



SHORELINE  
YOUTH  
FOOTBALL &  
CHEERLEADING

August

2024

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# Rules and Regulations

*SHORELINE YOUTH FOOTBALL CONFERENCE*  
*RULES AND REGULATIONS*  
*Updated: August 2024*

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**Article I.      Name**

The name of the organization shall be the Shoreline Youth Football Conference

**Article II.     Purpose**

- (a) To provide the largest number of pre-high school aged youth with a positive experience in the game of football.
- (b) To provide a FUN experience for the participants
- (c) To teach participants the values of team sports and discipline
- (d) To teach participants the fundamentals of the game of football
- (e) To promote the importance of sports in the Shoreline Youth Football Conference
- (f) To pledge our cooperation with others in the field of education and sports, and to administer a program that will always stress the best interest of the youths who participate in Conference activities.

**Article III.    Code of Ethics**

The Shoreline Youth Football Conference depends upon mature, respected, and dependable volunteers to work as managers, coaches and in other leadership capacities for the good of the youngsters and the organization itself.

No member, director, officer nor any other private individual shall receive at any time, the net earnings or pecuniary profit from the operations of the corporation, provided that this shall not prevent the payment to any such person of such reasonable compensation for services rendered to or for the corporation in affecting any of its purposes as shall be fixed by the Board of Directors and no such person or persons shall be entitled to share in the distribution of the corporation.

All members of the corporation shall be deemed to have expressly consented and agreed that, upon such dissolution or winding up of the affairs of the corporation whether voluntary or involuntary, the assets of the corporation, after all debts have been satisfied, and those remaining in the hands of the Board of Directors shall be distributed, transferred, conveyed, delivered and paid over in such amounts as the Board of Directors may determine or as may be determined by a court of competent jurisdiction upon application of literary or educational organizations which would then qualify under the provisions of Section 501(C) of the Internal Revenue Code and its regulations as they now exist or as they hereafter be amended.

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**Article IV. Code of Conduct**

**Section 4.01 Participant's Responsibility to the Conference**

All League participants: Conference Officials, Coaches, Players, and Volunteers must:

- (a) Notify the insurance representative or the delegated officer within 24 hours of occurrence if injuries requiring medical attention are sustained by player, cheerleader or other personnel.
- (b) Properly protect all Conference equipment and promptly return same when requested.
- (c) Speedily comply with all rulings and regulations of the Conference.
- (d) Under possible penalty of Conference suspension, players and coaches shall not:
  - 1) Argue or fight with any spectator or Conference member, official, opposing player, manager or coach.
  - 2) Conduct themselves in any manner that may discredit the Conference

**Section 4.02 Coaches Code of Conduct**

Head Coaches will be expected to review the SYFC Code of Conduct Policy prior to the start of each season. It is also the Head Coach's responsibility to review the Codes of Conduct with their assistant coaches and players. Each Head Coach is responsible to see that their assistant coaches, players, and spectators abide by the respective Code of Conduct.

Each coach will ensure that his/her conduct is that of a responsible adult fairly competing to the limit of his/her ability. To satisfactorily meet these responsibilities, the coach is expected to:

- (a) Know the rules and abide by them.
- (b) Instruct players in the rules and coach his/her team in such a way as to motivate each player to compete according to the rules at all times.
- (c) Be alert to the physical safety of all participants and spectators.
- (d) Be consistent in handling players and problems so that standards of conduct may be established.
- (e) Be willing to encourage rather than humiliate players in front of their teammates.
- (f) Properly condition the players to the extent that they can safely and adequately meet the physical demands of the sport.
- (g) Be constantly alert to the opportunities that they have to help players develop desirable habits and attitudes such as sportsmanship, fair play, self-discipline, cooperation and promptness.
- (h) Be conscious that they set a personal example for youth, both on and off the field.
- (i) Insist that sportsmanship be a major emphasis of the game.
- (j) Create an atmosphere of respect for authority, rules, game officials, etc.
- (k) Be dependable to the youth and the Conference.
- (l) Adhere to the minimum play rule in section 9.08. Failure to comply with this rule will result in a suspension after review by the SYFC Executive Board and or Competition Committee.

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- (m) Any coach who does not abide by code of conduct will be subject to disciplinary action by SYFC Executive Board. Disciplinary action up to and including expulsion.

#### Section 4.03 Players Code of Conduct

Each player will ensure that his/her playing conduct is that of a young lady or gentleman fairly competing to the limit of his/her ability. To satisfactorily meet these responsibilities, the player is expected to:

- (a) Develop an understanding of the rules of the game and display good sportsmanship at all times.
- (b) Respect the game officials and refrain from addressing them or commenting on their decisions during the play of the game.
- (c) Maintain control of his/her emotions, avoiding the use of abusive language or profanity, humiliating remarks, gestures of ill temper, or poor sportsmanship, and physical assault upon another player at any time. **FIGHTING WILL NOT BE TOLERATED.**
- (d) Respect the coaches and players of the opposing team and demonstrate appropriate gestures of sportsmanship at the conclusion of game. Be humble and generous in victory and proud and courteous in defeat.
- (e) Respect all staff and volunteers.
- (f) Follow all field rules and regulations, respecting at all times the property of others.
- (g) Realize, accept, and practice the principle that a team's reputation is built not only on its playing ability but also on the sportsmanship, courtesy and manners of each individual player.
- (h) Any player who does not abide by code of conduct will be subject to disciplinary action by SYFC Executive Board. Disciplinary action up to and including expulsion.

#### Section 4.04 Expulsion of an Individual from the Conference

##### DISQUALIFICATION / EJECTION RULE – Player/Coach/Volunteer

- (a) If an official, ejects a player, volunteer or coach from a game, that individual will be suspended for a minimum of 1 game (next game). When a coach and or team volunteer is ejected, he/she will serve a minimum 2 game suspension consistent with CIAC Rules.
- (b) Until the official(s) leaves the field site, the game official(s) is in charge and may take any action deemed to be appropriate, even to the extent of reversing an earlier decision to eject a player, volunteer or coach. At the end of the game where an ejection takes place both teams' coaches and field commissioner will confirm the ejection with the head referee and obtain the Referees name/phone number. This is not a time to discuss or debate the decision. It is for confirmation only. An ejection even if overturned will be recorded on the MPR sheets.
- (c) Player ejections can only be appealed for review by the SYFC Executive Board if there is a clear and obvious mistake made by a referee which can be substantiated by game film. If there is no video evidence, then there is no appeal. If appealed, the SYFC Executive Board will review the incident with the head referee to determine if the ejection will be overturned.

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- (d) All player and coach ejections will be reviewed by the SYFC Executive Board to determine if additional games should be added to the suspension based on the severity of the incident. Town Presidents of both involved teams can be present for the discussion.
- (e) If a player or coaches suspension occurs in the last game of the season that player/coach will be suspended for the first game/s at the start of the next season played. In the event an ejection occurs in the 8<sup>th</sup> grade divisions last game that Organization will incur a **\$350** fine per ejection.
- (f) A player, volunteer or coach who receives more than one ejection in a season will be suspended for the remainder of that current season.
- (g) Both teams' Head Coaches will be required to report the ejection within 24 hours to the Director of the Player Safety ([syfcsafetycommittee@gmail.com](mailto:syfcsafetycommittee@gmail.com)) and Vice President of SYFC. The email report will contain the referee's name/phone number, details leading up to ejection and full game video. If the offending teams Head Coach fails to report the ejection within 24 hours, then he/she will be suspended for the upcoming game. Nothing in this policy precludes the team's shoreline representative or president from reporting the incident on behalf of the coach.
- (h) After a suspension occurs, the Safety Committee and or SYFC Executive Board will be transparent and provide details on the player ejections to the SYFC Town Presidents.
- (i) If the Head Coach of a suspended player does not enforce the imposed discipline, that coach will be suspended for the remainder of the season.
- (j) If a Coach is ejected from a game, then he/she will leave the field of play immediately. Failure to leave in a timely fashion will lead to a forfeit of the current game.
- (k) In the event that reoccurring safety concerns arise with a particular player or coach, those issues will be reviewed by the SYFC Director of Player Safety and Vice President for submission to the SYFC Board for further discipline.
- (l) In the event that an egregious act or incident takes place at a game that incident will be subject to review by the SYFC Executive Board and may be subject to disciplinary action exceeding the parameters above.

## **Article V. Governing Structure:**

### **Section 5.01 Executive Board**

- (a) The Executive Board shall facilitate and coordinate all official and administrative functions of the SYFC
- (b) The Executive Board shall have no voting privileges on rules or By-Laws changes except to break a tie.

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- (c) Executive Board members may be the President or SYFC Representative from a local member board and may hold other local board or coaching positions.
  - 1) If the Executive Board is required to vote on a disciplinary issue, or any other league matter, involving a specific town and the specific town in question is represented on the board, that board member must recuse themselves from any vote on said matter. They are allowed to represent their town in any Executive Board discussion but must recuse themselves for any vote related to the matter at hand.
  - 2) Beginning in 2021, the Executive Board cannot include more than one member from each town.
  - 3) Vacancy Exception: If no other member town representative is willing to fill a vacancy, the Executive Board position will be open to any representative, regardless of town, to fill the role for the one-year term.
- (d) Shall assist Member Towns in any way possible to encourage the proper operation of a local League or Board
- (e) May investigate allegations or situations that call into question the proper operation of a Member Town
  - 1) The local board is expected to work cooperatively with the SYFC Executive Board to resolve such issues in a timely manner.
- (f) The Executive Board has the sole responsibility to adjudicate SYFC disciplinary matters
  - 1) Executive Board members only will cast votes in disciplinary matters
  - 2) The Executive Board may impose punishment as it deems appropriate including, but not limited to, forfeiture of a game and suspending eligibility of a team or individual from the post-season play.
- (g) If the Executive Board of the SYFC determines that the "spirit" of any rule has been violated, it may impose punishment as it deems appropriate.
- (h) Each Executive Board member shall act as point of contact for specific member towns. All initial inquiries, complaints, communications to the Executive Board from member towns should be directed only to their specific Executive Board representative as defined below:
  - 1) The Executive Board members will divide the point of contact responsibilities at their own discretion each year.
  - 2) No Executive Board member will act as point of contact for their own town
- (i) The Executive Board will consist of seven (7) voting members to facilitate the operation of the Conference
  - 1) President
    - a) Presides at Conference meetings and is responsible to facilitate and coordinate all official and administrative functions of the Conference.
    - b) Ensures Executive Board and General Board members are properly briefed on all phases of rules, regulations, and policies.
    - c) Ensures Executive Board members are properly briefed on all Conference and/or individual member town communications
    - d) Shall appoint interim Executive Board members as necessary to fill vacancies until a vote by the General Board can be held
    - e) Form committees and appoint members as needed

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- f) Shall vote only to settle or create a tie
- g) Shall act as advisor to the By-Law Committee
- 2) Vice President
  - a) Should the President become unable to fulfill the responsibilities of the office, shall act as interim President until a vote of the General Board can be held to fill the vacant position
  - b) Presides over Conference affairs in the absence of the President
  - c) Carries out duties as assigned or delegated by the President
  - d) Investigate SYFC development and growth including communicating with other football programs and conferences for possible expansion.
  - e) Shall form and chair the nominating committee
  - f) Shall ensure appropriate man-power requirements are met at all league functions
  - g) Shall act as advisor to the Safety and Competition Committees
- 3) Secretary
  - a) Carries out duties as assigned or delegated by the President
  - b) Shall ensure and promote the public brand of SYFC
  - c) Shall coordinate and facilitate all SYFC publicity.
  - d) Shall manage and update the Conference website
  - e) Shall arrange and secure facilities for Conference functions such as regular meetings, book reviews, training sessions, et cetera.
- 4) Treasurer
  - a) Carries out duties as assigned or delegated by the President
  - b) Shall collect and disburse Conference funds as approved by the Executive Board
  - c) May make Expenditures of not more than \$150 without prior approval from the Executive Board
  - d) Shall maintain financial records of the Conference and present monthly reports to the General Board
  - e) Shall prepare an annual budget for approval by the General Board
  - f) Shall ensure completion of all required tax returns and arrange for an unaffiliated third-party audit of the financial records prior to March 31 each year
  - g) Ensures Tax Exempt status for the Conference is maintained as necessary
  - h) Ensures compliance with appropriate government agencies to maintain Conference incorporation status and updates the status of the Conference Officers as necessary
  - i) Shall maintain a record of Executive and General Board meetings to be published and distributed prior to each General Board meeting
  - j) Shall handle all correspondence and documentation of the SYFC
  - k) Ensures liability insurance needs for the Conference are maintained as necessary
  - l) Shall act as advisor to the Cheer Committee



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- 5) Director, Competition Committee
  - a) Shall coordinate and act as the liaison to Referees ensuring regular and post season games are properly and adequately officiated
  - b) Shall coordinate and facilitate the scheduling process and ensure schedule compliance with the directives of the Scheduling Committee
  - c) Shall work to set playing rules, playoff format, roster sizes, and all equipment related issues
  - d) Shall work to develop policies that promote healthy competition and ensure safe play
  - e) Shall ensure member town compliance with registration policies and procedures
- 6) Director, By-Laws Committee
  - a) Shall conduct annual review of the League's by-laws and formulate recommendations to the Board to process amendment and/or changes to the by-laws
  - b) Coordinate and schedule annual review of by-laws with committee members in order to bring any recommended changes to SYFC members for discussion and vote
  - c) Ensures all member towns adhere to submitting required documents to SYFC as specified in Section 6.03 of the by-laws
  - d) Committee membership is open to all member towns to be represented
- 7) Director, Safety Committee
  - a) Review safety related issues and make necessary recommendations to the SYFC membership.

Section 5.02 General Board

- (a) Member towns will be represented on the General Board by a League Representative, each being afforded one vote in Conference business
  - 1) A town President or other alternate representative may represent a town with proper notification to the Executive Board
  - 2) Should any vote by the General Board end in a tie, the Executive Board shall cast a single, unified deciding vote.

Section 5.03 Committees

- (a) The Executive Board will convene committees as needed to address specific needs. The following standing committees shall be appointed each year.
- (b) Each Executive Board member will act as advisor to one of the standing committees as defined above
  - 1) Advisor responsibilities may be reassigned by collective agreement of the Executive Board should the specific talents or interests of an Executive Board member better suit a particular committee
- (c) Cheerleading Committee
  - 1) Promote cheerleading within the league



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- 2) Investigate and promote competitive cheerleading

Section 5.04 Fiscal Year

- (a) The fiscal accounting year begins January 1 and ends December 31.

Section 5.05 Election of Officers

- (a) The term of all Executive Board positions shall be limited to not more than one year
- 1) There is no limit to the number of terms that an individual can serve
- (b) Each year the Vice President – Operations shall prepare a slate of officers to be elected by the General Board
- 1) Nominations will be accepted up to the close of the regular January meeting
- 2) Each town will cast one vote for each Executive Board position at the regular February meeting.

Section 5.06 Voting Procedure

- (a) Quorum
- 1) A 2/3 majority of the member towns is necessary for an official meeting to take place (a simple majority is needed to adopt policy once a quorum is established).
- (b) Any vote passed by a simple majority can only be overturned by a super-majority of 2/3
- (c) When necessary, voting on regular league business may be logged via e-mail submission
- (d) Failure to attend any Board meeting will result in loss of vote at the next meeting.
- (e) Missing two meetings in one fiscal year will result in the suspension of voting rights for the offending town, pending appeal and vote by the general, voting eligible, board members. In addition, the offending town will incur fees as follows;
- 1) Second Meeting Missed: \$150
- 2) Third Meeting Missed: \$300
- 3) Fourth Meeting Missed and subsequent: \$500/miss.
- (f) The Fees for missed meetings will be added to the town's annual league dues.

Section 5.07 Changes to Rules & Regulations

- (a) SYFC Rules & Regulations shall be reviewed by the By-Law Committee each year.
- (b) The Rules & Regulations will be opened for review and amendment at the beginning of each year.
- (c) If a rule or regulation change is proposed, said change will be presented at a regular meeting and tabled for the next meeting to allow the member towns adequate time to review and consider the proposal before casting a vote.
- (d) Any change to a Rule or Regulation must be approved by a 2/3 majority of all member towns.

**Article VI. Minimum Requirements for Membership**

Section 6.01 Conference Dues

- (a) A fee will be determined each year by the membership, payable by the February meeting.

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- (b) Payments received after June 1 may be subject to fine as determined by the Executive Board

#### Section 6.02 Local By-Laws

All member towns must have By-Laws which are voted in by their local Board and reviewed and revised periodically. They will clearly define the following components:

- (a) Governing Structure
  - 1) A Board consisting of a minimum equivalent of a President, Vice President, Treasurer, and Recording Secretary with responsibilities delineated for each position.
- (b) Financial Requirements
  - 1) Local Boards should keep clear and organized financial records and follow appropriate State and Federal guidelines and laws regarding financial requirements and reporting for the classification of organization they fall under.
  - 2) It is suggested that local leagues obtain 501(c) (3) Non-Profit organization status.
- (c) Schedule of Board Meetings
  - 1) A schedule of regular Board meetings shall be established and documented which will include one Year End Open Meeting.
- (d) Open Meeting
  - 1) A year end Open Meeting will be held annually to discuss the state of the league, report on financial information, and hold elections. All Local League Members must be made aware of and be invited to this meeting.
- (e) Election Procedure
  - 1) An Election Procedure shall be established and documented which identifies the voting procedure for Board Positions.
  - 2) It is suggested that elections be designed to include voting rights to league members (coaches, volunteers, etc.)
  - 3) A nomination process should also be established to identify viable candidates.
- (f) Health and Safety Procedures
  - 1) A section in the By-Laws must be devoted to Health and Safety issues and procedures for players that meet the guidelines as written in the USA football Rulebook. These will include, but not be limited to:
    - a) Procedure for practicing in extreme weather (heat, cold, lightning, et cetera)
    - b) Player Injury Protocol
    - c) Equipment reconditioning and recertification procedures
    - d) Equipment Fitting Procedure
    - e) Completing background check on all coaches, volunteers, or any individual who interacts with players on the practice or game field.
  - 2) Towns will be required to have a Player Safety Coach (PSC). The PSC will be required to hold trainings for their coaches. Anyone wishing to be a coach, assistant, or be on the sidelines in the player's box or at practices must hold a level one coaching certificate from USA Football.
    - a) Heads-up Certifications are valid for 5 years and do NOT require annual

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renewals as per SYFC.

- 3) Towns are required to follow the CIAC Concussion Management and Return To Play Requirements in accordance with Connecticut Law.
- 4) All head coaches must complete the CIAC Concussion Education Component Certification.

**Section 6.03 Submission of Documents to SYFC**

Member towns are required to submit the following documentation to the SYFC by the July meeting each year:

- (a) Updated By-Laws
- (b) Proof of adequate Medical and Liability Insurance
- (c) Proof of Director's and Officer's Insurance
- (d) Submission of certified rosters by August 15<sup>th</sup>

**Article VII. Town Responsibilities**

**Section 7.01 Facilities and Support**

- (a) Each member town must provide adequate facilities to host games including:
  - 1) Regulation field with goal posts
  - 2) Visiting teams must be afforded access to facilities equal to those used by the home team
  - 3) All fans must be kept 10 yards from sidelines, use of ropes, fences; must have a barrier. Any field that cannot guarantee 10 yards must GIVE THE VISITING team choice of sidelines.
- (b) The designated Home Team is responsible to pay officials regardless of where the game is played.
  - 1) SYFC will pay officials for all Championship games
- (c) The designated Home Team is responsible to provide chains and chain crews to work each game from the home side of field.
- (d) Each member town must provide on-site medical aid.
  - 1) Medical personnel at each game should be Certified Athletic Trainer, EMT or RN status AND properly equipped.
  - 2) They must be introduced to officials and head coaches prior to the start of the game.
  - 3) If medical coverage is not provided within one half hour after scheduled start time, the home team will forfeit.
  - 4) No game is to be played without medical coverage.
- (e) Home team shall report scores to the League no later than 9p.m. the day of the game.
- (f) Each member town must ensure that parents are not on the sideline or within defined physical boundaries of the field and sidelines.
- (g) Only certified coaches and administrative league personnel are to be allowed inside the coaching box.

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Section 7.02 Field Commissioner:

- (a) The home team shall designate a Field Commissioner for each game. This person will be responsible to ensure compliance with all SYFC specific rules and to resolve any disputes. There must be a Field Commissioner for the entirety of each game and observe the game without distractions from other event duties.
- (b) The Field Commissioner must have a meeting with both head coaches and officials prior to the start of the game. The On-Site Commissioner will have a copy of written instructions from the SYFC Executive Board to review with both head coaches and officials during the pre-game meeting.
- (c) The Field Commissioner shall be provided with a copy of the SYFC Rules & Regulations
- (d) The ruling of the Field Commissioner will be final.
- (e) A ruling by a Field Commissioner may be appealed for review by the Executive Board only after the conclusion of the game.
  - 1) The Executive Board will review the facts of the appeal and determine on a case-by-case basis what action to take, if any, up to and including forfeiture of the game.
  - 2) The Field Commissioner is required to be present at any review by the Executive Board. Failure to attend a review will result in the Commissioner's ruling being reversed and possible forfeiture of the game.

## **Article VIII. Membership**

Section 8.01 Obligation to the Conference

- (a) Towns will be obligated to the Conference on an annual basis.

Section 8.02 Member Towns

- (a) Member towns may only recruit players from their defined geographical area.
  - 1) Waivers may be considered for players from geographically adjoining towns that do not have an option to play in their town of primary residence. A town must be contacted unsolicited by an interested player from a geographically adjoining town for a waiver to be considered (active recruiting is not allowed). If multiple players from a geographically adjoining town request to join, all players must be offered registration or none depending upon the town's need, capacity and/or capability to add players. Waivers cannot be offered subjectively if multiple players contact a town. Towns are not obligated to accept player(s) seeking roster placement.
  - 2) Players with multiple residency (e.g. divorce) will play in the town they attend school, unless their town of primary residency does not have an option to play. Other extenuating circumstances related to split household residency may be considered.
  - 3) Players attending public school in a town other than their place of primary residence can play in that town with adequate verification presented to the Board.
  - 4) Players attending a magnet, charter or private school outside of their town of primary residency are allowed to play for the team in their town of primary residency. Conversely, they are not allowed to play for the town where they attend a magnet, charter or private school.

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(b) Member towns are defined geographically as follows:

	<b>Team</b>	<b>Geographic Area</b>
1	Branford	Branford
2	Bristol	Bristol and Terryville
3	Cheshire	Cheshire
4	East Haven	East Haven; Morris Cove and the Annex in New Haven; South of I-95 and east of the Quinnipiac River in New Haven
5	Glastonbury	Glastonbury
6	Guilford	Guilford
7	Madison	Madison
8	Monroe	Monroe
9	Newtown	Newtown
10	North Haven	North Haven
11	Pomperaug	Southbury and Middlebury (Region 15 SD)
12	Shelton	Shelton
13	Southington	Southington
14	Wallingford	Wallingford

### Section 8.03 Team Colors

- (a) Each town is assigned an official color combination for their jersey to be worn by all divisions from their town.
- (b) Home team has priority regarding jersey color to be worn. Head coaches must coordinate to avoid conflicts. Visiting team's responsibility to wear contrasting color jersey.

	<b>Town</b>	<b>Jersey</b>	<b>Helmet</b>	<b>Pants</b>
1	Branford	Red/White (A)	White	Black
2	Bristol	Red/White (A)	Red	Red
3	Cheshire	Red/White (A)	Red	Black
4	East Haven	Yellow/White (A)	Navy	Blue
5	Glastonbury	Navy/Carolina Blue (A)	Blue	Blue
6	Guilford	Green/White (A)	White	Green/White
7	Madison	Black/White (A)	Gold	Black

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8	Monroe	Gray/Black/White (A)	Gray	Black
9	Newtown	Navy/White (A)	Gold	Navy
10	North Haven	Maroon/White (A)	Maroon	Maroon
11	Pomperaug	Black/White (A)	Red	Black
12	Shelton	Black/White (A)	Orange	Black
13	Southington	Blue/Black/White (A)	Royal Blue	Blue/White
14	Wallingford	Purple	Purple	Black

#### Section 8.04 Expansion

New Towns may be voted into the Conference by a 2/3 majority of the current membership

- (a) A prospective Town must submit a written petition to join SYFC by the April meeting.
- (b) A verbal presentation may be made at the meeting immediately following receipt of written request for entry into the Conference.
- (c) Voting will take place at the meeting immediately following receipt of written request for entry into the Conference.
- (d) Newly approved towns will be placed on a probationary period for their initial season. At the December SYFC meeting, a vote will be held to determine regular membership of any/all towns on probation. A 2/3 majority vote of current membership is needed to secure regular membership.
- (e) Any town on probation will have NO voting rights. Voting rights will commence once approved or regular membership at December SYFC meeting.

#### Section 8.05 Contraction

A member town may be voted out of the Conference by 3/4 majority vote by the SYFC General Board.

- (a) Petition to remove a member town must be submitted to the Executive Board in written form, citing the SYFC rule broken, or reason(s) the proposed expellee should be removed.
- (b) Any petition to remove a member town must be seconded in written form.
- (c) Upon receipt of a properly submitted petition to remove a member town, along with the necessary seconding proposal, the SYFC Executive Board shall take the following actions:
  - 1) Notify all the member towns of the petition to remove a member town
  - 2) Schedule a "hearing" to be held at a regularly scheduled monthly meeting to be held within two months of the receipt of the seconded petition.
  - 3) Conduct an open hearing where all concerned parties can present their case regarding the merits of the petition.
    - a) SYFC Executive Board members will recuse themselves from any hearing which involves their own Town.
  - 4) Conduct a final vote at the next regularly scheduled SYFC meeting.
- (d) Should an expulsion vote be successful, the potential expellee has one month to file a

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written appeal to SYFC Executive Board.

- (e) The Executive Board will vote on the appeal within one month of receipt.
  - 1) SYFC Executive Board must vote unanimously to overturn a General Board vote to remove a member town.
- (f) If the Executive Board overturns an expulsion vote, it may impose specific sanctions as a condition of reinstatement (including, but not limited to, Playoff suspensions, fines, etc.).
  - 1) Such sanctions are not subject to appeal
- (g) If a vote to remove a current member town is taken after the April meeting then it will apply to the following season.

## **Article IX. Conference Organization**

### **Section 9.01 Affiliations**

- (a) Shoreline Youth Football Conference adheres to the following Grade based age protected format.
  - 1) This is a grade based / age protected division with no weight limits.

### **Section 9.02 Grade Based/Age Protected**

Grade Based / Age Protected			
Grade Max.	Age Range	Protected Age	Protected Age Explanation
4 <sup>th</sup>	8/9/10	10	10 in 4 <sup>th</sup> grade cannot turn 11 on or before 12/31
5 <sup>th</sup>	9/10/11	11	11 in 5 <sup>th</sup> grade cannot turn 12 on or before 12/31
6 <sup>th</sup>	10/11/12	12	12 in 6 <sup>th</sup> grade cannot turn 13 on or before 12/31
7 <sup>th</sup>	11/12/13	13	13 in 7 <sup>th</sup> grade cannot turn 14 on or before 12/31
8 <sup>th</sup>	12/13/14	14	14 in 8 <sup>th</sup> grade cannot turn 15 on or before 12/31
Grades can be combined, with younger grade moving up to older grade only.			

### **Section 9.03 Registration**

- (a) Only standardized forms will be permitted, as approved annually.
- (b) The forms shall confirm the basic Conference requirements including, but not limited to:
  - 1) Age – copy of a certified birth certificate
  - 2) Grade – copy of the latest report card
  - 3) Picture with jersey number displayed (does not have to be actual jersey)
  - 4) Medical Release Form – each child must submit proof of a physical examination or a medical release by August 1 of the current year or the first day of practice, whichever occurs first
  - 5) Parent/Guardian Release Form
  - 6) Image Release Form
  - 7) Concussion Form

### **Section 9.04 Rosters:**



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- (a) No town shall deny a roster spot to a potential player for any reason with the following exception:
  - (1) Towns may deny registration only if league registration has been open for at least 90 days prior AND said registration increases the maximum squad size set forth in section 9.05 (b).
  - (2) Once a town has a team with thirty (30) participants registered, the town must submit the registration start date and proposed registration closing date to the Executive Board.
  - (3) Other than payment, Towns may not impose registration conditions such as medical waivers, report cards, etc. prior to the close of registration, but may impose such requirements once thirty (30) days have passed from the registration closing date.
  - (4) Registration dates, sites and participant fees are to be set by each town.
  - (5) No additions to rosters will be permitted after the Roster Certification unless sanctioned by the Executive Board.
  - (6) Every member town shall submit team declarations at the SYFC July meeting; any member town may request a waiver to make amendments of changes to previously submitted declarations with the understanding that SYFC has a target date for regular season game schedules to be finalized and distributed (typically by first Monday of August to align with the official start of the season). Changes to team declarations significantly impede our ability to finalize the schedule.
  - (7) Initial team declarations must be submitted to the Executive Board at the SYFC June meeting each year.
- ii) Book Certification
  - (1) Deadline is 11:59pm, Sunday PRIOR to week 1 of League regular season.
  - (2) This is NOT individual team's first games (in case of week 1 bye), but the official week 1 for the League.
  - (3) No Certification results in forfeit for the offending team.
    - (a) No Game is to be played and the final score reflects 6-0.
    - (b) Coaches must be prepared for roster certification on game-day. Rosters must be certified before kickoff, once all players have arrived. Any player arriving after certification must report to the opposing coach to be certified.
  - (4) Players not certified will not be permitted to participate in practices or games.
- (b) Rosters will be submitted to the town representative by the Conference.
  - 1) The representative will be responsible to distribute rosters to his coaches.
  - 2) Rosters must contain: jersey number, name, age, and school grade (in that order and numerically).
- (c) Any roster player inactive or ineligible due to injury or discipline will require notification to be made to the opposing coach and the On-site Commissioner prior to the start of the game.
  - 1) Disciplinary action during a game must be reported to the On-site Commissioner.

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Section 9.05 Squad Size

- (a) Maximum squad size is 36
- (b) While a town is encouraged to split a team that has a roster with 37+ players, towns may submit a waiver to the executive board to allow a team to have up to 40 players, but must split at the 41st player.
  - 1) If roster size exceeds 36 players, town is responsible for obtaining an additional insurance policy to cover players above 36 as may be required by the applicable insurance carrier requirements.
- (c) Minimum initial squad size is 16 however the Board may be petitioned to start the season with as few as 13.
  - 1) This rule does not apply to 3<sup>rd</sup> Grade
- (d) Towns failing to adhere to this section by the roster certification date or the first game of the season (whichever is first) will be subject to penalties set by the executive board. These may include but not limited to: forfeiture of first game, suspension of head coach, denial of playoffs.

Section 9.06 Co-Op Teams

- (a) Towns that can't field a team at a particular level may petition the board to co-op with another town
- (b) Co-Op teams must have the approval of the full membership and must adhere to the standard squad size restrictions as stated above.
- (c) The town that accepts co-op players also accepts liability for those players. Any registration fees should therefore go to the town hosting the team.
  - 1) Registration fees for the Co-Op players should be set at the same level as their town of residence

Section 9.07 Stacking Rule

- (a) Each town is responsible to ensure that all teams are split as evenly as possible with regard to player ability.
- (b) If the SYFC executive board receives two or more complaints in writing from member towns regarding another town "Stacking", then the SYFC executive board shall investigate and render a decision as to the complaints merit.
- (c) The SYFC Executive Board may, in its sole discretion, sanction a town as deemed appropriate.
  - 1) If the SYFC executive board deems there is merit to a "Stacking" complaint, in addition to any other sanction imposed, the team found in violation shall be precluded from participating in any post-season play.

Section 9.08 Mandatory Play Rule

- (a) MANDATORY PLAY RULES.
  - a) 31 – 36 (up to 40, if waiver approved) Players = 7 Plays
  - b) 26 – 30 Players = 9 Plays
  - c) 16 – 25 Players = 11Plays

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- (b) Minimum plays must be completed by end of 3<sup>rd</sup> Quarter.
  - 1) If a player has not participated in the requisite number of plays, that player must be inserted at the start of 4<sup>th</sup> quarter until the requisite number of plays has been met for any type of play (does not matter if it is offense, defense or special teams).
  - 2) Failure to insert players at the start of 4<sup>th</sup> quarter will result in coach being suspended the following week, 2<sup>nd</sup> offense results in yearlong suspension from time of event.
- (c) All Minimum plays must be “Active” plays from the line of scrimmage (LOS).
  - 1) Punt and punt return are Active plays from the LOS and do count for the purposes of determining minimum play
  - 2) All special team plays (punt, punt return, PAT, kick-off and kick return) are active plays from the LOS and do count for the purposes of determining minimum plays.
  - 3) Only dead ball penalties resulting in the replay of the down do not count as plays.
  - 4) Plays that result in a quarterback dropping to a knee or spiking of the ball will not count as a play.
- (d) Each team must have at least one adult, 18 years of age or older, to monitor the Mandatory Play Rule using the official MPR count sheet for their own team.
  - 1) If a team wants to count the plays of an opposing team they must send a 2nd adult to the opposing team’s sideline to count plays with the opposing team’s play counter. At that time the opposing team may send a 2nd play counter to the opposite side.
  - 2) Teams can opt out of counting the opposing team’s plays if the two Head Coaches agree that they will not count the opposing Team’s plays prior to the start of the game. Any team that opts out of counting the opposing team’s plays for a regular season game shall forfeit their right to protest that game on the grounds of any player not meeting the minimum requirements – there shall be no appeal to the Executive Board for recourse.
  - 3) If a team requests to count the plays of an opposing team it is required that it be allowed. Opposing play counters are not allowed in the coaching box area. There should be no interaction with the opposing teams coaching staff. Opposing team play counters should not communicate with their teams’ coaches across the field in any manner during game play. No electronic communication is allowed across the field during the game (no phone calls, texts or any other communication devices or techniques).
  - 4) Upon completion of the 3rd quarter, all play counters and the field commission will meet. The game will not proceed until the field commissioner allows. If a player has not achieved their MPRs the field commissioner will ensure that they do at the beginning of the 4th quarter per 9.08 (b). If a player is shown to have completed their MPR’s but there is a complaint by the opposing team, the field commissioner logs the complaint, allows the game to proceed under protest and video will be reviewed after the game is completed to determine if the protest is upheld or not.
  - 5) Signature of the play counter(s) is required on all forms and they should be maintained in the team book for the course of the season.
  - 6) The SYFC Executive Board will arrange for a neutral play counter for each team to count plays with the team play counter during the championship game. It is

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recommended that teams count opposing team's plays during all other post-season games.

**Section 9.09 Waiver**

- (a) Any member town in the case of unusual circumstances may petition the Executive Board for a waiver of a provision of the Shoreline Youth Football Rules and Regulations unless previously defined. The member town has the responsibility to demonstrate the unusual circumstance.
- (b) The Executive Board shall review and evaluate any waiver request submitted by a member town. The Executive Board shall have the discretion to establish guidelines and/or parameters for any waiver request.
- (c) The Executive Board shall bring any approved waiver request as well as the guidelines and/or parameters of the waiver to the full board for a final vote. The full board shall vote on the waiver request and guidelines or parameters as established by Article V. The member town submitting the waiver request shall not have a vote in the process.
- (d) The Executive Board has the sole discretion to deny a waiver request.

**Article X. SYFC Rules**

**Section 10.01 Governing Rules**

- (a) SYFC follows CIAC Official Rules and Regulations (latest revision) as well as National Federation of State High School Associations ("Federation") rules except as noted herein.
  - 1)

**Section 10.02 Length of Season**

- (a) Specific season dates such as first practice, first game, championships, et cetera are determined each year by the Scheduling Committee.
  - 1) Generally, the season will consist of eight (8) regular season games followed by post-season championship tournament play
  - 2) The full season schedule (dates only) is to be determined and distributed to each member town by August 1 each year.

**Section 10.03 Practices**

- (a) Weekly practices are not to exceed 10 hours during school breaks and 8 hours during normal school weeks.
- (b) A mandatory 10-minute water break will be allowed for every hour of practice time. Additional water breaks must be provided during hot or humid weather.
- (c) At least one adult coach will attend and remain at every practice.

**Section 10.04 Scheduling Guidelines: (Reference Exhibits 1, 2, 3, 4 and 5)**

- The following two special circumstances shall also apply:
  - Any team that splits into two separate teams the following season will be moved down 3 spots in the rankings. (Ex. A 4<sup>th</sup> rank team that splits will become #7 &

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#8)

- Any 2 teams that merge into one team the following season will be moved up one spot in the rankings from the highest ranked team capped at 3<sup>rd</sup> highest rank in division.
- Towns fielding two or more teams in any one division will not normally be scheduled against one another.  
Towns must be prepared for the possibility of playing intra-town games when no other options are available.
- No fourth-grade games shall be scheduled after 3P.M.
- Any field restraints beyond 1 weekend [where a field cannot be used the whole Sunday] can and will result in the loss of the guaranteed 4 home games.

#### Section 10.05 Game Length

- (a) Games at all levels shall have four (4) 10-minute Quarters
  - 1) Official time can only be kept by a paid official, scoreboard clocks may be used but are not official unless a paid neutral referee maintains the clock.
- (b) Each team shall have three (3) timeouts per half.
  - 1) Timeouts are not charged against a team for injuries or game officials' timeout.
- (c) Maximum Half Time allowed is 15 minutes.

#### Section 10.06 Makeup Game Rule

- (a) Any Conference game not played due to weather or any other reason must be rescheduled according to the following process, in order of priority:
  - 1) Home team goes to Visitor's home field, if available, on Sunday.
  - 2) Both teams go to Neutral site on Sunday, if available.
  - 3) Home team reschedules game for Monday, Tuesday or Wednesday of that week.
  - 4) Home team goes to Visitor's home field, if available, on Monday, Tuesday or Wednesday of that week.
  - 5) Both teams go to neutral site on Monday, Tuesday or Wednesday of that week.
  - 6) Home team reschedules game for Monday, Tuesday or Wednesday of the following week.
  - 7) Visitors reschedule game for Monday, Tuesday or Wednesday of the following week.
  - 8) Both teams go to neutral site on Monday, Tuesday or Wednesday of the following week.
- (b) If a game is still not played after steps 1-8, both teams must send a representative to an Executive Board hearing for dispensation which may include appropriate disciplinary action at the Executive Board's sole discretion.

#### Section 10.07 Game Scoring

- (a) As defined in the CIAC Official Rules and Regulations
  - a) Touchdown = 6 Points
  - b) Point after Touchdown (Running or Passing) = 1 Point
    - Except for 8<sup>th</sup> grade which will count as 2
  - c) Point after Touchdown (Kicking) = 2 Points
    - Except for 8<sup>th</sup> grade which will count as 1

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| d) Safety (Awarded to Opponent)                                   | = 2 Points |
| e) Field Goal   | = 3 Points |
| f) Forfeit  | = (6 – 0)  |
| g) Ties – declared at the end of regulation during regular season |            |

Section 10.08 Point Spread Rule

(a) Official Rules and Regulations

- 1) If the final score has a point differential of more than 35 points, the winning head coach will receive an automatic one (1) game suspension to be served the next scheduled game – such suspension is not subject to appeal.  
For example,
  - A final score of 35-0 or 41-6 is acceptable according to the rule.
  - A final score of 36-0 or 42-6 violates the point spread rule.
- 2) In addition to being suspended from the game, that coach will not be permitted to participate in any practices the week preceding the game for which they are suspended.
- 3) If the same winning head coach violates this rule twice, the offending head coach will be suspended for the remainder of the season.
- 4) If the head coach is serving a suspension for violating this rule and the rule is violated again during his suspension, the acting head coach will be suspended for the remainder of the season.

(b) 2<sup>nd</sup> Half Only:

- 1) If the score differential is greater than 24 points, the clock becomes a running clock.
- 2) Once the clock becomes a running clock it can only be stopped for injuries, official or team time outs including any scoring play, PAT, or otherwise normally untimed play as well as change of possession and Kick-Off.
- 3) When the point differential is greater than 24 points after the losing team scores, the losing team will receive the ball again.
- 4) When the point differential is greater than 24 points after a score, the losing team will have the choice to receive a normal kickoff or take the ball on their own 40-yard line.
- 5) The winning team is prohibited from running any misdirection, counter, reverses or “trick plays” of any kind.
- 6) Skill position starters must be replaced whenever possible.
- 7) When the score differential is greater than 24 points, the losing team will get four (4) downs on every offensive possession to convert a first down or score. If the losing team does not score or convert a first down, the winning team will automatically take possession at the own 20-yard line (simulated punt).

(c) Mandatory plays must be completed regardless of the score or game clock.

(d) The SYFC Executive Board reserves the right to review all games regardless of the point spread, and assess disciplinary action if necessary.

Section 10.09 Communication Devices

- (a) There will be no electronic devices from the press box, coaching box, sidelines, or any other position on the field that may be used to relay messages to the coaches or players at any time.



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Section 10.10 Officials

- (a) The SYFC will adapt a charter for its officials.
- (b) The minimum number of officials needed to work a game shall be two (2).
  - 1) If there are fewer than two (2) officials, the game will be postponed.
- (c) Playoff games will be covered by four (4) officials.

Section 10.11 Fourth Grade Rules

- (a) The 4th Grade Division will be allowed one (1) coach per team on the field during offensive and defensive plays for the first four weeks of the season. The first four weeks are defined as the first four weeks of the season to include any scheduled bye weeks. After week 4, there will be no coaches allowed on the field during play regardless of how many games have been played.
  - 1) A team can elect not to have coaches on the field.
  - 2) This does not preclude the opposing team from doing so.
  - 3) The on-field coaches must remain 10 yards behind the deepest player.
  - 4) The on-field coaches on either side of the ball cannot speak to, gesture to, signal or reposition a player once the offensive huddle breaks.
    - a) The 1<sup>st</sup> violation will result in a 5-yard penalty to the offending team;
    - b) The 2<sup>nd</sup> violation will result in an unsportsmanlike 15yard penalty on the offending coach;
    - c) The 3<sup>rd</sup> violation will result in the removal of the on-field coaches for the offending team from the field of play.
    - d) The coaches may return to the sideline and continue to coach the game from there.

Section 10.12 Third Grade Rules

- (a) NO THIRD YEAR PLAYERS
- (b) KICK-OFF: NO Free kick (Kick-off). The ball will be taken at the receiving team's 40yd line, first & ten
- (c) PUNTING: There will be no punts; the ball will be advanced 15 yards on fourth down, unless the offense wants to run a play. The offensive coach must tell the official that they would like to punt. Then the ball will be moved.
- (d) OFFENSE
  - 1) The offense has 40 seconds from the time the ball is ready for play to align itself at the line of scrimmage and snap the ball between plays.
  - 2) There will be NO unbalanced lines.
  - 3) The QB cannot run between the tackles.
  - 4) The offensive line can have a maximum of 3-foot splits between the center, guards and tackles, however the ends can split wide.
- (e) DEFENSE
  - 1) There must be no more than 6 defensive linemen on the line of scrimmage; defensive line must be head up (No lining up in the gap. All other defensive players must be 3 yards off the line of scrimmage at the snap of the ball.



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- 2) No blitzing
- 3) No nose guard. (Which means no player over the center).
- 4) Linebackers must be coached to read the play first.
- 5) Should an offense come out in a spread formation (4 wide) the defensive ends must drop to linebacker depth and play as linebackers.
- (f) EXTRA POINTS: Extra points are allowed by running or passing. The defending team may attempt to stop the extra point attempt by following the same rules for defense in regular play. The ball will be placed on the 3-yd line from either hash or the midfield point and a successful attempt is worth 1 pt. Teams can also opt to attempt a kick with no defensive pressure. Teams will have 40 seconds to set up with the ball on the 3-yd line and the tee on the 5-yd line. On a fumbled snap, the holder may pick up the ball and place it on the tee for the kick attempt. A successful kick attempt will be worth 2 pts.
- (g) COACHES: Two (2) coaches from each team will be allowed on the field at any time during any play. All coaches must be a minimum of 10 yards from the line of scrimmage when the ball is snapped. Two coaches are allowed on the field for the entire season.
- (h) SCOREBOARD / GAMETIME: Scoreboards can be used to keep score until there is a 28-point difference. Scores must be shut off once a 28-point difference is achieved. Scoreboards can still be used for clock management (game time clock). Game time will consist of four 10-minute quarters of stop and go time. 3-time outs will be allowed per half.
- (i) 3<sup>rd</sup> grade is subject to minimum play parameters as per squad size.

#### Section 10.13 Equipment

- (a) Ball sizes to be used in SYFC games shall be as follows:

Grade 4	K2/Pee Wee
Grades 5 & 6	Junior
Grades 7 & 8	Youth
- (b) Any NFHS or NCAA sanctioned composite or leather football may be used as an alternative,
- (c) Rubber footballs will NOT be allowed under any circumstance
- (d) The use of High School sized footballs will NOT be permitted
- (e) Home team is responsible for providing a minimum of two game balls.
- (f) Coaches are responsible to pre-check game footballs at the pre-game meeting with officials and field commissioner.
  - A. The use of unapproved footballs, whether due to size or material, shall result in 15-yard penalty for the offending team, per instance.

#### Section 10.14 Blocking Below the Waist

- (a) No player may leave their feet to engage in a block or to defeat a block below the waist (offense, defense, special teams). Any violation of this rule will be assessed as a 15-yard penalty.

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**Article XI. Post Season Play**

Section 11.01 Seeding

Section 11.02 Seeding Tie Breakers (Exhibit 1)

- (a) In the event there is a tie between two or more teams in points (wins, ties, and strength of schedule), the following Tie-Breakers (TBs) will be utilized in the order specified to determine seeds for playoffs.
  - 1. Head to Head winner gets higher seed
  - 2. Record and common opponents
  - 3. Record rule – total wins
  - 4. Strength of schedule of opponents you lost to
  - 5. Coin flip
- (b) Section 11.03 Playoff Format
  - (a) Two single-elimination playoff series will be played after the regular season is completed
  - (b) The Playoff Committee will determine pairings/seeding and schedule for each series according to the guidelines herein
  - (c) Top 16 teams must participate.
    - 1) If a team does not participate in post season play, that grade is not eligible to participate in the playoffs the following year (i.e., if a 5th grade team decides not to participate, the following year 6th grade team is not eligible for post-season play).
  - (d) Playoff games ending in a tie will be completed using the Kansas City Tie-Breaker rules (Starting at 10-yard line).
  - (e) **SYFC Championship Series:**
    - 1) In all cases, the higher seed teams will host the games. If unable to host, the opponent will host the game. A neutral site will be used as a last resort.
    - 2) The winners of the “semis” will play for the SYFC Championship at a neutral site.
    - 3) The Championship game will be played on Saturday (Sunday as makeup day)
  - (f) **Sugar Bowl Playoff Series:**
    - 1) In all cases, the higher seed teams will host the games. If unable to host, the opponent will host the game.
  - (a) **Inter-League Play:** The playoff committee may investigate additional post-season play for each of the SYFC champions.

Section 11.04 Trophies

- (a) The Shoreline Youth Football Conference will provide a first and second place trophy for each Division.
- (b) Championship game DVD's will be presented by the Conference to members of the first and second place teams in each Division.
- (c) No fourth-grade game shall be scheduled after 3 P.M.

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**Exhibit 1**

**SYFC Seeding Structure**

Grade 3: Scheduling Committee will determine regular season schedule/matchups. NO playoffs.

Grade 4: Coaches meeting to be held to determine regular season rankings.

Championship Series playoffs and Bowl Series playoffs determined by point system along with grades 5-8.

Grades 5-8: Divisions based on end of season rankings using Snake Ranking.

**Grades 4-8 Playoff Structure:**

Top 16 or less teams make the Playoffs. Teams beyond 16 play consolation game week one of playoffs.

**Championship Series** (Top 8-point totals in each grade).

Week One: 1 vs. 8

2 vs. 7

3 vs. 6

4 vs. 5

\*\*\*Rankings are based on Total Season Points, including tie-breakers.\*\*\*

\*\*\*Teams will NOT be re-ranked after first round of Playoffs.\*\*\*

\*\*\*Higher Playoff Ranking retains home field.\*\*\*

Week Two: Winner of 1v8 plays winner of 4v5. Winner of 2v7 plays winner of 3v6.

Week Three: Two remaining teams play for Championship on Championship Saturday.

**Bowl Series** (Bottom 8-point totals in each grade).

Week One: 9 vs. 16

10 vs. 15

11 vs. 14

12 vs. 13

\*\*\*Rankings are based on Total Season Points, including tie-breakers\*\*\*

\*\*\*Teams will NOT be re-ranked after first round of Playoffs\*\*\*

\*\*\*Higher Playoff Ranking retains home field\*\*\*

Week Two: Winner of 9v16 plays winners of 12v13. Winner of 10v15 plays winner of 11v14.

Week Three: Two remaining teams play of Championship.

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Points to determine playoffs are calculated based on the following formula

Each team earns **20** points for a regular season win.

Each team earns **10** points for a regular season tie.

**Additional Point Allocation**

Each team earns 10 strength of schedule points for each win throughout the season for teams they beat head to head and 5 points for opponent ties head to head.

For Teams that Tie Head to Head, Strength of schedule points will be 5 points for opponent's scheduled wins and 2.5 points for opponent's scheduled ties.

No strength of schedule points for losses of that opponent's schedule.

TOTAL points will be aggregated to determine POST-SEASON rankings.

If teams have the same total score for the regular season, the order of determination for post-season seeding is as follows;

1. Head to Head winner gets higher seed
2. Record and common opponents
3. Record rule – total wins
4. Strength of schedule of opponents you lost to
5. Coin flip

**Following Year Rankings**

Rankings and Division would be determined by prior season Finish.

Championship Series Champion would be #1 rank and runner-up would be #2.

Bowl Series Champion would be #9 rank and runner-up would be #10.

- 1) All other rankings would depend on finish of Total Regular Season points.