injuries, timeouts (3 per half), penalties, TDs and point after tries.

After point after, clock starts again at the start of ensuing play after a score (8U/10U) or on kickoff (12U)

\* When team score reaches 35 points higher than an opponent, the clock becomes a running clock and only stops on Injuries and time outs. (See Mercy Rule)

\* Mercy Rule: Clock does not stop on penalties, TD’s, or point-after try.

# **Mercy Rule (Tackle Football Divisions)**

For 8U, 10U, and 12U teams, the following rules will be enforced when the score reaches a **35-points** spread:

Winning Team **must** make every effort to replace starting players with reserves.

Winning Team **cannot** run outside the tackles, do sweeps or trick plays, and cannot pass, but is not restricted on which player is the ball carrier.

**NO BLITZING by either team** (pertains to pass plays).

To clarify the intent of the rule, the DB’s and LB’s cannot be moving forward at the time of the snap.

**No advancement of a turnover** (fumble or interception) **by either team**.

**Neither team can line up more than 6 players on the line and 8 players in "the box".** "The box" shall be defined as 5 yards outside of the Defensive Ends (left/right boundary), and 10 yards from the line of scrimmage (top boundary).

LBs must line up 5 yards off the ball, with no forward motion prior to the snap.

Defensive Linemen CANNOT line up over the center or A-gaps. All defensive linemen must line up over an offensive guard our outer gaps and linemen.

Age Divisions with special teams will NOT kickoff after score/PAT or beginning of the half. Ball will be placed at the 30 yard-line. Punts will still be handled the same.

Continue clock only stopping on Injuries, time outs, or discretion of a referee. Clock does not return to normal even if the score gets under a 35-point differential.

If the score drops below a 35-point difference the game reverts back to regular gameplay rules, but the clock will continue to run **as the game outcome has already been decided**.

This Mercy rule replaces all previous Mercy rules from previous years.

# **Gameday Home / Visiting Team Requirements**

## **Home Team Requirements**

The home team must provide the following during the game of play:

* Clock operator (unless covered by the host venue)
* Chain Crew

3 people **over the age of 18 years-old.**

**NOTE**: Unlike NFHS rules, the chain gang is **always** located on the Home side of the field.

Volunteer chain crew is to refrain from "coaching" and "excessive cheering". Violation of this etiquette will result in removal from the field at the discretion of the referee or field boss.

* Minimal Play Requirement (MPR) personnel (2 people, one on each sideline). Turn in MRP sheets to the assigned field boss following each game.

2 people **over the age of 18 years-old.**

## **Visiting Team Requirements**

The visiting team must provide the following during the game of play:

* Minimal Play Requirement (MPR) personnel (2 people, one on each sideline). Turn in MRP sheets to the assigned field boss following each game.

2 people **over the age of 18 years-old.**

# **Host Venue Requirements**

All host venues must provide a 100-yard field ready for play, with appropriate down markers, field markers, and goal posts. Additionally, the host venue must provide:

* At least one trained medical personnel on-site
* At least one uniformed security guard

The hosting venue is responsible for all expenses incurred during the day of play:

* Medical personnel
* Security
* Referees
* Field Boss

# **Field Boss Representation and Fees**

Each NAAYF intra-league football game (played between two NAAYF teams), including Jamboree, Regular Season, and Playoff Games, will have at a minimum of one (1) NAAYF Field Boss present.

Associations will only be responsible for paying for one (1) Field Boss per game, even if the Commissioner should send more than one Field Boss to a venue for a game.

If the Commissioner serves as a Field Boss, the Commissioner will be paid the same rate of all of other Field Bosses.

The Field Boss is responsible for:

* Checking team rosters / books prior to each game
* Ensuring players ejected from previous games sit out the required quarters/half
* Performing / Certifying the player weigh-ins on designated weigh-in dates
* Ensuring that the home team has provided the chain crew for the referees
* Ensuring that each team has provided two adults for tracking MPR for both teams
* Resolving any league or gameplay rule disputes during the execution of a game
* Certifying the final score of each game represented
* Reporting to the any player ejections to the Commissioner

Field Bosses are paid **$35** per full game, and half of this amount for the Jamboree half games.

# **Referee Fee Schedule**

Each association will pay a one-time $50 assigning fee. The $50 fee **must** be paid by Jamboree.

Checks are to be made out to: **Mark Myers**

The referee game fees are as follows…

More than 1 game on a single day at the same venue:

* 8U, 10U, 12U - $50 per official (x4 officials, except Jamboree)

Only 1 game on a single day at the same venue:

* 8U, 10U, 12U - $60 per official (x4 officials)

Referees **do not** get paid for transportation - NO MILEAGE.

If a game is cancelled mid-day, each official will be paid half of the game fee for that game. (unless it is the last game of the day).

Jamboree games are half-games, and referees will receive half payment for each Jamboree game.

The address for Head of Officials: Mark Myers

992 Jefferson St.

Courtland, Al. 35618

# **Fine Schedule**

The following fine schedule will apply across the league for all associations in violation.

**HOST FINE**: For not having a medical person and/or security person

$50 for each game for each (medical person and/or security person)

Host Fines collected for this will be paid to NAAYF and used to lower future league fees and expenses (i.e. annual association fees, championship awards).

**GAME FINE**: Failure for a team not to show for a game\*\*\*

6U Game = $100

8U, 10U, and 12U Game - $365

* Field Boss Fee $35
* Est. Medical Cost $30
* Est. Security Cost $30
* Est. Referee Fees $240 ($60 x 4)
* Concession Loss $30

If it is the last game of the day - $100

\*\*\* For no shows, the NAAYF Commissioner and League President will look at each case as to the reason why. The same for a medical personal or a security personal not showing. Contact info as to name and phone number will need to be furnished.

Game Fines collected for a no-show will be provided to the host association who had to pay service providers for their time.

# **AYF National Rules/Dates of Importance**

## **Regional / National Team Division Commitment**

Per Section 23 of the National AYF Rulebook, NAAYF must submit the age divisions of the teams that will be sent to represent NAAYF in the AYF Regional and National tournaments no later than **August 1.**

## **AYF Roster Certifications**

Per Section 13 of the National AYF Rulebook, NAAYF associations must have team rosters entered into myAYF no later than **August 31**. Per Section 16, this includes players and coaches, including coach contact information.

Final updates to rosters can be made up until **September 15**.

## **Insurance Requirement**

Per Section 17 of the National AYF Rulebook, all associations and teams must have insurance that includes accident liability up to $100,000 and general liability up to $1,000,000, but additionally, **American Youth Football, Inc**. 1000 South Pointe Drive TH-9, Miami, Fl. 33139, **must be named as an additional insured entity.**

## **Season Game Scheduling**

Per Section 10 of the National AYF Rulebook, football games are to be scheduled with a minimum of 48 hours (2 days) between games. The AYF National Office reserves the right to waive this rule when extenuating circumstances exist or to accommodate a championship tournament.

## **Regional / National Games**

Per Section 23 of the National AYF Rulebook, official AYF Absent Player Forms will be needed for eligible players that are not participating due to injury and can be found on myAYF.

# **Other Rules**

## **Electronics / Cell Phones / Cameras**

Cell phones, cameras, and electronic devices in general are prohibited from the sidelines.

If a coach needs to use his cell phone, he is to remove himself, then re-enter when action is complete.

## **Game Protests**

Head Coach or designated Assistant Coach may protest a game if such coach reasonably believes that a game official (Commissioner, Field Marshal or Game Official) error in a decision that affected the outcome of the game (i.e., the Coach’s team would have won the game but for the decision).

All protests must be submitted to the NAAYF Commissioner or the Executive Board, in writing, no later than midnight of the day following the game being protested.

**NOTE**: Age/Weight protests MUST be made prior to the initial start of the game or such protest shall be barred.

The NAAYF Commissioner shall review the protest, interview relevant personnel, and decide to uphold or deny the protest.

Any protest decision may be appealed to the President and Commissioner for a decision.

The Field Boss will have a protest form at the game location to be filled out, if the game is being played under protest.

**The Field Boss will be the final say on game day for rule interpretations.**

## **Middle School Eligibility**

NAAYF strict prohibits any player that has dressed out for a middle school game from playing for a NAAYF team during the same season.

Any player that has dressed for a middle school game and NAAYF game during the same season, the game(s) is a forfeit and the coach will be suspended.

Any violation of this rule results in suspension of coach for up to 1 year.

**NOTE**: Per AHSAA eligibility rules –

A student may not participate on a non-school team or in an outside sport activity (including camps, tryouts, showcases, etc.) in his/her sport during the school sport season.

No student can participate more than six years (seasons) in any one sport after entering the seventh grade.

**Bottom line**: put the interest of the player first! Attempting to play a player who is playing for Middle School can jeopardize the player’s future eligibility in varsity sports in Alabama.

## **Photos**

Take Your Pic has always been very good to our league, but the police action has been a headache and parents can be rude. A few notes and suggestions:

* Everyone that gets on ANY NAAYF field must be cleared by the NAAYF Commissioner or League President. (includes EVERYONE)
* All photographers on "the field" must be cleared by NAAYF. This is an insurance and association board liability issue.

Take Your Pic has always made donations to the league to help offset league costs, including discounts on badges.

## **Coaches’ Badge Photo.**

All coaches’ badge photos will be taken at the Jamboree, or arrangements need to be made during the following two weeks prior to the first week of games to get a coach’s photo taken by Take Your Pic.

Take Your Pic will not accept anyone for coach photos after the first game without approval from the NAAYF Commissioner or League President.

# **Out-of-Conference Games**

In 2021, NAAYF teams across all age divisions may be requested to play regulation games against teams from the other conferences. When these games are played, some rules specified in this document may be different or not applicable, depending on the agreement between NAAYF and other conferences.

When playing other AYF conference teams, the National AYF rulebook will be used, unless otherwise agreed upon by the participating associations prior to the games.

For clarification, the Commissioner will provide each association with any and all rule differences and changes prior to engaging in games with other leagues.

Out-of-conference games **WILL NOT** be applied to the NAAYF division win-loss record when determining bowl game seeding at the conclusion of the regular season.

**If an association desires to play an unscheduled out-of-conference game (i.e. during a BYE week or FALL BREAK), the association must notify the NAAYF President or Commissioner, confirming that the division of play and applicable insurance are all in line with the out-of-conference opponent (i.e. 10U vs. 10U, weight restrictions align, etc.).** If not, this could result in the participating association not having valid insurance thus introducing legal liability to the association.

# **Health / Safety Protocols**

In addition to the existing health and safety requirements found in the National AYF Rulebook, there may be instances when NAAYF may need to institute additional health and safety protocols for the health and safety of our players, coaches, parents, and spectators.

Prior to the first day of practice, NAAYF will determine and declare any additional health and safety protocols that each association will be required to implement and adhere throughout the season.

For this season, please refer to the **2021 NAAYF Health/Safety Guidelines** for more information.

# **Appendix A – Weigh-In Roster Form and Instructions**

**North Alabama American Youth Football – Weigh-In Certification**

**Team Name Association Division**

**Coach Name Coach Phone**

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**Coach Signature**

## **Instruction for Weigh in form 2021 Season**

**1. All teams must have 2 copies of Weigh in Form**

**2. Association name and team names are to be on all forms**

**3. Do not go to a weigh station without the weigh-in form filled out completely. You and your team will have to wait until this is done before you weigh and/or play.**

**4. Present both copies of weigh-in form and team book (paperwork) to the Field Boss.**

**5. All players will be weighed with full equipment (except helmet and shoulder pads).**

**6. Any player may request a “strip” weigh-in. A “strip” weigh-in will be granted ONLY if a player’s legal guardian is present.**

**7. Players not making maximum weight will be given one more chance during the Jamboree to make weight. A player may participate in Jamboree play if the player is over/under by 5 lb. or less of certified weight. The Field Boss on site will advise the coach the time for any second chance weigh-ins.**

**8. All decisions made by the Field Boss with regard to player’s weight are official.**

**9. Times for weigh-in will be appointed to all teams and adhered to. If you miss your time you will have to wait until the other team(s) following you has weighed-in.**

**10. Jersey number and colors will not be held against you until regular season begins.**

# **Appendix B – Mandatory Play Requirements and Form**

**NORTH ALABAMA AMERICAN YOUTH FOOTBALL**

**MANDATORY PLAY FORM**

**MANDATORY PLAY REQUIREMENTS**

Eligible players are those who are certified after Weigh-In / Book Check. Weigh-Ins are to be held one hour before start of the game, or halftime of the preceding game. Total Player Count = Total Eligible Players. All Eligible Players must receive their mandatory plays by the end of the 3rd Quarter or they must enter the game at the start of the 4th Quarter, and ***remain in the game*** until they have received their required # of plays.

**16 – 25 PLAYERS = 8 PLAY** **/ 26 – 30 PLAYERS = 6 PLAYS** / **31 – 35 PLAYERS = 4 PLAYS**

**DATE OF GAME**: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ **TEAM NAME**: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ **SCORE**: \_\_\_\_\_\_\_\_\_\_

**AGE/WEIGHT DIVISION**: 8U [] 10U [] 12U [] **OPPONENT**: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ **SCORE**: \_\_\_\_\_\_\_\_\_\_

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| **LIST PLAYERS NUMBERICALLY** | | | **STARTERS** | | **ACTIVE PLAYS PLAYED** | | | | | | | | **USE CODES** |
| **Jer#** | **Player’s Name** | **O/L** | **OFF** | **DEF** | **1** | **2** | **3** | **4** | **5** | **6** | **7** | **8** | ***Reason Not Playing*** |
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FIELD BOSS CERTIFICATION

PRINT NAME: [ ] COMPLETED, [ ] NOT COMPLETED -FORFEIT

**Reason Key : W. Over Weight, I. Sick/Injured, A. Absent / Dropped, D. Discipline, EJECTED**