



St. Mary's Recreation & Parks Youth Football League

2010 Rule Book

Adopted May 26, 2010

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1.0 POLICY

The purpose of the St. Mary's Recreation & Parks Youth Football League (SMRP YFL) is to provide children an opportunity to participate in a positive youth development program through the sport of football. Participants provided with a safe environment allowing them to learn the fundamentals of football under the leadership of certified volunteer coaches. Objectives shall include the development of positive social values and character traits; good citizenship; physical and mental health; and a knowledge, appreciation, and interest in football. It is a goal of this league to instill the will to win and the courage to accept defeat or disappointment, with emphasis on clean play and sportsmanlike conduct.

- 1.1 Teams should be comprised of players who meet the weight requirements established by the league. If a team is found to be in violation of this policy, penalties will be imposed on the team, coach, or club in accordance with the rules.
- 1.2 The SMRP YFL Board of Directors (hereafter referred to as the Board) shall consist of the member organizations' commissioners and/or presidents.
- 1.3 The Board of Directors shall serve as the governing body on all rules and regulations pertaining to league play under the supervision of the SMRP Sports Coordinator.
- 1.4 The SMRP Sports Coordinator shall preside over all meetings of the Board of Directors. The Sports Coordinator has the final decision on all matters concerning league safety, league policy, welfare and integrity of the league.
- 1.5 Attendance at SMRP YFL Board of Director's meetings is mandatory for each Commissioner, President or his/her designated representative. Designated representatives must be identified prior to the meeting if the commissioner or President will not be in attendance. An organization must be represented at a minimum of $\frac{3}{4}$ of the yearly meetings. Failure to comply with this rule could result in the organization's forfeiture of its voting privileges for the remainder of the season.
- 1.6 New organizations must apply in writing to the SMRP Sports Coordinator and Board of Directors for approval for assignment to appropriate divisions under these rules. Consideration will be given to a new club's geographic location and potential impact on neighboring clubs that already exist in the league. All applications must be received no later than May of the current year with the following stipulations:
 - Proof of Establishment (Tax ID number, charter, by-laws, established Board)
 - Minimum of 3 teams at lowest consecutive weight classes
 - \$250.00 deposit (credited toward league fees for the current year)
 - Identification of Uniform Colors
 - May not accept any players from other clubs during the 1st year with or without a waiver from another club
- 1.7 Each organization sponsoring a team shall appoint a Commissioner and as many Assistant Commissioners or coordinators as deemed necessary to direct its football program. Only the President, Commissioner or his designated

representative shall vote on matters placed before the Board of Directors. Any issue presented for a decision by the board that recommends change to an existing policy and/or rules must pass with a minimum of 2/3 of all of the Board members voting in favor of it. All other issues will require a majority vote of those Board members in attendance in favor of it to pass.

- 1.8 Each organization shall have only one vote.
- 1.9 All specified fees for each club shall be paid to the Sports Coordinator by the due date specified at the pre-season meeting. All other fines or debts must be paid within one month of notice from the Sports Coordinator. Non-payment will result in the organization's suspension and voting rights being revoked until the debt is paid.
- 1.10 The SMRP Sports Coordinator shall prepare all game schedules. The schedule shall only contain league games. Any games a member club intends to play outside of the SMRP YFL must be reported to the Sports Coordinator 48 hours prior to the scheduled date. This includes games outside of St. Mary's County.
- 1.11 The SMRP YFL will be composed of teams from its member organizations who compete in several different weight classes with maximum age and weight restrictions as described in Section 3.0 – Eligibility. The SMRP YFL is divided into the following weight groups:

Pee Wee, 75lb, 85lb, 95lb, 105lb, 125lb, and Unlimited
- 1.12 There shall be a maximum of 32 or a minimum of 16 players weighed and listed on the team roster. Once a team has reached 33 players on the roster, the club must make 2 teams.
- 1.13 All coaches must be 21 years of age or older before July 31st of the season. It is required by the SMRP YFL that all coaches be certified by the NYSCA. The coach's fees for NYSCA are the responsibility of the coach or their respective club. The SMRP Sports Coordinator will track NYSCA certifications for all clubs.
- 1.14 Background checks processed through SMRP are required for any club member having physical contact with club children including but not limited to ALL coaches and trainers. The above persons will be issued an ID badge indicating that they have been cleared to coach. This badge must be worn during games. Any person not wearing his or her badge will not be permitted on the sideline. All clubs will include NYSCA member number or proof of NYSCA course completion with submittal of background check forms. All coaches must be certified prior to participating in any practice or game.
- 1.15 Organizations who allow a non-certified or background checked coach to participate in practices or games will be fined \$100.00 per incident. Said Coach is removed from team and is not eligible to participate until he/she is certified. Team will forfeit all games the coach participated (if any).
- 1.16 The SMRP YFL recommends that each player be examined by a personal physician before participating in football practice and/or games. No player shall be

allowed to participate in the league if a physician recommends non-play. It is the responsibility of the parents and each respective organization to determine and monitor the health of individual players on a continuing basis.

2.0 GENERAL

- 2.1 National High School Federation rules apply to all scheduled league games unless amended by these official league rules.
- 2.2 Any questions not covered by the official league rules, official interpretation thereof, or any conflict not subject to protest shall be decided by the SMRP YFL Board of Directors.
- 2.3 Scheduled league games shall be officiated by a recognized Football Officials Association.
- 2.4 League play will commence on the date agreed upon by the Football Board of Directors. The number of regular season games shall be at least eight and no more than ten.
- 2.5 Copies of team rosters will be sent to each club commissioner once the Sports Coordinator has processed them. Rosters will ONLY contain name, date of birth, and weight should they be listed as a playbacker.

3.0 ELIGIBILITY

- 3.1 Weight classes shall be as defined in Appendix B.
- 3.2 Only youth between the ages of 5 and 14 years of age by July 31, may participate in the SMRP YFL. For safety reasons, we recommend that players play in the lowest age/weight division (per table in Appendix B) they are eligible to play in. However, no child will be forced to play down as a result of the new cutoff date. There will be no waivers for age/weight. If SMRP grants a waiver due to disability, the SMRP YFL Commissioners will be notified. Commissioners are responsible to check birth dates and weights at club registration and the official SMRP YFL weigh-in. Unlimited Division is for Middle School Students only. High School students including Home Schooled students are not eligible to play in the Unlimited Division.
- 3.3 For purpose of eligibility in the various age/weight divisions as outlined in Rule 3.1, a player's birth year will determine his football eligibility.
- 3.4 Each player must have a Player Identification Card issued by their club. The card will be required at the official weigh-in for the Sports Coordinator representative to stamp upon compliance with the prescribed weight guidelines. Each player's ID card will be available at all league games for verification of that child's age and weight. Either the coach or club commissioner shall have custody of the ID cards.
- 3.5 At any time during the season, if a protest is filed against a player regarding their weight/age eligibility, the Commissioner and/or Head Coach of the player against

whom the protest has been lodged shall attend a meeting or weigh-in, as specified, with the Player Identification Card.

- 3.6 No youth may participate who is a member of an inter-scholastic football squad (on any middle or high school team). Also, No HS player who has practiced with a HS team is eligible after the first game of the SMRP YFL season. PENALTY: Forfeiture of all games in which the player participated and any other such penalties as the Board of Directors may determine.

4.0 WEIGH-IN

- 4.1 All players must be officially weighed in to become eligible for SMRP YFL competition. Players without an acceptable ID card will not be weighed in at the official weigh-in. Those players will have to make an appointment with the Sports Coordinator to be weighed at a later date.
- 4.2 During the preseason, weigh-ins will be conducted at sites determined by the SMRP Sports Coordinator. There will be one official weigh-in and one makeup for players who missed the first weigh-in. Any additional weigh-ins are by appointment only. The date of the official and makeup weigh-ins will be determined by the Sports Coordinator and forwarded to each commissioner no later than the June preseason meeting.
- 4.3 Each commissioner must submit an official roster to the Sports Coordinator for all teams at the first scheduled weigh-in. Each team roster must have players listed in chronological order (youngest to oldest) and each player's photo ID must be made available at the weigh-in.
- 4.4 No player will be allowed to weigh-in more than 3 times. All players who are not on the official roster must bring an add/drop slip completely filled out by their organization. **WEIGH-INS AT THE RECREATION AND PARKS OFFICE WILL BE BY APPOINTMENT ONLY!!**
- 4.5 Any vacant positions on a roster must be filled no later than Friday of the first week of October. Clubs must schedule an appointment for new players to be weighed.
- 4.6 **PLAYBACKER RULE** – Any players who do not meet the age/weight restrictions for unrestricted play may be considered for playbacker status if they do not exceed 15lbs over the maximum non-playbacker weight for their age listed on the weight chart (10lbs for Pee Wee) playbacker-eligible are noted with an “*” on the weight chart in Appendix B; Playbackers may play offensive and/or defensive line only (from tackle to tackle). The playbacker must always line up in a 3 or 4-point stance on the defensive line. Offensive lineman may be in 2- or 3-point stances. PW, 75lb, and 85lb may have up to five (5) playbackers on their roster. 95 lb and above may only have a maximum of three (3) playbackers. Player ID cards will be appropriately marked/punched by SMRP for each year designating PBs. If a child comes off PB status, the ID card will be so marked by SMRP.
- 4.7 A final weigh-in for Playbackers may be scheduled after the 2nd game of the regular season and before the mid-point of the season. This is for players who

wish to be removed from the status of Playbacker. Players may not exceed 10LBS over their maximum non-playbacker weight to be removed from Playbacker status.

- 4.8 Blow-up Rule: Over the course of a season, a player is allowed to gain up to 10lbs above their non-playbacker maximum weight according to the weight chart. If at anytime during the season, a club feels that a player has exceeded the 10lb "Blow-up", that club may request that the player in question be re-weighed. If the player is over the 10lb blow-up, he/she is considered ineligible and his/her club may face sanctions. To be eligible for the blow up, a child must make weight at their official weigh-in. \$100.00 protest fee applies.
- 4.9 No player wearing football gear will be allowed to weigh-in at the pre-season weigh-in. Players are required wear shorts and a t-shirt to weigh-ins.
- 4.10 Only the Sports Coordinator, the club commissioner or president, and 1 coach from the team being weighed will be allowed in the room during the official weigh-in.
- 4.12 Once a child has registered and has weighed in with a club, he/she becomes a member of that organization for the remainder of the current season only. After a child has fulfilled their obligation to a particular club/weight class, at the conclusion of the season, he/she may register with another club. If a child leaves a club to play for another, he/she may not return to his/her previous club without written consent from both club commissioners.

5.0 EQUIPMENT/UNIFORM

- 5.1 All equipment must meet minimal and acceptable standards to qualify for league use. Equipment violations may be subject to penalties of unsportsmanlike conduct.
- 5.2 All players must be completely uniformed. The place-kicker or punter may not elect to remove his shoe to kick the ball. The following equipment must be used by all participants during league play:

Helmet (with face guard and chin strap)

Mouthpiece

Shoulder Pads

Football Pants (with thigh pads and knee pads)

Hip pads

Tail pad

Jersey (Number front and back)

Shoes – Cleats worn will be rubber cleats. No metal cleats will be permitted.

Screw-in rubber cleats are allowed.

- 5.3 No athlete is permitted in any SMRP YFL football practice or game with a hard cast, splint, or any protective appliance except in accordance with the National High School Federation Rule 1; Section 5; Article 3c, which states below:

"Hard substances in its final form such as leather, rubber, plastic, plaster or fiberglass when worn on the hand, wrist, forearm or elbow must be covered on all exterior surfaces with no less than ½ inch thick, high density, closed cell polyurethane, an alternate material of the minimum thickness and similar physical

properties to protect an injury as directed in writing by a licensed medical physician.”

Any team who has a player where this rule applies must inform their commissioner, the opposing head coach, and officials prior to a game so the player may have the cast inspected to ensure it complies with the rule stated above.

5.4 The approved game ball will be as follows:

Pee Wee	K-2
65lb	K-2
75lb	K-2
85lb	K-2
95lb	K-2/TDJ
105lb	TDJ
115lb	TDJ
Unlimited	TDJ/TDY

6.0 PRACTICES

6.1 No team shall meet for practices more than FOUR (4) times per week (Sunday through Saturday) prior to the start of the school year. After school starts, teams may meet a maximum of THREE (3) times per week until October 1. After October 1st, teams may only practice TWO (2) times per week. Note: After October 1st, indoor meetings and film sessions do not count as a practice. Games and scrimmages against other clubs will not count as a meeting. Violations of the rule: 1st offense – coach suspended for one game; 2nd offense – coach suspended for the remainder of the season.

6.2 No club or team will begin season practices prior to the start date established by SMRP (usually 1 August of each year). Any club or team found in violation of this rule shall forfeit an equivalent number of practices and the Head Coach will be suspended for one game.

6.3 Practices shall not exceed one 2-hour period per day.

6.4 Practice locations will be determined and/or approved by the Sports Coordinator.

7.0 GAMES

7.1 Pee Wee Games will consist of two (2) 27 minute halves with a two-minute warning prior to each half. After the two-minute warning, the clock will stop according to NFHS rules. Exceptions: Clock will stop for injuries and team timeouts.

7.2 85lb and 95lb games will consist of four (4) 8 minute quarters with a two-minute warning prior to each half. The clock will stop according to NFHS rules.

7.3 105lb, 125lb, and unlimited games will consist of four (4) 10 minute quarters with a two-minute warning prior to each half. The clock will stop according to NFHS rules.

- 7.4 Blowout Rule: If a team is up by 21 points or more in the 4th quarter (last 13 minutes of a game), the clock will continue to run even if a team calls a timeout. The only instance that the clock may stop is in the event of a player injury. The offensive team must only run direct hand-offs (there is no restriction as to where the player runs). No passes, no double handoffs, etc. If the lead is cut below 21 points, offensive team may run regular offense. If a coach does not follow these rules in the spirit of sportsmanship, the Board will address the issue according to Section 14.0 – Disciplinary Actions
- 7.5 The consumption and/or use of alcohol products in St. Mary's County parks and school grounds is prohibited. The Club Commissioner or his/her designee is responsible for enforcing this rule. Consumption and/or use of tobacco products is prohibited in the immediate area of practices, games, or other club activities. Use of tobacco products (smoking or chew) is prohibited entirely on St. Mary's County School grounds at all times. If the individual is a coach/assistant coach and refuses to cooperate, he will be warned that continued failure to comply with this rule will result in the forfeiture of the game by his team. If this occurs, the coach is also subject to suspension for one game, if deemed necessary by the Board. If the individual is not a coach and refuses to comply with the rule, he/she will be ejected from the area.
- 7.6 No game shall commence until both teams have submitted their lineup cards and all ID's have been checked. If a team does not have ID cards, they have until halftime to produce the cards or the coach and/or team may face sanctions from the SMRP YFL Board. Teams DO NOT have to start their games until their scheduled kick-off time. As a courtesy, please have your captain's ready for the coin-toss five (5) minutes prior to your scheduled game. If BOTH teams agree and the referees are ready, you may start your game prior to the scheduled kickoff. Teams are given a grace period of 10 minutes for the first game of the day only!
- 7.7 A maximum of FIVE coaches will be permitted in the designated coaching area between the 30 yard lines. All spectators must stand behind rope, fence and/or barrier during the game. If there are no barriers, spectators must be a minimum of 15 feet from the bench area.
- 7.8 A coach, assistant coach, trainer or any other person connected with a participating team (i.e. those entitled to be within the ropes and/or within the 30 yard lines) may not enter the playing field without a proper timeout being called. Coaches may not discuss calls with the officials while on the playing field during the timeout. If a timeout has been called and the party or parties fail to leave the field promptly upon the expiration of the timeout, the officials may issue an unsportsmanlike penalty.
- 7.9 Only coaches, Board members, officials, players, chain crew, team videographer, and equipment managers may be inside of the boundaries during the ballgame. Parents/spectators are NOT allowed inside the ropes during the game and may result in an unsportsmanlike conduct penalty on the offending team.
- 7.10 Coaches must be easily recognizable by appropriate apparel, such as a cap, sweatshirt or jacket identifying them with their organization and/or team. They must also wear their coach's ID badge.

7.11 The home team must provide three (3) responsible people, minimum age of 16, acceptable to the game officials, to operate the 10-yard markers and the down marker.

7.12 Games will be postponed only in case of inclement weather or unplayable field conditions. This decision will be made by the Sports Coordinator approximately two hours prior to the first scheduled games. Commissioners and Coaches may call the cancellation line or visit the Recreation & Parks website. If there is no recording, games will be played as scheduled. All postponed games will be rescheduled as necessary. Call the phone numbers on your schedule for cancellation information.

7.13 OVERTIMES: Regular season and postseason games which end in a tie score will result in overtime play. The following SMRP YFL tie break system along with regular High School Federation rules will be utilized during this time.

7.13.1 Coin toss to determine offense or defense. Winner of the coin toss may choose to play offense or defense.

7.13.2 First series, the Offensive team is allowed 4 plays from the 10 yard line to score or is stopped by a lost fumble, interception or downs. Defensive team is then allowed 4 downs to score, same procedure as above.

7.13.3 If the game is still tied after the first series of plays, the ball is moved to the 5-yard line and a repeat of the above procedures, until a winner is determined.

7.13.4 Extra points will be attempted after touchdowns; fumbles and interceptions on the extra points are treated as a dead ball and cannot be returned for a score.

8.0 TEAM ROSTER AND GAME PROCEDURES (MANDATORY PLAY)

MANDATORY PLAY APPLIES TO ALL WEIGHT GROUPS

8.1 The SMRP YFL "Mandatory Play" rule is intended to ensure every player registered plays at least a minimum amount of time in a game. In the simplest terms, *"Every player on a team must play at least every other play in the first half (substituting) either on offense or defense, or must play the entire second half without substitution (barring injury)."*

8.2 Head Coaches must complete a game roster (Appendix C) in triplicate prior to each game. One copy goes to the opposing Head Coach, one is for the field monitor (if available), and one if for the Head Coach to keep.

8.3 Playbackers must be identified on the roster forms by placing a "PB" beside their jersey number and name on the roster.

8.4 Teams may still elect to rotate players in and out of the game, but it will no longer be a requirement.

8.5 Roster sheets (Appendix C) will no longer be required to show if a player is playing both ways. Each player's name and jersey number on a team will be listed in one, and only one of the following four locations, where he/she will meet the mandatory play minimum.

1st Half Offense - (MUST PLAY AT LEAST EVERY OTHER PLAY)

1st Half Defense - (MUST PLAY AT LEAST EVERY OTHER PLAY)

2nd Half Offense - (MUST PLAY EVERY PLAY)

2nd Half Defense - (MUST PLAY EVERY PLAY)

8.6 Coaches with larger rosters may choose to continue to rotate players while coaches with smaller rosters may choose not to rotate at all. As long as the rules above on minimum playing time are followed, it is left to each coach as to how to set up his roster. Coaches with very large rosters may choose to move several players to the "second half only" option.

8.7 Coaches with any size roster may designate a player as "second half only", but to deter a coach from using this option, any player playing second half only will be required to play EVERY play, offense or defense as opposed to every other play if listed in the first half.

8.8 Free substitution will apply for the second half for teams with 22 or less players, with the exception of those players designated as "second half only".

9.9 The offense shall not be able to run hurry up offense until the last two minutes of the first half. Coaches may choose not to rotate players during this time. This does not apply to the second half.

9.10 Any rostered player with the exception of the linebackers, may participate on the kick off and kick return.

9.11 If a coach determines an opposing team is not following the mandatory play rule during a game, they must bring it to the attention of the opposing coach at the time it is discovered. The opposing coach should be given the opportunity to correct the situation. No protest will be heard regarding mandatory play rule violations if this is not accomplished.

9.12 Any coach or coaches who violate the mandatory play rule will be subject to the following penalties: (1) Suspension of 1 game and possible forfeiture of game to be decided by the Board. (2) Suspension from the league for the remainder of the season and possibly the next.

9.0 SPECIFIC GAME RULES

9.1 PEE WEE

9.1.1 The stated rules below will be followed in administering the Pee Wee football program for the SMRP YFL. The Pee Wee league is intended for instructional purposes and emphasis should be placed on good sportsmanship, teaching the basic principles of the game of football, participation, and fun. The environment should be free of any pressure to "win."

9.1.2 Playing Field – Pee Wee teams will play on a 100-yard field, in both directions. The ball will be placed on the 50-yard line for the first play of the game, after halftime, and following scores.

9.1.3 Game times: The Pee Wee Division will play two (2) 27-minute halves with a running clock up to the two-minute warning for each half. The clock will stop under normal high school rules conditions after the two-minute warning. Clock stops during timeouts and player injuries.

9.1.4 RULES OF PLAY: All rules apply as written by St. Mary's Recreation & Parks and/or the current NHSF rules and its amendments or as stated below:

9.1.4.1 Penalties: During the first half of the game, two (2) warnings are allowed without penalties being called. This rule only applies up to MID-SEASON, then, no warnings are allowed. All penalties will be called in the second half of the game. All penalties will be 5 yards with the exception of unsportsmanlike penalties which will carry a 10 yard penalty.

9.1.4.2 Extra points –No rushing is allowed on declared attempted PAT kicks. No fake kicks are allowed. The holder must be standing/kneeling even with the kicking tee (cannot go under center to receive the snap). On all kicks both teams must be aligned in proper offensive and defensive positions. Kicks are worth 2 points.

9.1.4.3 Players may not line up over the center (no nose guard). Middle Linebackers must be 2 yards behind the line and may not be in motion.

9.1.4.4 All kicks are declared, the kicking team has the option of moving the ball 20 yards up field or kicking. If the line of scrimmage is the 20 yard line or closer, the result is a touchback and the ball is placed on the 20 yard line.

9.1.4.5 Once the Official places the ball, the Offensive team has only sixty (60) seconds from the huddle to snap the ball.

9.1.4.6 The defensive player lined up nearest to the center may not be in motion until the ball is snapped. There will be no greater than six (6) players on the defensive line.

9.1.4.7 Any player not lined up on the line of scrimmage may NOT blitz the "A" gap.

9.1.4.8 TWO coaches are allowed on the field for the offense and defense. The coaches may instruct players on positioning and give encouragement during play. In no way, may a coach insult or taunt the other team or be a disruption to the game. Coaches may not touch players during "live" play situations. Once the players are lined up for a play, the coaches must stand at least ten (10) yards from the deepest player on the field.

9.2 **75LB Weight Division**

9.2.1 **RULES OF PLAY:** All rules apply as written by Recreation and Parks and/or the current NHSF rules and its amendments or as stated below:

9.2.1.1 No coaches are allowed on the playing field during the game.

9.2.1.2 All punts will be declared, the kicking team has the option of moving the ball 20 yards up field or kicking. If the line of scrimmage is the 20-yard line or closer, result is a touchback and the ball is placed on the 20-yard line.

9.2.1.3 Extra points –No rushing is allowed on declared PAT kicks. No fake kicks are allowed. The holder must be standing/kneeling even with the kicking tee (cannot go under center to receive the snap). On all kicks both teams must be aligned in proper offensive and defensive positions. Kicks are worth 2 points.

9.3 **85LB Weight Division**

9.3.1.1 All punts will be declared. The kicking team **MUST** punt the ball once declared. No rushing is allowed on punts. No fake punts are allowed. The punter must be standing (cannot go under center to receive the snap). On all kicks both teams must be aligned in proper offensive and defensive positions.

Offense must not leave until the ball has been kicked and the defense may not have more than (2) players deeper than seven (7) yards from the line of scrimmage.

10.0 **CONDUCT**

10.1 The local President/Commissioner or his/her designee shall have the responsibility to assist officials in maintaining proper conduct of players, coaches, and spectators.

10.2 **COACHES**

10.2.1 Coaches shall be responsible for the conduct of their players and spectators. Improper conduct, in the judgment of the game official, on part of the players, coaches, or spectators may result in penalties, expulsion, and suspension or forfeiture of games.

10.2.2 If at any time the Board of Directors finds the conduct of any coach to be detrimental and contrary to the best interest of the program, such individual may be suspended from further participation for whatever period of time may be deemed reasonable and proper. Detrimental conduct by any coach shall first be investigated by his local Commissioner then the Board.

10.2.3 No Head Coach, Assistant Coach, Team Parent, or any other club shall recruit players from another club while in season. Any coach so accused shall be required to appear before the Board. The SMRP YFL Board will be responsible for determining any penalties of these rules.

10.2.4 Any coach who repeats any of the aforementioned offenses will be suspended for the remainder of the season and possibly the next.

10.2.5 All head coaches and assistant coaches of the SMRP YFL must read, understand, and sign the St. Mary's Recreation & Parks Youth Football League Code of Conduct form (Appendix A). The completed Code of Conduct forms should be held by the club Commissioners. The SMRP YFL Board will be responsible for determining any penalties of these rules for violation of the Coaches Code of Conduct.

10.3 PLAYERS

10.3.1 Any player who is ejected from a game for unsportsmanlike conduct will be suspended for the following game. Any player allowed by game officials to return to a game shall not be considered as being ejected from a game. A player removed from the game on the final play of the game shall be considered ejected from the game and will be suspended for the following game. Game Officials shall notify the Club Commissioner of any ejections. The Commissioners shall notify the Sports Coordinator of any ejection as soon as possible.

10.3.2 Any player who is involved in a fight before, during, or after his/her game will be suspended for the next game and is subject to further sanctions by the Board. The suspension is applied to all football activities.

10.3.3 Any player who repeats any of the aforementioned offenses will be suspended for the remainder of the season and possibly the next.

10.3.4 Any coach or player suspended for a game due to conduct reasons will not be permitted to attend the game in question in any fashion. This includes participation as a spectator.

11.0 PROTESTS

11.1 The SMRP Sports Coordinator will make a recommendation to the Board whether a protest should be heard or not. There shall be no protests allowed involving a judgment call by a game official.

11.2 The following procedures will be followed in the event of a protest (unless otherwise specified in the paragraphs below):

11.2.1 The protesting coach must communicate his complaint to the referee and opposing coach at the time of the alleged rules infraction. (Game protest only)

11.2.2 The protesting club's Commissioner must submit his protest in writing to the Sports Coordinator within 48 hours after the incident along with a \$100.00 protest fee (refunded if protest is upheld).

11.2.3 The Sports Coordinator shall convene the Board within a reasonable period after receipt of the protest. The Board will request that all parties & witnesses involved in the protest appear before the board to state their case. Each party will be given 5 minutes to state their case and answer any questions the Board may have for them. The Board will issue a final ruling at that time.

11.3 Player Eligibility: Protests concerning a player's eligibility (weight or age) can be made at any time throughout the season. The Sports Coordinator reserves the right to request documentation to verify if the protest is valid or not. Each club should have copies of birth certificates available in instances such as these. The same procedures as detailed above will be followed.

12.0 DISCIPLINARY ACTIONS

12.1 Where disciplinary actions for rules violations are not specified, they will be decided by a vote of the SMRP YFL Board for both players and coaches. The club in question will not participate in voting. 2/3 majority vote by the Board is required for a decision.

12.2 Where discipline for rule violations are not specified and for other matters that may be complained of, action, if deemed appropriate by the SMRP YFL Board will be assessed as follows:

- 1) Letter of Reprimand/Probation of individuals (Probation would only apply for the current season unless extended by 2/3 majority vote of the Board of Directors.
- 2) Organizational fine of \$250-\$500
- 3) One (1) game suspension
- 4) Two (2) game suspension
- 5) Rest of the current season suspension
- 6) Permanent suspension from SMRP YFL
- 7) Forfeiture of a game or games

12.3 All monies collected for fines will be used for the benefit of the football program

12.4 Player is Over Age:

The penalty for over age player's participating in games, if discovered whether protested or not, will result in forfeiture of all games in which the illegal player participated and be given an organizational fine of \$250.00. The player will be suspended from any further league activities for the current season and any other penalties deemed appropriate by the SMRP YFL Board. The Head Coach of the team will also be immediately relieved of his or her duties.

12.5 Player Did Not Legally Weigh-in:

The penalty for a player who participates in a game who did not legally weigh-in as prescribed in the rules will be an organizational fine of \$250.00, forfeiture of all games in which the illegal player participated, immediate suspension of the player and head coach for the remainder of the season, and other such penalties as deemed appropriate by the SMRP YFL Board. It is the responsibility of the Head Coach to ensure valid ID cards are issued and punched for all eligible players.

12.6 Player Substitutes Another as Himself at Weigh-In

The penalty for a player who has someone else weigh-in for him, (whether protested or not), will result in forfeiture of all games in which the illegal player participated and an organizational fine of \$250.00. In addition, the illegal player will be suspended for at least the current season, and any other penalties deemed appropriate by the Board.

12.7 Use of Illegal player

All clubs and teams must use eligible players per Section 3.0. Any team or club that uses an ineligible player shall forfeit all games in which the player participated. The Head Coach of the team will also be immediately relieved of his or her duties. Other penalties as the Board of Directors may determine may apply.

12.8 Violation of Mandatory Play Rule

Any coach or coaches who violate the mandatory play rule will be subject to the following penalties:

First violation - Suspension of 1 game and possible forfeiture of game to be decided by the Board.

Second violation - Suspension from the league for the remainder of the season and possibly the next.

12.9 Recruiting

No Head Coach, Assistant Coach, Team Parent, or any other person associated with a particular club shall recruit players from another club. Any coach so accused shall be required to appear before the Board. As a minimum, the player recruited will not be allowed to play for the team recruited to and the person doing the recruiting will receive a letter of reprimand for the first occurrence. The SMRP YFL Board will be responsible for determining any further penalties.

12.10 Practice Violations

No club or team will begin season practices prior to the start date established by SMRP. Any club or team found in violation of this rule shall forfeit an equivalent number of practices and the Head Coach will be suspended for one game.

12.11 Failure to obtain NYSCA Certifications/Background Checks

It is required by the SMRP YFL that all coaches be certified by the NYSCA. Background checks processed through SMRP are required for any club member having physical contact with club children including but not limited to ALL coaches and trainers. All coaches must be certified prior to participating in any practice or game. Organizations who allow a non-certified or background checked coach to participate in practices or games will be fined \$100.00 per incident. Said Coach is removed from team and is not eligible to participate until he/she is certified. Team will forfeit all games the coach participated (if any).

12.12 Violating Code of Conduct

For violating any part of the Coaches Code of Conduct, the offending Coach will be brought before the Board for possible disciplinary action.

12.13 Blowout Rule violation

Per Section 7.4, if a team is up by 21 points or more in the 4th quarter of a game, the leading team's coach should take action to show sportsmanship to the opposing team. If a coach does not follow the rules in the spirit of sportsmanship, the Board will address the issue.

12.14 Registration of Players who previously played with a different club

Each club, after signing any player who played for a different club during the previous season, shall be required to notify the losing club within 7 days (E-mail will be fine). This serves two purposes:

1) It will give the losing club an opportunity to insure that there is no outstanding equipment or monies owed.

2) It will give the losing club an opportunity to track who may be leaving and where they are going. Players who may be leaving one club to join another may not attempt to convince others to go along with them. This is a form of recruitment and cannot be permitted. It is within the Board of Directors authority to ensure this does not take place by denying registration where they feel recruitment has taken place.

Appendix A - COACHES CODE OF CONDUCT

In order to ensure that the principles of sportsmanship, fair play, skill development, and mutual respect among players, coaches, officials and spectators are the primary considerations governing competition in the St. Mary's Recreation & Parks Youth Football League, the following Code of Conduct has been established and adopted:

1. I acknowledge that my primary responsibility is to foster the stated purpose of the league which is to promote a healthy, pleasant, and safe environment for youth to participate in football. To satisfactorily meet this responsibility, I will:
 - a. Fully abide by the policies, rules, and guidelines as set forth in this handbook.
 - b. Respect the game officials and refrain from communicating with them in an abusive manner.
 - c. Encourage YFL team fans to conduct themselves with sportsmanship and maturity at all times while in attendance at all league functions, i.e., games, practices, etc.
 - d. Always refrain from remarks, criticisms, or actions that may be detrimental and cause loss of respect and/or integrity of the SMRP YFL or any of its participants.
 - e. Assist the game officials in maintaining control of spectators during games.
 - f. Be a positive role model for players by never:
 - (1) Using obscene language and gestures;
 - (2) Physically or verbally intimidating, abusing or assaulting a player, parent, Coach, or official.
 - (3) Making discriminatory remarks based on race, religion, gender, or national origin.
 - (4) Consuming or allowing the consumption of alcohol or be in an inebriated state during practices, games, or in the presence of my players;
 - (5) Encouraging, tolerating, or indulging in substance abuse;
 - (6) Smoking or using tobacco products in front of players during practice, games or other official team functions.
2. I will not knowingly allow a player to be included on a roster or play in a game that does not meet all of the eligibility rules.
3. I fully understand that the game of football should be a fun, rewarding, and positive learning experience for all participants, and playing time is key to providing that experience for my players.
4. I accept and support the principles established by the Code of Conduct and will abide by the Code of Conduct as long as I participate in SMRP YFL activities.
5. I acknowledge the conditions of this Code of Conduct and understand that any violations will be subject to disciplinary actions by the officials of the SMRP YFL to include my personal removal and/or expulsion of the organization that I represent.
6. I acknowledge that I have been certified by NYSCA and my certification is current.

CLUB: _____

WT CLASS: _____

SIGNATURE: _____

DATE: _____

Appendix B - AGE & WEIGHT CHART

**2010
St. Mary's Recreation & Parks Youth Football League
Division, Age and Weight Chart**

Age & Weight										
Division	5	6	7	8	9	10	11	12	13	14**
PEE WEE	75*	70*	65*							
75 Lb.			85*	80*	75					
85 Lb.				105*	95*	90*	85			
95 Lb.					115*	105*	100	95		
105 Lb.						125*	115*	110	105	
125 Lb.							150*	140*	130	125
Unlimited							**	**	**	**

Player's age on July 31st, 2010 will determine his playing age for that season.

*Denotes Play Backer – A maximum of five (5) players per team (Pee Wee – 85lb) and 3 players per team (95 - 125lb) will be allowed to weigh up to 15 lbs over the maximum weight limit (Pee Wee Division 10 lbs). **These players are restricted to the offensive and defensive line.**

** UNLIMITED DIVISION– Maximum age is 14 as of 7-31-2010. League is set-up for 6th, 7th and 8th graders. NO WEIGHT RESTRICTIONS.

Adopted May 26, 2010

Appendix C - SAMPLE ROSTER SHEET

ROSTER SHEET

****Coaches MAY choose up to a 14 player rotation. Designate Playbackers by placing a "PB" beside the jersey number.**

First Half OFFENSE		First Half DEFENSE	
#	Name	#	Name
1	_____	1	_____
2	_____	2	_____
3	_____	3	_____
4	_____	4	_____
5	_____	5	_____
6	_____	6	_____
7	_____	7	_____
8	_____	8	_____
9	_____	9	_____
10	_____	10	_____
11	_____	11	_____
**12	_____	**12	_____
**13	_____	**13	_____
**14	_____	**14	_____

Any team with a roster of over 28 players or chooses not to declare more than 11 players in the first half must list those players not listed below. These players must play the entire second half.

Second Half OFFENSE		Second Half DEFENSE	
#	Name	#	Name
1	_____	1	_____
2	_____	2	_____
3	_____	3	_____
4	_____	4	_____

Appendix D- CLUB CONTACT INFORMATION

Leonardtown Wildcats

President: Scott Ziemba
Phone: 240-434-1509
Email: smziemba88@gmail.com

Vice President: Mike Granger
Phone: 240-538-2207
Email: grangerme@hotmail.com

Home Field: Dorsey Park

Lexington Park Hornets

President: Jeramia Cooper
Phone: 240-431-3861
Email: hornetsfootball1160@yahoo.com

Vice President: Chuck Ramsey
Phone: 240-298-9146
Email: ramseycv@gmail.com

Home Field: Lancaster Park

Mechanicsville Braves

President: Todd Phares
Phone: 301-472-4759
Email: tphares99@yahoo.com

Vice President: Brian Capps
Phone: 301-399-1718
Email: bpcapps@JJKLLC.com

Home Field: 5th district Park

Pax River Raiders

President: Harold Berg
Phone: 301-674-4226
Email: paxriverraiders@gmail.com

Vice President: Sean Tull
Phone: 202-306-8596
Email: smt.sean@gmail.com

Home Field: Lancaster Park