



FSYFL RULES (Updated for the 2012 Season)

Unless otherwise amended below, the current year's NFHS (National Federation of State High School Association) Laws of the Game shall apply. NFHS Laws of the Game and other resources are available at www.nfhs.com

1. FSYFL Player Certification and Administration Rules

Player and Team Certifications and Check ins - Forty minutes prior to the start of the game all visiting and home team players, as well as, each team's head coach and a team representative must be present for the start of the check-in process. The head coach is responsible for reporting to the FSYFL site office with all members of his or her team to be checked in. Players should be lined up in alphabetical order by their last name. The opposing team representatives are entitled to check the opposing team players Hard Cards to insure the photo matches the player. Players arriving late may check in to play a given game up to the start of the particular game. Once the game begins no additional players may be checked in for the game. Players are **IN**eligible to play any game with the FSYFL if the following situations exist:

- If a team does not have their file folder. A game shall be forfeited and not played in the event of a team not having their file folders
- A player does not have a current player hard card or their paperwork is incomplete. A hard card must have all certified FSYFL stamps in place for the player to be eligible. Teams playing a non certified player will be subject to game forfeit and other possible disciplinary measures.
- If there is a discrepancy on the photo of any kind. In this event the FSYFL staff members may require the player to be re-weighed and/or re-certified.

The FSYFL certifies the weight and paperwork of each player prior to **that players** first game of the season, and then once certified that player is no longer required to weigh in. All players will then be checked in with their photographs and jersey numbers only.

Player additions and Attempts at Weight - Teams may only add players to their teams up until the **start of the FSYFL fourth week of games** following that time the team's roster is frozen and no changes may be made. The additional player must have ALL paperwork and payments in prior to the start of that cut off game. Therefore players may try and make weight up to the start of the 4th week of games of the FSYFL season.

PLEASE NOTE:

A player who is registered and paid to play in a given division is **ONLY** allowed to attempt to "make the required weight" for the first **FOUR (4)** games of the season. At that time the player must be moved up to the next division roster. Please Note: FSYFL has a no refund policy for the league for players not making the weight classification.

Division allocation is determined by the "league age" of a child. A child's "league age" is determined by whatever the child's age was on July 31st the year **PREVIOUS** to the year in which the current FSYFL season will be played.

IMPORTANT NOTE: The FSYFL certifies a players weight at the beginning of the season and then does not do any further weigh ins.

Divisional Weights and Ages

- *Mitey-Mite* 6 - 8 yrs - <90 lbs (6 year olds can be unlimited weight)
- *Peewee* 8 - 10 yrs - <105 lbs (8 year olds can be unlimited weight)
- *Supers* 10 - 11 yrs - <120 lbs and 12 yrs <105 lbs (10 year olds can be unlimited weight)
- *Midgets* 11 - 12 yrs - <135 lbs and 13 yrs <120 lbs (11 year olds can be unlimited weight)
- *Junior Varsity* 12 - 14 yrs - <160 lbs (12 year olds can be unlimited weight)
- *Varsity* 13 - 15 year olds - Unlimited Weight

Players may play in their designated divisions as well as up ONE division from their age group only. i.e. a 10 year old may play on Peewee, Supers and Midgets but NOT on JV. NOTE: The front age of any division is UNLIMITED weight (Therefore if you are a 10 year old you can play as an unlimited weight player on the Supers division and/or on the Midgets division because you qualify under the "front" age of those divisions)

2. *Coaches on the field of play* - Each Mitey Mite and Peewee team team may have one coach on the field during play for the entire season. Supers, Midget, JV and Varsity divisions may have a coach on the field for the first 4 weeks of games. Before the snap, both offensive and defensive coaches must be a minimum of 15 yards from the line of scrimmage. Coaches must be behind the end zone in red zone plays. The coach may not interfere with the play of the game or they will receive a fifteen-yard penalty. The following activities shall be construed as interfering:

- a. Moving players during a play or after the offense has broken the huddle
- b. Speaking or shouting to players during the play or after the offense has broken the huddle
- c. A coach is "caught" in the middle of the play or obstructing a play in any way. (It is the coaches responsibility to be out of the play no matter where the ball ends up)
- d. Having more than one (1) coach on the field in any area

3. *The Coin Toss* - In the presence of each team's captains, the game officials will conduct the coin toss prior to game start. The referee will select the coach that will call the coin toss. **The choice of this coach is at the discretion of the head referee entirely and is not to be questioned at all.** The winner of the coin toss will then have three options; 1) choose to be on offense 2) choose to be on defense 3) choose the side of the field. Based on the winners choice the loser will choose from one of the remaining other option(s). **After halftime the teams will switch roles for the ball control and field.** On the FSYFL there are NO deferring rules with regard to the coin toss. The teams switch sides at half time regardless of the coin toss results. This is done this way because there are only 2 halves in an FSYFL competition and not 4 quarters of play. Both coaches are responsible for obtaining volunteers to run the sideline chains and down marker, however at least one member of the 3 member chain crew must be from each team.

4. *Parents on the sidelines* - All parents must stand behind the parent line, caution line, or designated area 5 – 10 yards off of the sideline. The only representatives allowed on the playing side of the parent line, caution line, or parent designated area are individuals with proper FSYFL identification. All teams will be given seven FSYFL coach badges prior to the start of the season. Only these seven coaches are allowed on the playing side of the parent line. The visiting team will be allowed to have three parent volunteers in addition to the seven coaches to run the first down chains and down indicator. All other individuals must stay behind the designated area. Individuals found in violation of this rule will be

subjected to a one game suspension and possibly longer depending on the severity of the problem. If a child is injured on the field, please allow the EMT to assess the injury, only the parent or guardian of the child will be allowed onto the field in these circumstances.

5. *Playing field size* - The playing field will be forty yards wide and eighty yards long, with two ten yard end zones.

6. *Game times* - The game will consist of two continuous 22 minute halves with a five minute halftime. The clock will be continuously running, only stopping for team and/or referee time outs. Each team is allowed three, thirty second timeouts per **game**. The timeouts can carry over to the second half. No overtime in the case of a tie (except in playoff games). The referee will also call a 2 minute warning which will have all the privileges of a time out for both teams. In the last two minutes of the game, the team with a lead of more than 18 points cannot call a time out. The clock stops in the last 2 minutes of the game (i.e. the second half) for timeouts, penalties, incomplete passes and out of bounds running plays. There will also be one referee timeout at each 10 minute mark for water breaks where the clock will stop, however this referee timeout will be at the discretion of the referee crew. If the weather is not hot the timeout will not be implemented.

For the playoffs the overtime will be governed by Kansas Tie Breaker Rules starting from the 10 yard line, teams will be given 4 downs to score. For Kansas Tie Breaker rules please refer to the FSYFL website Referees page.

7. *Uniform code* - An FSYFL approved uniform, helmet, pads and mouthpiece are required to be worn in order to participate. Children may not tie any portion of their jersey for safety reasons. Children may not wear any face shield that has a tint, all face shields must be clear. No jewelry, open toed shoes, or metal cleats may be worn.

8. *Game Balls* - The game ball must be comparative to a Wilson Traditional Youth Football. K2 for Mitey Mites and Peewees, TDJ for Supers and Midgets, and a TDY for JV and TDS for Varsity. The officials will rotate balls from each team while they are on offense. All balls must be approved by the game official prior to the start of the game. Different sized footballs may be used by teams from the FSYFL standards, but these different sized footballs may only be used by the team for their offense drives only. These footballs should be approved by the officials prior to the start of the games.

9. *Game Scoring* - The methods of scoring and their value: Touchdown 6 points. There are NO field goals. Extra Point values are: 1 point for a **RUN** from the 5 yd line, and 2 Points for a **PASS** from the 5 yd line. In order to be awarded 2 points for a pass, the pass must be forward and caught beyond the line of scrimmage. Backward passes and passes caught behind the line of scrimmage that result in a score on an extra point will be awarded 1 point. Safety 2 points. Due to the fact that the points against is the 4th tie breaker for playoff contention, following every game the referee will sign and provide the FSYFL Field director with a Game Score Card of the game results. Head coaches from each team will be allowed 15 minutes (from game end) to go to the FSYFL site offices to sign the card and validate the game score. If there is a dispute on the correct score the FSYFL official will contact the referee and settle the dispute with all parties. If the Head coach fails to go to the FSYFL tent for the score validation within the allotted 15 minute time frame, the referee score will be deemed accurate and set.

10. *Team Sizes* - The game will be played eight on eight. Each team is advised to have a maximum of twenty two to twenty four players on their roster, **however there are no rules governing a roster size**. Rule # 31 addresses the minimum amount of players to start and continue a game.

11. *Minimum Play Rules* – The FSYFL as an organization does NOT have any minimum play rules. The numbers of plays that a given player receives is entirely up to the coach of the given team. The head coach has the authority to limit game playing time of any player on their team who continually misses practices without a valid excuse, or who may have caused disciplinary problems during a prior practice or a particular game. Please Note: The FSYFL Pro Bowl does have a 15 minimum play rule.

12. *Unsportsmanlike behaviour* - Two un-sportsmanlike conduct violations by any player, coach, or spectator will result in an immediate dismissal of the violator, a fifteen-yard penalty and loss of down. The referee and FSYFL site director has the authority to dismiss a violator after one unsportsmanlike conduct violation based on severity. The game will resume once the violator has left the premises. Players and/or coaches ejected from a game will be required to miss the next game.

13. *Substitutions* - Substitution may occur between downs and any number of players may be substituted. Players must enter and exit the field promptly.

14. *Offensive and Defensive lineman rules* - The offense must have five players (no more or no less) lined up on the line of scrimmage for every play. The defense must have a minimum of two and a maximum of four players on the line of scrimmage for every play. (*The NFHS rule regarding Linebackers states "that defensive players within one yard of the football are considered lineman, therefore defensive secondary players must be a minimum of TWO YARDS North/South to be in an standing position"* The NFHS Rule on this issue is in place to define who can be legally blocked below the waist, legally blocked in the back and legally clipped). In the FSYFL the following rule applies. **All offensive and defensive linemen must be in a three or four point stance prior to the snap of the ball. Linemen are described as any player WITHIN four yards left or right of the football or (for defensive players only) WITHIN two yards behind the football.** Violation of this rule is a five yard live ball enforcement for illegal position at the snap. If penalty is accepted, it is administered from the previous spot. As a point of clarification any defensive player within the eight yard by two yard rectangle (centered on the football) prior to the snap would be required to be in a three or four point stance. Therefore, a player will be penalized if their initial position is fine but right before the snap the defensive line or secondary player tries to time his rush/blitz but he moves or arrives in the zone (i.e. within two yards) prior to the snap. In addition concurrent with this rule should a defensive end or defensive back approach the line of scrimmage at the snap and thereby violate the maximum defensive player rule this would also be a violation. While coaches can gain every advantage they can to disrupt the offensive play call, the focus of the referees will be FIRST to make sure players don't get hurt from getting cut below the waist by an illegal block ending their playing career, as well as making sure the rules are enforced fairly. The officials will consistently enforce the rule as interpreted.

15. The offense is given twenty five seconds from the referees "ready for play" signal to the time they must snap the ball to begin the next play.

16. *Roughing the Center* - **NO** player may line up on (head up), go over the top of, run directly into or "rough" the Center. The clarification here is that a defensive player on the defensive LOS shall not line up directly over the snapper (center) or run directly into the snapper from the guard/center gap on any scrimmage play. This will constitute roughing the snapper and result in a 15 yard penalty. Clearly the center will be "bumped" from time to time, or "shaved" as the defensive player shoots their gap, however the premise of the rule is that the initial intent of the defensive player should be to control their lane without, however an obvious intent simply to run directly into the Center in an unsafe manner. Once the Center begins to engage the block then "all bets are off" and the defensive player is entitled to engage as well. This is a thin line of judgment, however the referees have been given latitude here to determine intent of "roughing the snapper" in the same way as a "roughing the kicker" is concerned. This is about protecting the players more than anything.

17. The ball carrier is down according to high school football rules.

18. *Player down rule* - In the event a ball carrier falls to the ground as a result of contact or not, the player is down and the play is over.

19. *Fumbles* - A fumble ball may be advanced once it is recovered. Interceptions are live and can be advanced.

20. *Blocking* - Blocking below the waist is prohibited at all times. This is to protect all players on the field at all times.

21. *Kick Offs* - There are no kick offs. The ball will be placed on the 15 yard line at the beginning of the game, at the start of the second half and after any touch downs.

22. *Punting* - There are NO punts. For all 4th down plays, team coaches may choose to either; run the 4th down play or "declare" an intention to punt to the referee and the other team head coach. In the case of a declared punt the ball will be then be placed 25 yards further down the field from the 4th down line of scrimmage. Declared punts from 25 yard line or less of the opposing team will be measured as "half the distance".

23. *Safeties* - After a safety, the ball is placed at midfield.

24. *Mercy Rules* – The following mercy rules apply:

- If a team gets a lead of twenty-four (24) points or more at any time during the game, the losing team will start with the ball at midfield.
- If a team has a lead of more than 24 **as well as** there being less than 5 minutes left in the game, that team may not throw the ball. All offensive plays should be running plays only. A 15 yard penalty will be assessed for each infraction of this rule.
- In the last two minutes of the game, the team with a lead of more than 18 points cannot call a time out.
- In the event a team has a lead of 18 points or more and who is in offensive possession of the ball, with 60 seconds or less remaining on the clock of the game, **the game will be called final**. The referee will blow the whistle and call the game ended.

25. *Injuries* - If a major injury occurs during the game, the EMT and FSYFL staff will make a discretionary call as to whether the game is to be cancelled. If the game is cancelled prior to halftime, the game will be made up on a future date and will be picked up where it was left off. If a game is cancelled after halftime, the game is considered final. In the event of a postponed game the referees will have both head coaches sign the referee score card with details of how the game ended, to ensure the same scenario will be applied at the start of the make up game.

26. *Coaches Meetings* - All coach's meetings are mandatory. One representative must be present for the coach's meeting or the entire team will be suspended for one game.

27. *Roster and Season Rules*

- There will be no player additions to a teams rosters after the start of the 4th week of games of the FSYFL season. An addition is determined by full payment of the registration fees to the FSYFL registrar.

- No additional teams can be added up to and including midnight two weeks prior to the first game of the season.
- The final schedule will be provided to all coaches a minimum of two weeks prior to the first regular season game.
- Scrimmages prior to the first season game are allowed.

28. FSYFL Certification Process

The following points detail the exact process that the FSYFL uses to certify teams and players. Coaches should be aware of these steps so that their teams can be fully ready to play Game #1.

1. **Complete the Players File Folder-** Coaches are required to complete the file folders with **FOUR (4)** plastic sleeves for each player on their team. Items required in each plastic sleeve are as follows:
 - Sleeve # 1 – Must contain the FSYFL designated Hard Card with photo and all information. The section for the signing of certification for each game should be cut out to allow FSYFL officials to enter information onto the hard card without removing the hard card.
 - Sleeve #2 - A copy of player Birth certificate. The Original or Registered league certified copy of the Birth Certificate and ID will be also included in this sleeve ONLY until the players certificate is certified. At that time the copy will be stamped and placed back into this sleeve and the original returned to the players parents.
 - Sleeve # 3 – The signed copy of the FSYFL Liability Form.
 - Sleeve # 4 – The signed copy of the FSYFL Medical Release Form.
2. **Original Birth Certificates and Student ID's Guidelines** – In order for a player to be certified with the FSYFL an original/certified Birth Certificate and Student ID (EITHER some kind of ID for the actual player OR an ID of the parent that is represented on the Birth Certificate) must be presented. The below matrix details what the various choices for qualification are. **Parents must comply with any ONE of the below detailed choices to gain certification.** Please note that each choice has 2 components; a birth certificate component and an ID component. Both components must be verified to allow a player to be certified. In Choice #4 and #6 the birth certificate component satisfies both components. Choice #3 allows players to use a “Certified Copy of the Birth Certificate” this is state or federal certified copy, a school certified copy and/or a Reputable Football Organization certified copy (must be a well known organization such as Pop Warner or other registered league) **IN ALL THESE CASES THEY MUST HAVE AN ORIGINAL STAMP FROM THE ORGANIZATION.** If the stamp is not original the certified copy will be rejected and an original required. A returning player to the FSYFL tournament may use their previous years FSYFL certified birth certificate copy under this component.

Choices (Choose ONE)	Birth Certificate Requirement	ID requirement
Choice # 1	Original Birth Certificate	Original player ¹ or parent ID ²
Choice # 2	Original Birth Certificate	Copy of player ³ or parent ID ⁴
Choice # 3	Certified Copy of Birth Certificate ⁵	Original player ¹ or parent ID ²
Choice # 4	Original Passport ⁶	Not required
Choice # 5	Copy of Passport ⁷	Original player ¹ or parent ID ²
Choice # 6	Original Drivers License of Player ⁸	Not required

1. Original Player ID's can be any type of ID but must have been produced by a reputable entity such as a business, school, state or federal institution. Both the players full name and photograph are required on the ID. The ID must have been generated professionally.

2. Original Parent ID's can be any type of ID but must have been produced by a reputable entity such as a business, state or federal institution. One of the parents name's on the ID must correlate to one of the parents on the birth certificate to be accepted. The ID should have been generated professionally, with the parent's name and name on the document.
3. Player ID copies can be any type of ID but must have been produced by a reputable entity such as a business, school, state or federal institution. Both the players full name and photograph is required on the ID copy. The ID should have been generated professionally. These copies will only be accepted if they are clear and untampered copy. In the event the FSYFL certification clerk deems the ID to be faded or tampered with the copy will be rejected and an original required.
4. Parent ID copies can be any type of ID but must have been produced by a reputable entity such as a business, state or federal institution. One of the parents name's on the ID copy must correlate to one of the parents on the original birth certificate to be accepted. The ID should have been generated professionally, with a photograph and parent name on the document. These copies will only be accepted if they are clear and untampered copy. In the event the FSYFL certification clerk deems the ID to be faded or tampered with the copy will be rejected and an original required.
5. This certified Birth Certificate copy can be a state or federal certified copy, a school certified copy and/or a Reputable Football Organization certified copy (must be a well known organization) **IN ALL THESE CASES THEY MUST HAVE AN ORIGINAL STAMP FROM THE ORGANIZATION.** If the stamp is not original the certified copy will be rejected and an original required. A returning player to the FSYFL tournament may use their previous years FSYFL certified birth certificate copy under this component.
6. If an original passport is presented this will satisfy **BOTH** the birth certificate and ID requirements
7. These copies of the passport must have the page where the photograph and birth date are clearly marked. These copies will only be accepted if they are clear and untampered copy. In the event the FSYFL certification clerks deems the Passport Copy to be faded or tampered with they will be rejected and an original will be required.
8. If an original drivers license is presented this will satisfy **BOTH** the birth certificate and ID requirement. (This will obviously only be applicable for players on the Varsity level)

Note # 1 (Foster/Adotive/Grandparent) – In situations where the player is under a Foster, Adopted or Grand parent scenario and the name on a childs birth certificate and or parent ID is different from the player's then some kind of legal paperwork will be required to verify this difference prior to the childs certification. Both documents above are still required.

Note # 2 (Presentation of Originals) – In all cases Original documents will only be required to be shown **ONCE** at either the Pre-certification meeting or the players FIRST game check in, and can then be returned to the parents/players immediately. All file folders will have only the copies of documents contained.

Note # 3 (Certification Stamp) – All documents **MUST** be presented and complete prior to a player being certified. Coaches should only bring players to the Pre-Certification meeting that have **COMPLETE** documentation, photos and originals etc. Partial presentations of document will not be sufficient for certification of a player.

3. *Pre-certification Meeting* - This meeting is held 7-10 days prior to season start in each region. An FSYFL certification team will travel to all areas and provide a time and location for this meeting. All coaches will be informed of the time and place well in advance. Coaches and players may attend with their player file folders. The following activities take place at this meeting:
 - Each player insert in the Team file folders are checked for correct paperwork; hard card, birth certificates and liability forms. If complete the "FSYFL Verification" boxes are stamped.
 - Original Birth Certificates and Student ID's are checked (or certified copies) and if complete the "Birth Certificate & Student ID" box is stamped.
 - Players may be weighed in to certify their weights.

Note: The purpose of the Pre-Certification meeting is to complete as much of the players paperwork and certifications as possible. Any additional players that have incomplete paperwork or have been added after this time may be certified at the 1st through 4th week of games at their team check in.

COACHES ARE ADVISED TO TAKE ADVANTAGE FO THIS PRE-CERTIFICATION PROCESS TO ALLOW FOR THEIR FIRST GAME TO BE WORRY FREE.

4. *First Game Weigh In* - All players on each team roster are checked against their hard card and photo and then weighed. If the player has already been certified at the pre-certification meetings they will be checked in and the game section stamped. If the player has NOT been pre-certified their paperwork will be certified and stamped and the player weighed. Once a player has been weighed and has the 3 certified hard card stamps they do not have to weigh again for the season. The team will still check into to the FSYFL registration tent prior to a game but verification will be done with jersey number and hard card photographs only
5. *Weigh ins for games up to the start of the 4th game of the FSYFL season* - Due to the fact that teams are allowed to add players up to the **start** of the 4th week of games of the regular season, all late addition and incomplete paperwork players will be weighed in and stamped at these game weigh ins. Following the start of the 4th week of games the final roster for the teams will be frozen.
6. *4th week of games* – At the start of the 4th week of games the Head coach will be required to sign their frozen roster sheet. This roster will then be placed into the front of the Team File Folder. No additions or changes will be allowed to the team from there on out.

NO PLAYER WILL BE ALLOWED TO TAKE THE FIELD WITHOUT:

- Full payment being made to the FSYFL
- Presentation of necessary Paperwork and certificates
- Making the required weight

29. *Game Check In Rules* - All players will be present at the field forty minutes prior to the start of the game. (For the **FIRST** game of the season coaches and teams are required to be at the weigh in 60 minutes prior to game time to finalize all pre-season paperwork) The coach will check in at the FSYFL designated offices. Team representatives may check opposing team's player Hard Card ID's prior to weigh-ins if required. The coach will line up his or her team in a single file line, an FSYFL staff member will call out and certify the Player Hard Card and sign the card for each game. FSYFL representatives will randomly check sidelines throughout the game to insure eligible players only are playing. The FSYFL warrants all weight certifications prior to the players **FIRST** game only. Thereafter players are certified for play based on photograph and jersey number identification.

30. *Players Missing Weight Classification* - A player who is registered and paid to play in a given division is **ONLY** allowed to attempt to "make the required weight" for the first **FOUR (4)** weeks of FSYFL games of the season. Following the 4th week of FSYFL games and the player has failed to make their weight, then the player must be moved up to the next division roster. Please Note: FSYFL has a no refund policy for the league for players not making the weight classification.

31. *Minimum amount of team players to start a game* - A team must start the game with a minimum of 8 players but may continue after the start of the game with fewer players. The game shall be forfeited in the event a team does not field the minimum numbers of players at the start of the game.

32. *Game Start time* – A team is given 15 minutes from the game scheduled start time to field the minimum number of players per rule # 31 to start the game, or else the game shall be forfeited.

The FSYFL league officials decision on any issue related to weigh-in is final.

SUMMARY OF PENALTIES

Loss of five yards:

1. Delay of game
2. Encroachment
3. False Start
4. Illegal formation
5. Illegal forward pass
6. Illegal forward lateral
7. Ineligible receiver down field
8. Incidental face mask
9. Intentional grounding
10. Illegal substitution
11. Illegal shift or motion

Loss of ten yards:

1. Holding
2. Illegal use of hands (hands to the face, block in the back)

Loss of fifteen yards:

1. Un-sportsmanlike conduct (by a player, coach, or spectator)
2. Intentional or accidental coach interference while on field
3. Block below the waist
4. Clipping, tripping, chop block
5. Grasping an opponents face mask
6. Roughing the passer
7. Slapping a blocker's head
8. Illegal participation
9. Sideline interference
10. Illegal hit or block after a fair catch signal

Disqualification:

1. Second unsportsmanlike facemask penalty
2. Fighting whether it is a player or spectator
3. Striking, kicking, or kneeing any player or spectator
4. Intentional contact with a game official
5. Two un-sportsmanlike fouls by a player or spectator (Referee may eject a player, coach, and spectator for one unsportsmanlike conduct depending on severity of action).
6. Any other act that is unruly, rough, and/or flagrant

RULE CLARIFICATIONS

Equipment Requirements

1. Multi bar facemask that meets the NOCSAE standard.
2. Helmet with properly fastening chinstrap that meets the NOCSAE standard.
3. A mouthpiece.
4. Shoulder pads that meet the NOCSAE standard.
5. Hip pads and a tailbone pad.
6. Thigh guards with any hard surface that has a minimum compression resistance of four to eight pounds.
7. Knee pads at least ½ inch thick must be worn over the knee and under the pants.

No player shall participate while wearing illegal equipment.

DISCIPLINARY PROCEDURES AND PENALTIES

1. The players, head coach, and assistant coaches can be in the coach's box on the sidelines. The coach's box is between the twenty yard lines. These individuals must have proper identification to be on the playing side of the parent line. Failure to comply with this rule will result in a fifteen-yard unsportsmanlike conduct. All other parents, friends, and/or relatives must stay in the designated area, even if you are filming. Ladders and other filming equipment for cameramen's usage shall be no closer than 15 yards from the outside line of the players box at each site in order to protect the children, fans, and staff.

2. Profanity and arguing with any game official, FSYFL staff, or opposing parent/coach is not allowed, ZERO TOLERANCE. This will be strictly enforced. Failure to comply will be handled as follows:

Coach will be ejected from the game and suspended by the league for up to three games. Coaches can only be reinstated at the league coordinator's discretion. Parent(s)/Guardian(s) will be ejected from the game and suspended for the following week's game. If the problem persists then the child of the parent/guardian may be suspended for one game. Players will be ejected from the game and suspended for the following week's game. If the problem persists then the child may be suspended for the season and banned from future participation in the league.

3. There will be no use of electronic devices between coaches and players during the game. Violation will result in immediate ejection from the game and suspension for the following week's game.

4. In addition, any individual who is ejected from a game for any reason is subject to a ONE game suspension, and if further occurrences take place up to and including banishment from the league. NO REFUNDS WILL BE GIVEN FOR THOSE IN VIOLATION.

5. FSYFL considers the code of conduct sheets that are handed out to each coach, included in his or her coach's packet at the parent orientation meeting, the first warning to all individuals participating in the league. These codes of conduct must be shared with everyone on the team.

6. Parents that are in violation of the parent lines or are not in the designated area determined by FSYFL at the game site will be ask to leave the field area and be suspended for one week.

7. Parents found engaging in verbal or physical violence with players, parents, coaches, referees, or FSYFL staff will be suspended indefinitely from the league.