

MYFL RULES AND REGULATIONS

PLAYING VIOLATIONS

1. NOSE GUARD
2. BLITZING
3. QB SNEAK
4. OFFENSIVE LINE SPLITS
5. UNBALANCED LINE
6. MOTION/SHIFTING
7. CUT/CHOP BLOCKING
8. DEFENSIVE LINE
9. DEFENSIVE SECONDARY
10. DEFENSIVE INTERIOR LINE
11. UNFAIR/SPORTSMANSHIP RULE
12. DEFENSELESS PLAYER RULE

GAMETIME VIOLATIONS

1. WEIGHT LIMIT
2. COACHES ON THE FIELD
3. RULE 22
4. NO HUDDLE
5. COACHING BEHAVIOR
6. FAN BEHAVIOR

GAMETIME CLARIFICATIONS

1. KICKOFFS
2. EXTRA POINTS/FIELD GOALS
3. PUNTS
4. TIME
5. OVERTIME
6. CAST / BREAKS
7. MOUTH GUARDS
8. VISORS
9. MISSING PRACTICE
10. SEATING
11. ENVIRONMENTAL COMFORTS
12. INJURY/CONCUSSION
13. PLAYING UP OR DOWNGRADES
14. PRACTICE PLAN
15. MANDATED PRACTICE DRILLS
16. THIRD GRADE PRACTICE

MYFL POLICIES AND PROCEDURES

1. PLAYER FEE/SCHOLARSHIP
2. COOKIE DOUGH
3. WEARING MYFL EQUIPMENT
4. PLAYERS AGE
5. DRAFT
6. PLAYER NOT FINISHING THE SEASON
7. LOCATION WHERE PLAYERS PLAY
8. SUSPENSIONS
9. FOOD CONCESSIONS
10. PLAYOFF TIE / PLAYOFFS
11. REFFING
12. ELECTRONIC DEVICES
13. MYFL CAMPS
14. WEATHER ISSUES
15. PLAYER CONDUCT EXPECTATIONS
16. CONCUSSION / BACKGROUND CHECKS

MYFL RULES AND REGULATIONS

- DEAD BALL FOUL: MEANS THE PLAY NEVER HAPPENED, EXCEPT FOR ILLEGAL MOTION OR OFFSIDES. THE TEAM DOES NOT LOSE A DOWN ON DEAD BALL FOULS
- HIGH SCHOOL RULES ARE USED, WITH THE FOLLOWING EXCEPTIONS.

PLAYING VIOLATIONS

- 1. NOSE GUARD :** NO DEFENSIVE PLAYER CAN LINE UP ACROSS FROM THE CENTER OR IN THE A-GAP. (A-GAP) IS THE GAP ON EACH SIDE OF THE CENTER. THE DEFENSIVE PLAYER NEEDS TO LINEUP HEAD UP OR OUTSIDE SHADE OF THE GUARDS. ONCE THE BALL IS SNAPPED, THE DEFENSIVE LINE PLAYER CAN ENGAGE THE CENTER OR SHOOT THE A-GAP.
PENALTY: DEAD BALL FOUL, 10 YARD PENALTY.
- 2. BLITZING :** THERE IS NO BLITZING THE QUARTERBACK WHILE THEY'RE IN THE POCKET OF THE OFFENSE (POCKET = WITHIN THE OFFENSIVE TACKLES), BY ANY LINEBACKERS, CORNERBACKS OR SAFETIES. ALL LINEMEN MAY PURSUE THE QUARTERBACK AS SOON AS THE BALL IS SNAPPED. ONCE THE QUARTERBACK LEAVES THE POCKET, ALL ELEVEN DEFENSIVE PLAYERS CAN PURSUE THE QB.
2A. IF THE QUARTERBACK LINES UP IN THE SHOTGUN POSITION, HE WILL BE CONSIDERED A RUNNING BACK AND THEN ALL ELEVEN DEFENSIVE PLAYERS CAN PURSUE, INCLUDING BLITZ..
PENALTY : 15 YARD PENALTY AND AUTOMATIC FIRST DOWN.
- 3. QUARTERBACK SNEAK :** A QUARTERBACK WHO IS UNDER CENTER CANNOT RUN THE BALL IN THE A-GAP / SNEAK.
2A. IF THE QUARTERBACK LINES UP IN THE SHOTGUN POSITION, HE WILL BE CONSIDERED A RUNNING BACK, THEN THE QUARTERBACK CAN RUN IN THE A-GAP.
PENALTY : 10 YARD PENALTY AND LOSS OF DOWN.
- 4. OFFENSIVE LINE SPLITS :** THE MAXIMUM OFFENSIVE LINE SPLITS IS THREE FEET /ONE YARD. OFFENSIVE LINE CONSIST OF THE CENTER, GUARDS, TACKLES AND TIGHT ENDS.
PENALTY : DEAD BALL FOUL, 5 YARD PENALTY
- 5. UNBALANCED LINE :** NO UNBALANCED LINE ALLOWED FOR ALL AGE GROUPS. THERE CANNOT BE ANY MORE THAN THREE PLAYERS ON EITHER SIDE OF THE CENTER, ON THE LINE OF SCRIMMAGE. TIGHT ENDS ARE NOT CONSIDERED UNBALANCED.
PENALTY : DEAD BALL FOUL, 5 YARD PENALTY

6. MOTION/SHIFTING : THE OFFENSE CANNOT SHIFT FROM ONE FORMATION INTO ANOTHER. THE DEFENSE CANNOT SHIFT ONCE THE OFFENSE LINES UP ON THE BALL. THE OFFENSE CAN HAVE MOTION AND THE DEFENSE SECONDARY CAN SLIDE WITH THE MOTION..

PENALTY : DEAD BALL FOUL, 5 YARD PENALTY

7. CUT/CHOP BLOCKING : THERE IS NO BLOCKING BELOW THE WAIST ANYWHERE ON THE FIELD.

PENALTY : 15 YARD PENALTY AND LOSS OF DOWN

8. DEFENSIVE LINE : MUST HAVE 6 PLAYERS ON THE DEFENSIVE LINE. A DEFENSIVE LINE PLAYER CANNOT LINE UP IN THE A-GAP OR MORE THAN ONE GAP FROM THEIR PLAYER

OVER. THIS INCLUDES DEFENSIVE ENDS. INTERIOR DEFENSIVE LINEMEN NEED TO BE IN AT LEAST A THREE POINT STANCE. DEFENSIVE ENDS CAN BE IN A TWO POINT STANCE.

PENALTY : DEAD BALL FOUL, 5 YARD PENALTY

9. DEFENSIVE SECONDARY : LINEBACKERS, CORNERBACKS AND SAFETIES NEED TO LINE UP THREE YARDS FROM THE LINE OF SCRIMMAGE.

PENALTY : DEAD BALL FOUL, 5 YARD PENALTY

10. INTERIOR DEFENSIVE LINE : CANNOT LINE UP IN THE A-GAP OR MORE THAN ONE GAP OVER. THIS INCLUDES DEFENSIVE ENDS.

PENALTY : FIRST TIME WARNING, DEAD BALL FOUL, 10 YARD PENALTY

11. UNFAIR/SPORTSMANSHIP RULE : WHEN A TEAM IS UP BY THIRTY OR MORE POINTS AT ANY POINT OF THE GAME, THE LEADING TEAM CANNOT PASS OR HAVE MORE THAN ONE HAND OFF IN A PLAY (REVERSE) OR USE ANY OTHER PLAY THAT IS NOT STRAIGHT AHEAD, SUCH AS A COUNTER..

PENALTY : 15 YARD PENALTY AND LOSS OF DOWN

12. DEFENSELESS PLAYER RULE : IN THE EVENT THAT A PLAYER MAKES CONTACT WITH ANOTHER PLAYER WHO IS NOT IN POSITION TO PROTECT THEMSELVES AND/OR DOES NOT SEE THE HIT COMING. (EXAMPLES: LEADING WITH THE HEAD, LEAVING YOUR FEET AND/OR LAUNCHING YOURSELF WHEN YOU TACKLE) OR IF ANY DEFENSELESS HIT HAPPENS AWAY FROM THE PLAY OF ACTION..

PENALTY : 15 YARD PENALTY FROM THE SPOT OF THE FOUL

GAMETIME VIOLATIONS

- 1. WEIGHT LIMIT :** ALL PLAYERS MUST BE WEIGHED BEFORE EACH GAME. DIRECTORS DO THE WEIGH-INS. REFS WILL MARK DOWN ANY PLAYER/S OVER THE LIMIT ON THE GAME CARD. THE OVER LIMIT PLAYER CANNOT LINE UP IN THE OFFENSIVE BACKFIELD AS A QB, RB, FB, WR. THEY CAN LINEUP AS A TIGHT END TO BLOCK, BUT CANNOT GO OUT FOR A PASS. THE ONLY WAY A OVER LIMIT PLAYER CAN RUN THE BALL IS TO INTERCEPT THE BALL.
1A, PLAYERS WILL WEAR HELMET, SHOULDER PADS, JERSEY, PANTS, SHOES AND ANY OTHER CLOTHING THAT THEY WILL PLAY WITH DURING WEIGH-IN.
3rd GRADE / 4th GRADE = 110 POUNDS: 5th GRADE / 6th GRADE = 135 POUNDS **REVISED 2019**

PENALTY : LINING UP IN A OFF LIMIT POSITION 15 YARD PENALTY

PENALTY : CHEATING ON WEIGHT-IN, 1 GAME SUSPENSION

PENALTY : IF A OVER LIMIT PLAYER PARTICIPATES BY RUNNING THE BALL, THE TEAM WILL FORFEIT THAT GAME.

- 2. NUMBER OF COACHES ON THE FIELD:** NO MORE THAN FIVE COACHES ON THE SIDELINES.
3-6 GRADES ONE OFFENSIVE COACH ON THE FIELD OF PLAY.
3 GRADE ONE DEFENSIVE COACH ON THE FIELD OF PLAY.
**ON THE FIELD COACHES CANNOT COACH ONCE THE HUDDLE BREAKS
4-6 GRADES NO DEFENSIVE COACHES ON THE FIELD OF PLAY
PENALTY: DEAD BALL FOUL, 5 YARD PENALTY

- 3. RULE 22 :****RULE "22": IF YOU HAVE 22 OR FEWER PLAYERS ON A TEAM ALL 22 PLAYERS MUST START AND PLAY. (EX. IF YOU HAVE 21 PLAYERS 11 OF THOSE MUST START ON OFFENSE AND THE OTHER 10 MUST START ON DEFENSE, THIS LEAVING 1 PLAYER ONE PLAYER THAT CAN PLAY ON BOTH OFFENSE AND DEFENSE.) YOU CAN SWITCH A PLAYER FROM OFFENSE TO DEFENSE BUT THEY MUST BOTH SWITCH POSITIONS AND BOTH STILL PLAY THE SAME AMOUNT.
PENALTY : FIRST OFFENSE, HEAD COACH WILL BE SUSPENDED FOR THE REST OF THE GAME AND ONE ADDITIONAL GAME. SECOND OFFENSE, HEAD COACH WILL BE SUSPENDED THE REST OF THE SEASON.

- 4. NO HUDDLE :** IS ALLOWED ONLY IN THE LAST TWO MINUTES OF THE FOURTH QUARTER, BY THE LOSING TEAM.
PENALTY : DEAD BALL FOUL, 5 YARD PENALTY

5. COACHING BEHAVIOR : A HEAD COACH CAN ASK FOR CLARIFICATION, BUT CANNOT QUESTION A CALL. THE HOME DIRECTOR MUST REVIEW COACHING BEHAVIOR POLICIES PRIOR TO EACH GAME, WITH THE HEAD COACHES. ALL COACHING PENALTIES ARE ASSESSED TO THE HEAD COACH.

PENALTY : SWEARING, REMOVAL FROM THE FIELD FOR THE REST OF THE GAME.

FIRST POOR BEHAVIOR- VERBAL WARNING

SECOND POOR BEHAVIOR - 15 YARD PENALTY

THIRD POOR BEHAVIOR - HEAD COACH DISMISSED FROM THE GAME

**** DISMISSAL OF THE HEAD COACH CAN ONLY BE DONE BY A DIRECTOR.**

6. FAN BEHAVIOR : IF A FAN BECOMES UNRULY

PENALTY : FIRST POOR BEHAVIOR - VERBAL WARNING

SECOND POOR BEHAVIOR - DISMISSAL

GAMETIME CLARIFICATIONS

- 1. KICKOFFS :** THERE ARE NO KICKOFFS. THE BALL WILL BE PLACED ON THE 35 YARD LINE. (25 YARD LINE ON 8/9 MAN FIELDS)
- 2. EXTRA POINTS/FIELD GOALS :** THEY ARE ALL DEAD BALL ATTEMPTS. THE DEFENSE CAN STAND WITH THEIR HANDS UP. IF THE FIELD GOAL ATTEMPT IS MISSED, THE BALL WILL THEN BE PLACED ON THE SPOT OF THE ATTEMPT FOR THE NEXT FOR THE CHANGE OF POSITION. EXTRA POINT MISSES WILL BE PLACED 35 YARD LINE OR (25 YARD LINE ON 8 MAN FIELD).
- 3. PUNTS :** ALL PUNTS ARE DEAD BALL PUNTS. AUTO-PUNTS CAN BE ENFORCED ONLY ON YOUR SIDE OF THE FIFTY YARD LINE. AUTO-PUNTS = 30 YARDS. 25 YARDS ON AN 8 OR 9 MAN FIELD.
TEAM CAN ONLY HAVE TWO PLAYERS BACK TO CATCH THE BALL. THE BALL IS PLACED WHERE IT IS CAUGHT OR ROLLS DEAD. IF THE BALL IS BATTED FORWARD, THE BALL IS PLACED WHERE IT WAS BATTED. **REVISED 2018**
- 4. TIME :** FOUR FIFTEEN MINUTE QUARTERS, RUNNING CLOCK. EXCEPT THE LAST TWO MINUTES OF THE GAME. (REGULAR STOPPAGE, OUT OF BOUNCE, DROP PASS, < INJURY IN LAST TWO MINUTES, 25 SECOND RUNOFF>) THE CLOCK WILL STOP AFTER A TOUCHDOWN AND THE EXTRA POINT ATTEMPT. THE CLOCK WILL START WHEN THE NEXT OFFENSIVE PLAY STARTS. A CONTINUOUS CLOCK WILL START WITH NO STOPPAGE WHEN A TEAM IS UP BY 35 POINTS. THREE TIMEOUTS PER HALF, ONE MINUTE PER TIMEOUT. 40 SECOND PLAY CLOCK. **REVISED 2018**
- 5. OVERTIME :** FOUR TRIES FROM THE TEN YARD LINE BY EACH TEAM. TURNOVERS, PENALTIES APPLY. COIN TOSS WILL DETERMINE CHOICE. NO SUDDEN DEATH.
- 6. CAST / BREAKS :** TO BE ABLE TO PLAY WITH A CAST, THE LEAGUE NEEDS A DR'S NOTE. THE CAST HAS TO BE FULLY WRAPPED WITH A SOFT FOAM PROTECTOR.
- 7. MOUTH GUARDS :** MUST BE COLORED. NO CLEAR FOR SAFETY.
- 8. VISORS :** THEY ARE ALLOWED IF THEY ARE CLEAR.
- 9. MISSING PRACTICE :** TEAM AND COMMUNITY ENFORCE. BE CONSISTENT.
- 10. SEATING :** TEAMS ARE TO BE OPPOSITE SIDELINES IF POSSIBLE. PARENTS SHOULD BE AWAY FROM PLAYERS
- 11. ENVIRONMENTAL COMFORTS :** A TEAM MAY ONLY HAVE HEATERS, TENTS,

RAIN GEAR, TENTS, ETC. ONLY IF THEY ARE SUPPLIED TO BOTH TEAMS.

12. INJURIES / CONCUSSIONS : ALL INJURIES MUST BE REPORTED TO THE LEAGUE. IF THE INJURY REQUIRES A DOCTOR'S EXCUSE NOT TO PLAY, THE PLAYER MUST THEN HAVE A DOCTOR'S PERMISSION TO COME BACK. ALL CONCUSSIONS FOLLOW THE HEADS UP CRITERIA IN ORDER TO RETURN, INCLUDING A DR'S PERMISSION.

13. PLAYING UP OR DOWN : THIS IS DECIDED BY THE LEAGUE, BECAUSE OF THE NEED TO HAVE EQUAL TEAMS OR TO PUT TOGETHER A TEAM.

14A. ROTATE PLAYERS UP OR DOWN, CAN ONLY PLAY WHEN THE TEAM FALLS BELOW 11 HEALTHY PLAYERS

14B. ASSIGNED TO A TEAM FOR THE WHOLE SEASON IS DONE BY BIRTHDATE.

14. PRACTICE PLAN : FIRST WEEK- 6 HOURS HELMETS ONLY, NO CONTACT THIS WEEK.
SECOND WEEK - 4.5 HOURS FULL PADS, 30 MIN CONTACT TO THE GROUND FOR THIS WEEK.

REST OF SEASON - TWO 1 ½ HOUR PRACTICES PER WEEK,
ONE PRACTICE PER WEEK WITH ALL PADS,
ONE PRACTICE PER WEEK WITH ONLY HELMET
OF CONTACT TO THE GROUND PER WEEK
ONLY 30 MINUTES OF CONTACT PER WEEK

15. MANDATORY PRACTICE PLANS :HEADS UP TACKLING AND NECK ROTATION DRILLS
TEN MINUTES PRIOR TO YOUR PRACTICE.

16. THIRD GRADE PRACTICE :

FORMATIONS - QB- ALWAYS UNDER CENTER (NO SHOTGUN)

BACKFIELD - ONE TO THREE RB'S

WR - ONE ON EACH SIDE OF FORMATION OUT AT LEAST TEN YARDS
FROM THE TACKLES. A TE CAN REPLACE A WR ON THE LINE

PLAYS- NO MORE THAN FIVE RUN PLAYS AND TWO PASS PLAYS, (YOUR CHOICE)

DEFENSE - FOLLOW LEAGUE POLICIES

PRACTICE - NO LIVE CONTACT,INCLUDING SCRIMMAGING. WORK ON TECHNIQUE

MYFL POLICIES AND PROCEDURES

1. **PLAYER FEE / SCHOLARSHIP :** REGULAR FEE \$145, LATE FEE \$195
SCHOLARSHIP SIGN UP THROUGH DIRECTOR.
2. **COOKIE DOUGH INCENTIVES :** EARN MONEY BACK. LIFE LESSON.
3. **WEARING MYFL EQUIPMENT :** NO EQUIPMENT SHALL BE WORN OUTSIDE
OF PRACTICE AND GAMES.
 - 3A. ONLY MYFL ISSUED EQUIPMENT WILL BE WORN, UNLESS THE PLAYER HAS A
DR'S NOTE REQUIRING SPECIFIC NEEDS.
 - 3B. THE DIRECTOR WILL RETURN ALL ISSUED EQUIPMENT ACCORDING TO THE
THE POLICY BOOK. ANY EQUIPMENT NOT RETURNED MAY BE DEDUCTED
FROM THE DIRECTORS PAY.
 - 3C. THE LEAGUE WILL HELP COLLECT DELINQUENT EQUIPMENT AFTER NOV. 15
4. **PLAYERS AGE :** NO PLAYER CAN BE OR TURN 14 YEARS OF AGE WITHIN THE
SEASON. DIRECTOR, COACH AND PLAYER COULD BE SUSPENDED.
5. **DRAFT :** IF A COMMUNITY NEEDS TO SPLIT THEIR GRADE IN TO 2 OR MORE
TEAMS, THERE WILL BE A DRAFT. THE COACHES WILL PICK A TEAM, AT THE END
OF THE DRAFT, A COIN TOSS WILL DETERMINE WHICH TEAM WILL BE COACHED
BY WHAT COACH. THE COACHES OWN PLAYER WILL BE ON THEIR TEAM. HEAD
COACHES CANNOT TEAM UP WITH ASSISTANT COACHES, THE ASSISTANT
COACHES WILL COACH THE TEAM THEIR PLAYER WAS DRAFTED ON.
6. **A PLAYER NOT FINISHING THE SEASON :** IF A PLAYER GETS INJURED, QUILTS OR
MOVES AWAY BEFORE THE END OF THE SECOND WEEK OF PRACTICE (THE DATE
LISTED ON YEARLY SCHEDULE) THE PLAYER IS ENTITLED TO PART OF THEIR
MONEY BACK MINUS THE COST OF THE TRANSFER FEE. THEY WILL GET \$50 BACK
HOWEVER THE PLAYER CHOOSES TO GET THEIR MONEY BACK THE PLAYER
WILL NOT BE ELIGIBLE FOR ANY AWARDS OR FREE ADMISSION TO A BANQUET
IF ONE IS HELD. IF THE PLAYER ELECTS TO REMAIN A MEMBER OF THE MYFL
AND DO THE COOKIE DOUGH REWARDS PROGRAM AND SELLS THE REQUIRED
AMOUNT THE PLAYER WILL GET THEIR MONEY BACK (SEE COOKIE DOUGH
CHART), KEEP THEIR JERSEY, RECEIVE AWARDS AND BE ELIGIBLE FOR THE
BANQUET IF ONE IS HELD.

7. LOCATION WHERE PLAYERS PLAY : PLAY IN THE COMMUNITY YOU LIVE IN OR THE SCHOOL DISTRICT THEY BELONG TOO. IF THE PLAYERS COMMUNITY DOES NOT HAVE MYFL, THEY CAN CHOOSE THE CLOSEST MYFL LOCATION.

7A. CHRISTIAN SCHOOL POLICY- CONTACT LEAGUE DIRECTOR FOR INFO.

8. SUSPENSIONS : THERE WILL BE NO LOCAL COMMUNITY SUSPENSIONS, ONLY THE LEAGUE DIRECTORS CAN SUSPEND A PERSON FROM THE MYFL AND GAMES.

9. FOOD CONCESSIONS : ALL CONCESSIONS ARE CONTROLLED BY THE LOCAL MYFL COMMUNITIES, THE MYFL FAMILIES OR THE LOCAL SCHOOL DISTRICT.

10. PLAYOFFS / PLAYOFF TIES : PLAYOFFS WILL BE HELD FOR 5TH AND 6TH GRADE ONLY. THE TEAMS WILL BE DIVIDED INTO GROUPS OF FOUR. IF A SIX TEAM BRACKET IS NEEDED, IT WILL BE IN THE "A" BRACKET. IN THE SIX BRACKET, THE TOP TWO TEAMS WILL HAVE FIRST ROUND BYE. IF A BYE TEAM LOSES, THE HIGHEST LOSING TEAM WILL NEED TO PLAY THAT BYE TEAM TO GET THEIR SIXTH GAME, EVEN IF IT IS A SEVENTH GAME FOR ANOTHER TEAM.

10A. IF THE LOCATIONS BETWEEN THE TWO PLAYOFF TEAMS ARE FAR APART, A NEUTRAL SITE WILL BE USED.

10B. PLAYOFF SEEDING TIE- HEAD TO HEAD, DEFENSIVE POINTS, STRENGTH OF SCHEDULE (OVERALL RECORDS OF TEAMS THEY PLAYED), COIN TOSS

11. REFFING : AT LEAST THREE REFS PER GAME. \$45 TOTAL PER GAME. IT IS MANDATORY THAT ONE REF NEEDS TO BE A COACH, UNLESS YOUR COMMUNITY HAS A PROFESSIONAL REF. FOUR REFS FOR PLAYOFFS, TWO FROM EACH COMMUNITY. \$60 TOTAL PER GAME. REFS FOR CHAMPIONSHIP DAY IS TAKEN CARE OF BY THE LEAGUE.

11A. REF CODE OF CONDUCT - COACH UP THE PLAYERS, BE UNBIASED, BE DECISIVE, CALL FOULS THAT AFFECT THE PLAY AND COACH UP WHEN THE FOUL IS AWAY FROM THE PLAY. ANY SAFETY OR SPORTSMANSHIP FOUL NEEDS TO BE CALLED EVERY TIME.

12. ELECTRONIC DEVICES : NO TWO WAY VOICE COMMUNICATION DEVICES ARE ALLOWED DURING A GAME. NO TAPING OF GAMES FOR SCOUTING, INCLUDING SHARING. IF YOU USE A (PA) TO ANNOUNCE PLAYERS, BOTH TEAMS NEED TO BE ANNOUNCED.

13. MYFL CAMPS : NO MYFL CAMPS AFTER AUGUST 1.

- 14. WEATHER ISSUES :** LIGHTNING DETECTORS ARE AVAILABLE TO ALL COMMUNITIES. IF WEATHER CAUSES A DELAY IN THE FIRST HALF FOR 30 MINUTES BUT GAME IS NOT RESUMED, THE TEAMS NEED TO MAKE UP GAME BEFORE THE FOLLOWING GAME. IF THE DELAY IS IN THE SECOND HALF AND THE GAME IS NOT RESUMED, THE LEADING TEAM WINS.
- 15. PLAYER CONDUCT EXPECTATIONS :** PARTICIPANTS IN THE MYFL IS A PRIVILEGE. THE MYFL PROVIDES THE BENEFITS OF PROMOTING THE FUNDAMENTALS OF FOOTBALL. STUDENTS WHO PARTICIPATES IN THE MYFL SERVE AS A AMBASSADOR FOR THEIR COMMUNITY AND THE MYFL THROUGHOUT THE ENTIRE YEAR, WHETHER IN YOUR COMMUNITY OR ANOTHER COMMUNITY. STUDENTS WHO WISH TO HAVE THE PRIVILEGE OF PARTICIPATING IN THE MYFL MUST CONDUCT THEMSELVES IN ACCORDANCE WITH THE POLICIES SET FOR BY EACH COMMUNITY. STUDENTS WHO FAIL TO ABIDE BY THE MYFL POLICIES FOR CONDUCT MAY BE SUBJECT TO DISCIPLINARY MEASURES. THE MYFL COMMUNITY DIRECTORS SHALL KEEP RECORDS OF VIOLATIONS OF THE GOOD/CONDUCT POLICY. IT SHALL BE THE RESPONSIBILITY OF EACH OF THE MYFL COMMUNITIES AND THEIR DIRECTORS TO ADOPT CONDUCT RULES AND REGULATIONS FOR THE MYFL.
- 16. CONCUSSION/ BACKGROUND CHECK :** ALL COACHES NEED WATCH A CONCUSSION VIDEO. LINK IS ON THE (WWW.MYFOOTBALL.ORG) SITE, EVERY THREE YEARS. DIRECTORS NEED TO DO BACKGROUND CHECK ON ALL PERSON'S IN A SUPERVISION ROLE. INCLUDING THEMSELVES. THIS NEED TO BE DONE EACH YEAR. THESE NEED TO BE COMPLETED BEFORE THE FIRST PRACTICE, OR THE COMMUNITY WILL NOT BE ABLE TO PRACTICE.