



In affiliation with
AMERICAN YOUTH FOOTBALL INC

2025

***Addendums, Clarifications and
Highlights to 2025 AYF Official Rules
and Regulations Manual¹***

¹ These rules are subject to changes throughout the season. Please refer back to this rulebook regularly.

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MISSION STATEMENTS

BAY STATE YOUTH FOOTBALL AND CHEERLEADING CONFERENCE: The mission of the Corporation shall be (a) to implant in the youth of the community ideals of good sportsmanship, discipline, honesty, loyalty, courage and reverence by providing a supervised, safety-oriented, instructional and competitive football and cheerleading program, so that they may be finer, stronger, healthier and happier youths who will reflect credit on themselves, their parents and their community; (b) to stress the importance of scholastic achievement; and (c) to carry on any other activity in support of and to benefit the above mission as may be carried on by a corporation organized under Chapter 180 of the Massachusetts General Laws and described in Section 501(c)(3) of the Code. The supervisors involved with the youth of the community shall bear in mind that the attainment of exceptional athletic skill or the winning of games or competitions will be in accordance with the principles as stated above.

GOVERNING RULE BOOK

The Bay State Conference is governed by Federation and MIAA Rules.

DIVISIONS

AYF All-American Division			
Grade Based / Age Protected			
Grade Max.	Age Range	Protected Age	Protected Age Explanation
3rd*	7, 8, 9	9	9 in 3rd grade, cannot turn 10 before 8/1
4th	8, 9, 10	10	10 in 4th grade, cannot turn 11 before 8/1
5th	9, 10, 11	11	11 in 5th grade, cannot turn 12 before 8/1
6th	10, 11, 12	12	12 in 6th grade, cannot turn 13 before 8/1
7th	11, 12, 13	13	13 in 7th grade, cannot turn 14 before 8/1
8th	12, 13, 14	14	14 in 8th grade, cannot turn 15 before 8/1
Grades can be combined by the Assoc. ~ *2nd Graders may join the 3rd grade team			
Bay State Youth Football & Cheerleading Conference			

ROSTERS

The maximum number of participants allowed on a certified roster is 36. The minimum number of Participants required to certify a roster is 16.

Associations can have two teams in a grade once their registration numbers hit 46 registered players total, but not before.

When an Association has 46 players at one level and needs a second team, they will be allowed to play in the Bay State Conference and will not be required to find games outside of the conference.

Bay State does not follow any wording that references “weigh in” rules. We are grade-based with no weight restrictions.

GAME DAY GUIDELINE

PREGAME PRACTICE:

- Teams may gather 1.5 hours prior to game time.
- Teams may not practice longer than one hour before a game .
- Check in half hour before the first game, or halftime of the prior game.
- Visiting teams’ coaches should introduce themselves to the Game Day Supervisor

COACHES ON SIDELINE

- Limit 7 on the sideline (Game Day Supervisor responsible for removal of extra coaches)
- Refusal can result in forfeiture of game
- Time outs are called by Head Coaches

COACHES ON FIELD

- All E levels allow 1 coach on the playing field. **Once the offense breaks from the huddle, both coaches (offensive and defensive) move 5 yards behind their respective O and D backs and shall remain 5 yards back throughout the play.**
- All other levels – 1 coach allowed on the field “a few feet”. Violation can result in a 15-yard interference call.

CHAIN CREW

- The home team is responsible for getting a crew
- Extension of the officials
- Home sideline
- No cheering, they must remain quiet and respectful
- No use of electronics
- They will be removed if they do not follow protocol

AYF SANCTIONED FOOTBALL:

The AYF sanctioned football manufacturer is Wilson. AYF strongly recommends using an AYF Wilson football (leather or composite) during the regular season games.

As the exclusive ball of the postseason, AYF requires the use of an AYF Wilson football during all AYF-sanctioned tournament and postseason play. This includes regional tournaments and the AYF National Championships. A team can play with their own game ball ONLY if it is a Wilson Football; if teams do not bring their own AYF Wilson Game Ball, one will be provided at game time.

The following football sizes will be followed for each level of play:

2nd, 3rd and 4th Grades - K2

5th Grade - TDJ

6th Grade – TDJ

7th Grade – TDY

8th Grade – TDY

Leather or Composite is acceptable.

INSTRUCTIONAL / COMPETITIVE RULES - 2/3 & 3/4 GRADES

1. No Blitzing (Line up 5 yards behind the line, move w/snap of the ball).
2. 2-3 grades will play 4 - 15-minute quarters running time. The last 2 minutes of each half (2nd and 4th quarters) will be regular stop time. Kickoff and punt options will remain the same.
3. 3 - 4 grades will play Four 11-minute Quarters.
4. Two-minute warning at the end of the half and end of the game.
5. The “Lopsided Rule” applies – 28 points.
6. One coach on the field at a time.
7. Have either a 4, 5 or 6-man front (inside tackle box). Defensive ends may remain on the line of scrimmage, and can only be lined up on the outside shoulder of the offensive tackles, offensive ends, or wings, whichever is the end position on the offensive line. Everyone else is 5 yards back. Defensive Backs covering in a twins or trips formation can line up 2-3 yards from the line of scrimmage. From the 10-yard line going into the endzone, all the players can be within 3 yards. From the 2-yard line, all players can be on the line. Once the ball is hiked, the linebackers, safeties, and cornerbacks can do whatever they want.
8. 3 timeouts per half.
9. Instead of punts, the ball is moved 25 yards. The ball is not to be placed closer to the end zone than the 30-yard line.
10. If the opposing team attempts an extra point kick, there is to be no rushing. Ends are allowed to contain.

MANDATORY PLAY RULE:

All AYF participants MUST play an active role in each game. Unless noted prior to the start of the game, by absence, by injury.

All AYF participants MUST play an active role in a minimum number of plays as follows:

- 31-36 players = 6 Plays
- 26-30 players = 8 Plays
- 21-25 players = 10 Plays
- 16-20 players = 12 Plays

Kicker Exemption - MPR exemption for a kicker in grade divisions 5 - 8 to encourage the kicking game and include kicker-only players who have no desire to play other positions .

The number of plays required is determined by the numbers of players able to participate at the start of each game. All Minimum plays must be "Active" plays. All special teams and extra points count towards satisfying the MPR requirement. The only plays that don't count are plays that penalties are accepted and the down is replayed, taking a knee or spiking the football. All participants must receive their minimum mandatory number of plays by the end of the 3rd quarter. Any participant that has not received their minimum plays by the end of the 3rd quarter must enter the game at the start of the 4th quarter and remain in the game until they have received their required number of plays. In games where the Lopsided Rule or running clock applies, coaches will use best efforts to exceed the MPR for all rostered players.

MPR Sheets must be signed off by opposing MPR coaches at the conclusion of the game. If a team protests the MPR's, the Head Coach will notify the opposition MPR coach at the conclusion of the game. There will be no discussion or debate. The Head Coach will follow up with an email to the Executive Director within 6 hours. For every game and for the season, all MPR sheets must be kept in the back of the game day roster book and can be checked by the President of the conference or the Executive Director, or a President of the associations at any time.

Each team will supply an adult, 18 years of age or older, to monitor the Mandatory Play Rule.

Any person assigned as a mandatory Play Monitor must be instructed to be respectful while on the opponent's sideline or working with the opponent's volunteer. There is to be no excessive cheering, cell phone use, and no coaching of any kind. At any time, the opponent for any reason may ask that the volunteer be replaced and this request must be complied with immediately without question. Failure to comply will be considered a violation of the Mandatory Play Rule and may result in the forfeiture of the game. Conferences shall enforce the Mandatory Play Rule. Any team not meeting the Mandatory Play Rule shall forfeit their game.

Additional minimum penalties for violation of the Mandatory Play Rule as determined by the Baystate Discipline Committee:

- **First offense** for the head coach: probation.
- **Second offense** for the head coach: suspension for one game and one week of practice.
- **Third offense** head coach: suspension for remainder of season. If it is the last game: suspension for the first half of the following season's games. In the event a suspension should carry over into the next season, the Association that may appoint the offending coach will be obligated to enforce the suspension.

GAME CLOCK DETAILS / PLAYING REQUIREMENTS:

Only 11-minute quarters will be utilized. The maximum half time allowed will be 15 minutes.

Three (3) timeouts per half in all AYF games, with one additional 30-second timeout. Timeouts are not charged against a team for injuries or game officials' timeouts. A minimum of 12 players eligible and able to participate is required to start and maintain a regulation game during the regular season only. A minimum of 16 players eligible and able to participate is required to enter post season play and must be maintained throughout post-season play or the game will be forfeited and the winner will advance. A minimum of 16 players eligible and able to participate is required to qualify and begin participation in the national tournament.

Football games are to be scheduled with a minimum of 48 hours (2 days) between games.

TIE BREAKER

If the score is tied at the end of regulation each team will have an opportunity to score from the 10-yard line. Play continues until there is a winner. It is not sudden death; each team will have an equal number of opportunities to score. Regular scoring rules apply.

Tie breaker in standings

- Tie breaker in playoff standings
- 1 - Game Drop (if an uneven amount of games were played between the teams in tie breaker discussion) - drop win against the team on schedule with lowest point total and other team(s) in tie breaker discussion have points recalculated as if the team(s) who had to drop the game never played it.
- 2 - Head-to-Head.
- 3 - Point System. We will award 10 points for your own wins and 2 points for every win a team had that you beat.
- 4 - Avg Points Per Win - Divide the total points by number of wins; team with highest average wins.
- 5 - Avg Points Per Game - Divide total points by number of games played; team with the highest average wins.
- 6 - Opponents Winning % - Divide the total games won by opponents by total games played by opponents (after game drop, see #2); team with this highest % wins.
- 7 - Coin Flip

INTENTIONALLY RUNNING UP THE SCORE

Is when a team continues to pour it on even after the game is in their favor and far out of reach for their opponents. Coaches who practice this are to be disciplined by the Baystate Discipline Committee and/or the local Conference/Association. AYF considers this type of coaching contrary to its purposes.

LOPSIDED RULE

The Bay State lopsided score rule is 28 Points. At the start of the 3rd quarter if the score differential is at, or reaches 28 points, a winner and loser is officially declared, the game will continue to be played and all MPR's must still be completed by the conclusion of the game. The game clock will become a running clock. Once the clock becomes a running clock it can only be stopped for injuries and official or team time-outs. The losing team will take the ball on the 50-yard line.

The conduct expectation for the team is that starters are replaced where possible; particularly those who have been consistently effective over the course of the game, second and third-string players are in the game. The winning team is prohibited from running any mis- direction, reverses, or "trick plays" of any kind (1st violation 15-yard penalty, 2nd violation coach ejection). Teams are not required to run inside the tackle box, plays meant to go outside are allowed. Mandatory plays must be completed regardless of the score or game clock. Both teams will be allowed to run forward passing plays. That is any pass play where the ball is thrown beyond the line of scrimmage!

The conduct expectation for the losing team includes an understanding that the game is out of reach and is being appropriately managed by the opposing side. The losing team's game management should have this in mind in making every effort to get second and third-string players in the game as well.

The only defensive formation allowed for either team once the game is under the lopsided running clock is a 5-man front line, the next 6 players must start at least five yards off the line of scrimmage, of which 4 can be inside the tackle box, and two (corners) must be at least five yards outside the ends.

If the winning team does not complete their required mandatory plays, the full force of the mandatory play rules will be in effect. The Conference is available to review lopsided games to ensure appropriate conduct.

The referee has the right to take action needed to be equitable or control a game including a forfeit or ending of a game. Examples as it relates to the lopsided rule include, but are not limited to, an unusual amount of sustained injury, exceedingly poor team behavior, or a team's continued violation of stated game management guidelines. Referees in all cases will do their best to finish all games as scheduled.

When the game is officially declared - Head coaches, referees and game day coordinator should meet in the middle of the field to ensure lopsided rules are understood by both sides.

KICK OFF RULE

At all levels, kickoffs only occur at the start of each half of play. The ball is placed on the 40-yard line with kicking directly behind the 40-yard line. The opposing team must be at least 10 yards from the ball until it is in play. No one except the kicker can move before the ball is kicked. If the ball is fair caught or enters the end zone without being touched by an opposing player the ball will be placed on the receiving team's 35 yard line. The receiving player may also elect to return the ball, which is considered a live play. After all other scores, the ball will be placed at the opponents 35 yard line to start the drive.

At the start of the 3rd quarter, the team that is trailing by 23 points or less may declare an onside kick. The kicking (losing) team must announce they are trying an onside kick, which is to say all other kick offs must have the intent of downfield kickoff. Once the losing team has taken that option the winning team is also allowed to announce an onside kick.

If a team declares an onside kick and does not execute the kick or executes an onside kick (official's ruling) without declaring it, a 15-yard unsportsmanlike penalty will be assessed, the ball will be moved from the 35 to the 20-yard line. The coach is given a warning and if the team violates this rule a second time the coach is suspended for one game.

If the game is a 3-score game, 24 points or more, kickoffs are placed on the 35-yard line.

Punts: Will be executed at levels 5th, 6th, 7th and 8th grades.

2/3 and 4th grade, Instead of punts, the ball is moved 25 yards. The ball is not to be placed closer to the end zone than the 30-yard line.

FILMING GAMES

Coach filming allowed in following manner:

- One designated Cameraman can film in the Field Press Box Filming happens between the 40's
- A second endzone camera may be used provided the camera is aerial (at least 10 feet) or the cameraman is outside the field of play. Field-level filming, if there is no press box between the 40's on filming team's sideline.
- Film may be used to review the game for coaching purposes by the participants.
- Film exchange is only permitted for state and regional play after all the Baystate Super Bowl games have concluded
- There will be NO scout filming during the Baystate regular season or playoffs (in conference).
- The Penalty if a team is found scout-filming will be to suspend the Head Coach for the year.
- For game disputes, film clips should be sent to the Executive Director, league president, head official, and conference secretary.

PRE-SEASON

- Can start 4th Monday in July
- Consists of 4 weeks, 10 hours max per week (Mandatory two 10-minute water breaks)
- 10 conditioning hours (no contact) required for all players regardless of when they join the team
- 5th week drops down to 8 hours

BANNED DRILLS

The following Drills and Warm-up Exercises are hereby banned from all AYF activities. Leg Lifts, Neck Bridges, Neck Rolls, Bull in the Ring, Barrel Rolls, and any and all drills and exercises not generally accepted as safe and that may not be reflective of actions that would normally occur during the course of a football game.

WAIVERS

We are grade-based and age protected which means:

1. We place the player on the team that corresponds with their grade.
2. We then check to make sure the player meets the age requirements of that level.
 - a. If they are in the grade but too old to play with that grade based on age, the player must move up a grade.
 - b. If the player is in the grade but is too young to play with that grade the player should be moved down.
3. Player must live in your town (going to school in your town does not count, they must live there)
4. Anyone who is attempting to play on a team that is outside of Bay State eligibility rules above requires a waiver.
5. A Player who is in a certain grade but outside the age restrictions for playing with that grade (too old or too young). Waivers must be signed by the town President and Bay State Conference President.
6. A player who is in a certain grade but is also inside the age restrictions for playing on a different grade (in most cases players can move UP A GRADE, BUT NEVER DOWN A GRADE, so long as they meet the age restrictions of the grade)
7. Any player who does not live in your town as the primary residence
8. A player who participates with another full contact football team
9. Any player outside of the eligibility rules above for any reason
10. No child any age can play down ever².

² Effective October 26, 2016.

BOUNDARY WAIVER PROCESS

Town to town:

- If a player lives in one Bay State town but plays in another
 - Presidents of both towns must sign the waiver along with President/Executive Director of the Conference
- If a player lives in a non-Bay State town that is not part of another AYF “draw area”
 - Bay State town president and Conference President must sign waiver
- If a player lives in a non-Bay State town that is part of another AYF “draw area”
 - Presidents of both the Bay State and other AYF draw area president along with Bay State conference President must sign waiver – **Unless the Bay State town seeking the waiver is nationally tracked and the town that the child is coming from is not nationally tracked – and in this case, no waiver is needed.**

Other waivers

- We do not permit age waivers.
- We may permit a grade waiver for someone who wants to move up (must be signed by local and Conference president)

RECLASSIFICATION

Reclassifying grades and playing a repeated year at any grade level is allowed provided the player meets the AYF national age standards as follows:

- **8U:** Players must be 8 years old or younger as of July 31st
- **Baystate 3rd Grade – AYF 9U:** Players must be 9 years old or younger as of July 31st
- **Baystate 4th Grade – AYF 10U:** Players must be 10 years old or younger as of July 31st
- **Baystate 5th Grade – AYF 11U:** Players must be 11 years old or younger as of July 31st
- **Baystate 6th Grade – AYF 12U:** Players must be 12 years old or younger as of July 31st
- **Baystate 7th Grade – AYF 13U:** Players must be 13 years old or younger as of July 31st
- **Baystate 8th Grade – AYF 14U:** Players must be 14 years old or younger as of July 31st

This rule is intended to mitigate teams from gaining a competitive advantage through the athletic reclassification of players that are highly developed, recruitable youth football players.

Bearing in mind that all situations are unique, any scenario that falls outside of the Dual Participation must be brought to the Baystate board for a vote³.

³ Exception: Case by case - If player does not meet above criteria, then a possible exception can be made if he/she was held back early in their academic career and has been playing with his/her grade previously.

COACHES, ADMINISTRATORS AND VOLUNTEERS: PLEDGE, CODE AND STANDARD OF CONDUCT

All administrators and volunteers are bound by the “Pledge,” “Code” and “Standard of Conduct.”

PLEDGE

Each game and practice I participate in or administer over will provide me with an opportunity to be a Champion of Character. I pledge, as an AYF member to accept the five core character values of American Youth Football and will do my best to represent AYF, my Conference, my Association, my Team, and myself by: respecting my opponent, the officials, my team, my administrators, coaches, myself and the game; taking responsibility for my actions in all areas of my life; having the integrity to stand by my word; providing leadership where I serve others while striving to be a personal and team leader; and being an example of sportsmanship by holding myself to the highest standards of fair play.

“One athlete of character will improve a team. One team of characters will improve a school. One school of character can impact an entire community.” – Bruce E. Brown Coaches can make a conscious choice to uphold the best of values. Individual players can make choices that will define them as athletes. American Youth Football believes in the following five core values.

- Leadership
- Integrity
- Respect
- Responsibility
- Sportsmanship

The five core values can be exemplified as described below:

How an athlete shows LEADERSHIP

- **Selflessness** – Teamwork, has the ability to put the team ahead of self in every decision, accepts and fulfills a role.
- **Enthusiasm** - Plays for the love of the game, shares it with teammates, brings it every day.

How an athlete shows INTEGRITY

- **Integrity** - Tells the truth, keeps commitments, does not lie, cheat, or steal, purity of intent. Honorable and genuine, being worthy of respect.

How an athlete shows RESPECT

- **Teachable Spirit** - Takes correction as a compliment. Consistently seeks new information. Is eager to learn.
- **Work Habits** - Commits to hard, productive work. Commits to continuous improvement.
- **Attentiveness** - Listens to coaches and teammates. Concentrates on the task at hand.
- **Confidence** - Quiet, inner feeling based on preparation, not arrogance. Values the work and accomplishments of the team – is not arrogant. Shared joy of the inner circle. Does not require or expect special treatment. Proud, feels a sense of dignity.

How an athlete shows RESPONSIBILITY

- **Academic Progress** - Turns in assignments on time. Assumes responsibility.
- **Accountability** - Accepts responsibility for outcomes. Solves problems – does not make excuses. Look to self-first when improvement is needed. Can be counted on by self and teammates.
- **Mental Toughness** - Nothing breaks spirit – stays enthusiastic, confident and positive.
- **Determination** - Is a self-starter, recovers from mistakes quickly. Accepts and embraces discipline for the benefit of the team, and exhibits self-control on and off the field. Focuses attention and effort.
- **Competitive** - Is determined to work within the rules of the game to be successful. Makes a quick recovery from mistakes or misfortune.

How an athlete shows SPORTSMANSHIP

- **Sportsmanship**: Respects the rules and the game. Respects and accepts the judgment of others. Respects opponents as guests and reacts correctly, even when others do not.

CODE

I believe in the power of athletics as a program for the training of youth for a strong and efficient democracy.

- I believe in athletics for the building of good character and personality.
- I believe in athletics as a significant part of a sound educational program.
- I believe in athletics as a constructive force in the lives of millions of sports followers throughout our nation. Therefore, I will hold sportsmanship and fair play high above all other values to be gained through sports participation.
- I consider the privilege of guiding youth through participation in sports as a sacred trust.
- I will always keep the best interests of each participant as my aim. I shall never be guilty of enhancing my progress by the use of a participant's skill for my benefit.
- I will forever keep before the participants under my direction the high ideals, honesty, sincerity, and integrity which have made our nation great. I will not encourage, or tolerate, any form of trickery or evasion of rules in order to gain an advantage over an opponent.
- I will do all in my power to instill in those under my direction a tolerance for all races and creeds, and I will stand out against intolerance wherever it may occur.
- I will strive to instill in every youth great purposes and aims in living and will use the desire to play not as an end, but as a training ground for the participant's highest development.
- I will strive to teach each participant's to be humble in victory and gracious in defeat, to be above bragging or using alibis, and shall help develop inner strength and poise.
- I will use only fair and honest means in my desire for personal achievement and shall
- count the goodwill of my peers far above any achievement unfairly gained.
- I will not sacrifice the values to be gained through a wholesome enjoyment of challenging sports activity for institutional pride or commercial ends.
- I will use only fair and honest means of securing talent for athletic teams and never stoop to trickery or insincere promises in influencing participants in the selection of their experience.
- I will encourage each participant to avail himself/herself of the best experience to be gained in a well-rounded education and to progress normally toward graduation. I will never encourage participation in athletics as an end in itself.
- I will help each participant under my guidance toward the development of honest habits of work and pride in work well done and I shall not practice or allow evasion in any obligation surrounding the athletics program.
- I will shoulder my total responsibility as a leader through athletics and will not allow that responsibility to be transferred to any person or group outside the organization.
- I will not violate this sacred trust for financial support or political prestige.

STANDARD OF CONDUCT

All administrators, Coaches, and Volunteers will abide by a Standard of Conduct, which includes the provisions listed below. If any of these provisions are violated, the Association/Conference shall have the authority to impose any penalty they see fit. If any of these provisions are violated during a Regional or National event, the National Office at its sole discretion shall have the authority to impose any penalty it sees fit with no right to appeal. Administrators, Coaches, and Volunteers having already accepted and agreed to abide by the Coach and Administrators Pledge and the Coach and Administrators Code, by their accepting and active participation in membership, shall follow the intent of the Pledge and Code and shall inclusively and/or additionally agree to:

1. Not smoke and/or use smokeless tobacco on the field or in front of participants at any time.
2. Abstain from the possession and drinking of alcoholic beverages and the possession or use of any illegal substance on the field or in front of participants at any time.
3. Accept decisions of the game officials and judges on the field and in competitions as being fair and called to the best of their ability.
4. Not criticize an opposing team, its players, spirit participants, coaches, or fans by word of mouth or by gesture.
5. Together with team officials, be jointly responsible for the conduct and control of team fans and spectators. Any parent, guardian or fan that becomes a nuisance and out of control must be asked to leave.
6. Not use abusive or profane language at any time.
7. Not encourage their team to intentionally run up the score on an opponent. In the event of a commanding lead every effort shall be made to let all players play.
8. Not permit or encourage, "extreme dieting," or "sweating down" tactics of any kind for any reason. Must report any instance witnessed or suspected to the parent/guardian and local administrator.
9. Not recommend or distribute any medication, controlled or over-the-counter
10. Not deliberately incite unsportsmanlike conduct.
11. Not criticize/berate participants ever, to provide constructive criticism, in private, or in the presence of team/squad members if others might benefit.
12. Remove from a game or practice any participant when his/her health is in question, whether or not as a result of injury, until competent medical advice is available.
13. A coach will follow the parameters of the Anti-Substance Abuse Rule and see that it's carried out faithfully and that all players understand its importance.
14. A coach will not use ineligible players and will take the responsibility of having proper and legal documents on each and every player proving his eligibility at all times.
15. Ensure that all participants meet the minimum required number of plays under the Mandatory Play Rules and Regulations.
16. Uphold all rules and regulations of Association, Conference, Region, and National AYF
17. A coach must discourage the wearing of gang colors or any gang symbols, and the use of any gang-related forms of communication during any and all team-related activities including but not limited to the team.
18. The act of spreading rumors, which is general talk not based on fact, will not be tolerated in AYF/AYC. It not only hurts your credibility, but affects your team/squad/association, the other team/squad/association or conference that may become involved in the rumor. In the case of cheating or rule violations, these must be reported in writing and given to the Association or conference Official for review

MINIMUM PENALTIES

Coach/Administrators

The following are the minimum penalties to be enforced for violation of, but not limited to the following rules. Any organization found to have allowed a variance to this rulebook, the rules regulations, and the spirit of the rules and regulations without filing and receiving written approval may be suspended.

Any organization found not enforcing this rulebook, the rules regulations and the spirit of the rules and regulations may be suspended.

Cheating: Permanent suspension. (Roster/Participant Manipulation will be considered cheating)

Failure to keep faith with juveniles and parents: Defined as any deliberate practice of a coach, team, or Association, which places the health, welfare, and safety of juveniles in jeopardy, or exploits or treats them in such a manner that the juvenile becomes a “tool” of the team.

- *First offense:* suspension for one game and one week of practice.
- *Second offense:* permanent suspension.

Tolerating Unsafe Play: Coaches must refuse to tolerate methods or techniques of play by players on their team that are unnecessary, unsafe and contrary to the spirit of the rules. When such a method or technique is brought to the coach’s attention, regardless of whether a penalty is called on the play, the head coach has an affirmative responsibility to prevent the behavior from occurring again. Failure to prevent such behavior from recurring shall constitute a violation. The coach will be provided with a warning prior to an officially executed violation. A violation will be determined by the existing conference structure

- *First offense Coach:* suspension for one game and one week of practice.
- *Second offense Coach:* suspension for remainder of season (if last game of regular season or during playoffs, suspension for remainder and following season)
- *Third offense Coach:* permanent suspension

Badgering of game officials with threats and inciting fans to display poor sportsmanship:

- First offense: suspension for two games and two weeks of practice.
- Second offense: permanent suspension.

Fighting of any kind: suspension for the remainder of the season and subject to arrest.

Game Ejection:

- Automatic one-week suspension.

Teaching players dirty tactics:

- *First offense:* Suspension for one game and one week of practice.
- *Second offense:* Permanent suspension.

Falsifying birth or any other documents to make a participant eligible is grounds for forfeiture of all games in which they have participated and permanent suspension of the adult(s) responsible for the act and all evidence will be turned over to the local authorities for any criminal prosecution that may be relevant.

Playing ineligible players:

Suspension for the rest of the season. League will review status for next season. Suspension may be appealed (if an appeal process exists) to the Conference depending on the nature of the ineligibility. When ineligible players are found, all games of which the ineligible players have participated in are forfeited and will count in the league standings as such.

When ineligible players are found, the entire team is ineligible for postseason play of any kind regardless of the number of losses it has suffered for playing ineligible players.

Players

In the absence of local rules and regulations regarding participant extreme behavior, the following minimum penalties should be enforced whether in-game or practice when the act is not covered by the governing state or high school rules, within the coach/administrator's discretion:

Game Ejection:

- Automatic one-week suspension.

Fighting:

- *First offense:* Suspension for one game and one week of practice.
- *Second offense:* Suspension and parental/guardian conference.

A player suspended in the Regional Finals will carry over the suspension for the first round of the AYF National Championships. If that suspended player's team receives a first-game bye - he will be suspended for the first half of that game.

Disrespect for coaches, participants, and game and team officials:

- *First offense:* Removal from the game/practice and parental/guardian conference.
- *Second offense:* Suspended for one game and one week of practice.
- *Third offense:* Suspension and parental conference.

Badgering opponents and or teammates by word or act with the purpose of intimidation:

- *First offense:* Removal from the game/practice and parental/guardian conference.
- *Second offense:* Suspended for one game and one week of practice.
- *Third offense:* Suspension and parental/guardian conference.

Organization Offenses

In the absence of local rules and regulations regarding the following, it is AYF's recommendation that the guidelines below be implemented.

Any Player, Coach, Administrator, Parent/Guardian, or Fan should strike (hit) a game official, or member of the coaching staff, shall be subject to arrest by local law enforcement agencies, and permanent suspension including but not limited to being banned from all AYF events and activities.

Failure to control parents or fans:

Suspension of the Association from the Conference until the administration of the Association can submit evidence satisfactory to the Conference that the problems have been rectified.

Failure to control coaches from actions contrary to the health, safety, and welfare of players.

- *First offense:* Probation for the entire Association for the season.
- *Second offense:* Suspension of the Association from the Conference until the Association can submit satisfactory evidence to the Conference that the problems have been rectified.

If a coach is forcibly ejected from a game:

Suspension from ALL Bay State games for the remainder of the season and their team will forfeit the game. If he/she comes to a game thereafter, their team will forfeit the next game as well. This will be administered by the Game Day Officials⁴.

Drones:

Drones are not to be flown overhead of any games. Officials and/or Game Day Coordinator to halt the game until Drone is removed⁵.

⁴ Effective July 26, 2017, amended August 30, 2017.

⁵ Effective August 30, 2017

“LITTLE EYES ARE WATCHING”

There are little eyes upon you
And they're watching night and day
There are little ears that quickly
Take in every word you say.
There are little hands all eager
To do anything you do
And a little kid who's dreaming
Of the day they'll be like you.
You're the little angel's idol
You're the wisest of the wise.
In that little mind about you
No suspicions ever rise.
They believe in you devoutly
Holds all you say and do:
They will say and do, in your way
When they're grown up just like you.
There's a wide-eyed little kid
Who believes you're always right.
And those eyes are always open
And they're watching day and night.
You are setting an example
Every day in all you do:
For the little kid who's waiting
To grow up to be like you.

Author – “To those we call coach”